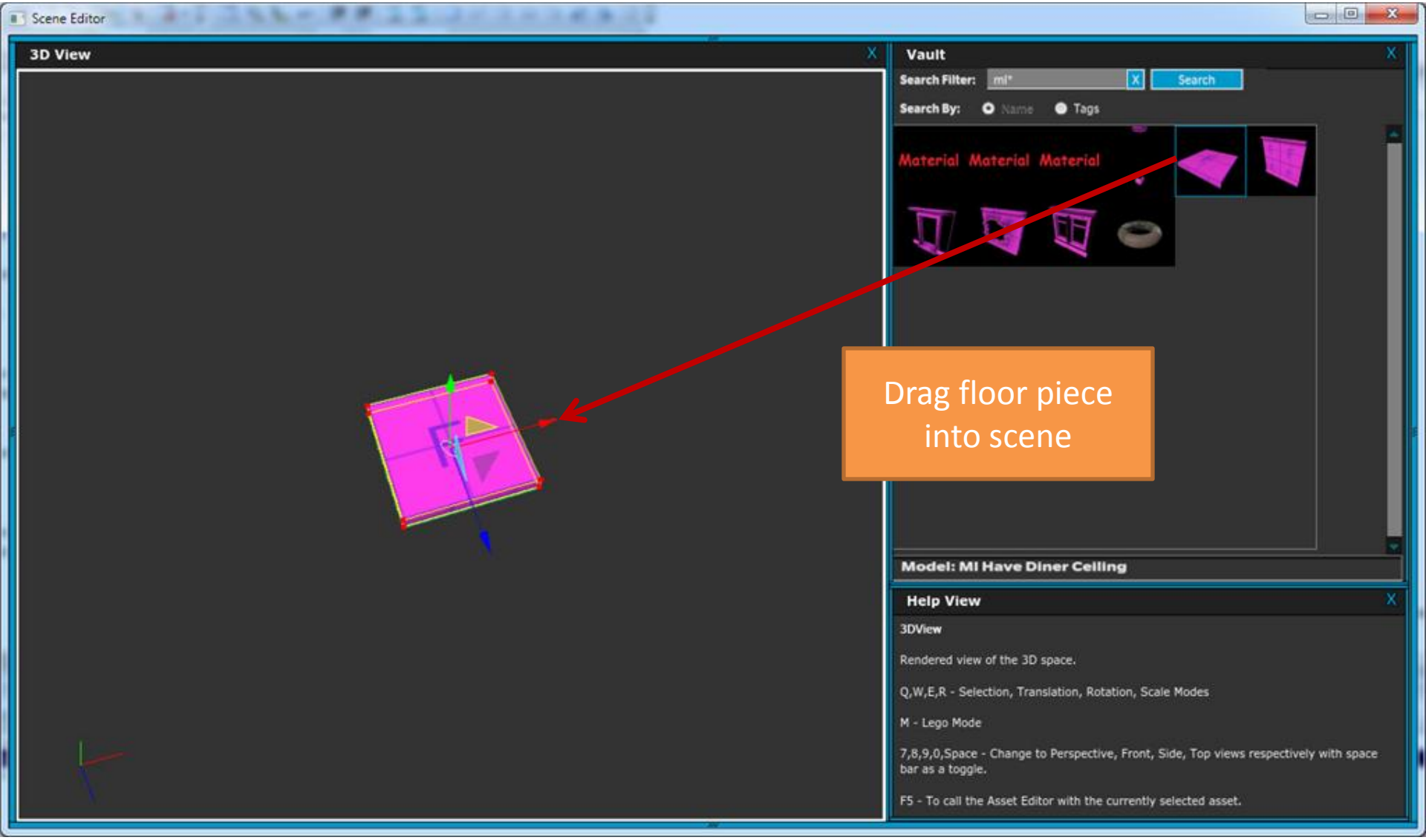
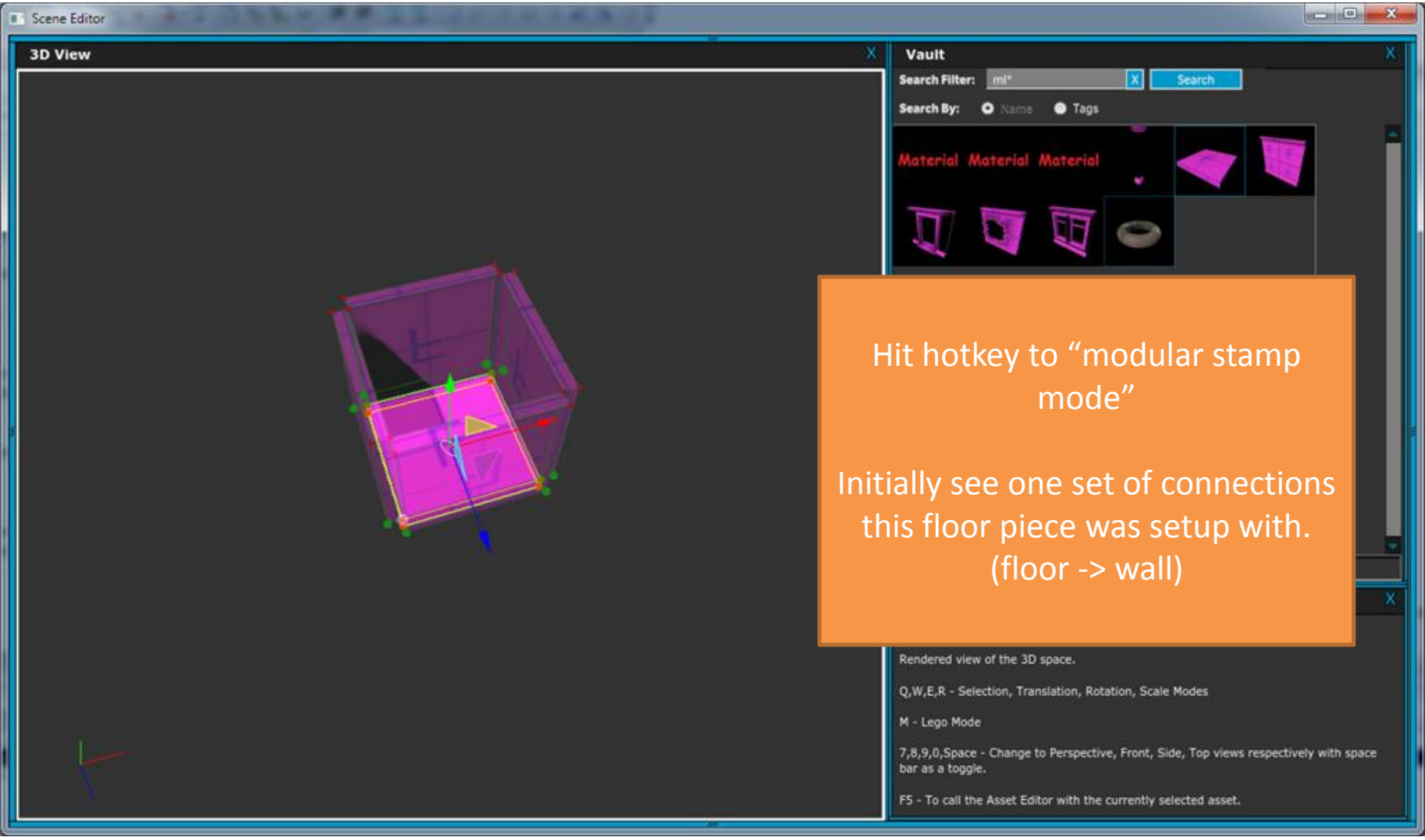
