**Technical**

**MANUAL**

*3D view system*

**Revision Sheet**

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| --- | --- | --- |
| **Release No.** | **Date** | **Revision Description** |
| Rev. 0 | 3/25/2018 | User Manual Template and Checklist |
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**USER'S MANUAL**

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**1.0 GENERAL INFORMATION**

# GENERAL INFORMATION

**2.0 SYSTEM SUMMARY**

# SYSTEM SUMMARY

## 2.1 System Configuration

The makes use of javascript with webGL. The following items are required.

1. A modern web-browser (Chrome, FireFox,Safari, Edge, IE v10)
2. Enable javascript on your browser. Chick [here](https://www.enable-javascript.com/) for steps to enable javascript.

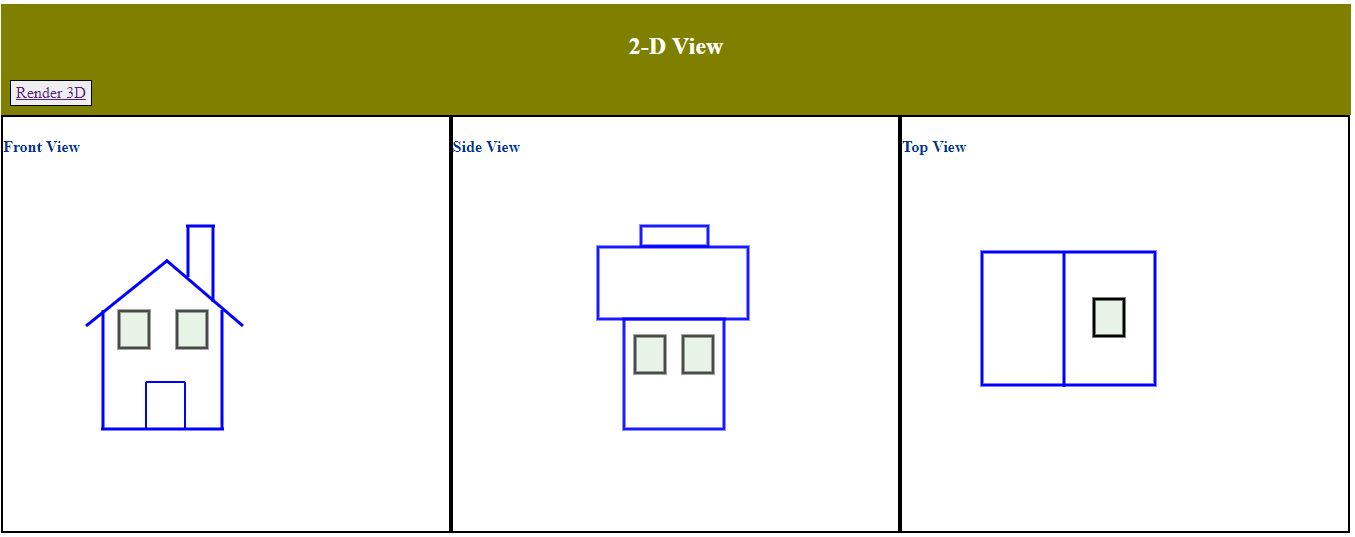
## 2.2 User Access Levels

**3.0 GETTING STARTED**

# GETTING STARTED

## 3.1 Logging On

## 3.2 System Menu



The home page consists of canvas to draw the 3 different 2-D views.

1. Draw/Input the desired 2-D views.
2. Click on ‘Render 3D’ to view the 3D view.



The 3D view page collects all the data from 2D view and renders a 3D version.

1. Use ‘Rotate X/Y/Z’ sliders to rotate and view different sides and edges of the 3D model.
2. Toggle between ambient light and point source light using the radio buttons ‘Ambient’ and ‘Point Source’. The point source light is placed on the right side of the 3D model.

## 3.4 Exit System

**4.0 USING THE SYSTEM**

# USING the SYSTEM

## Caveats and Exceptions

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**10.0 APPENDIX**

# Appendix