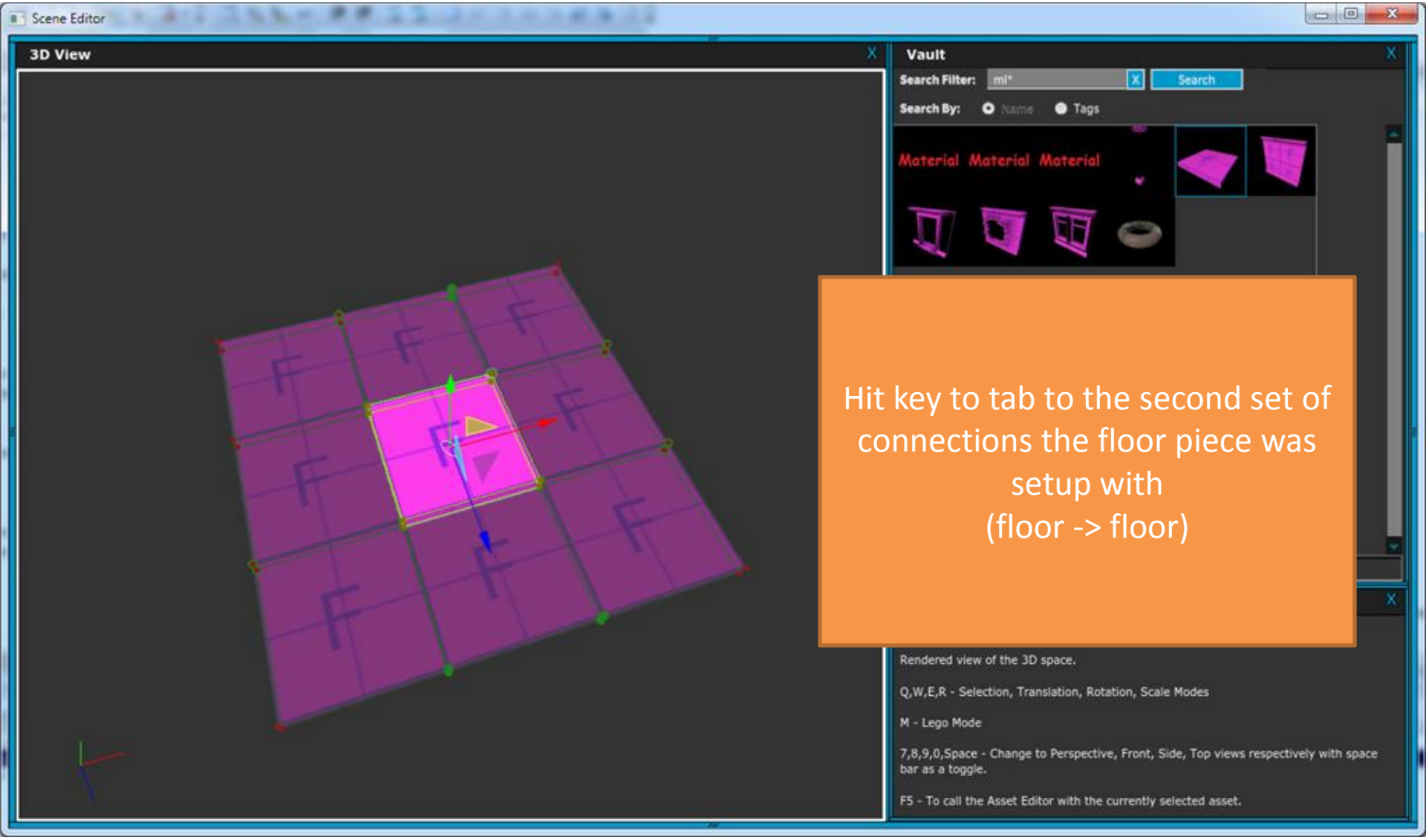
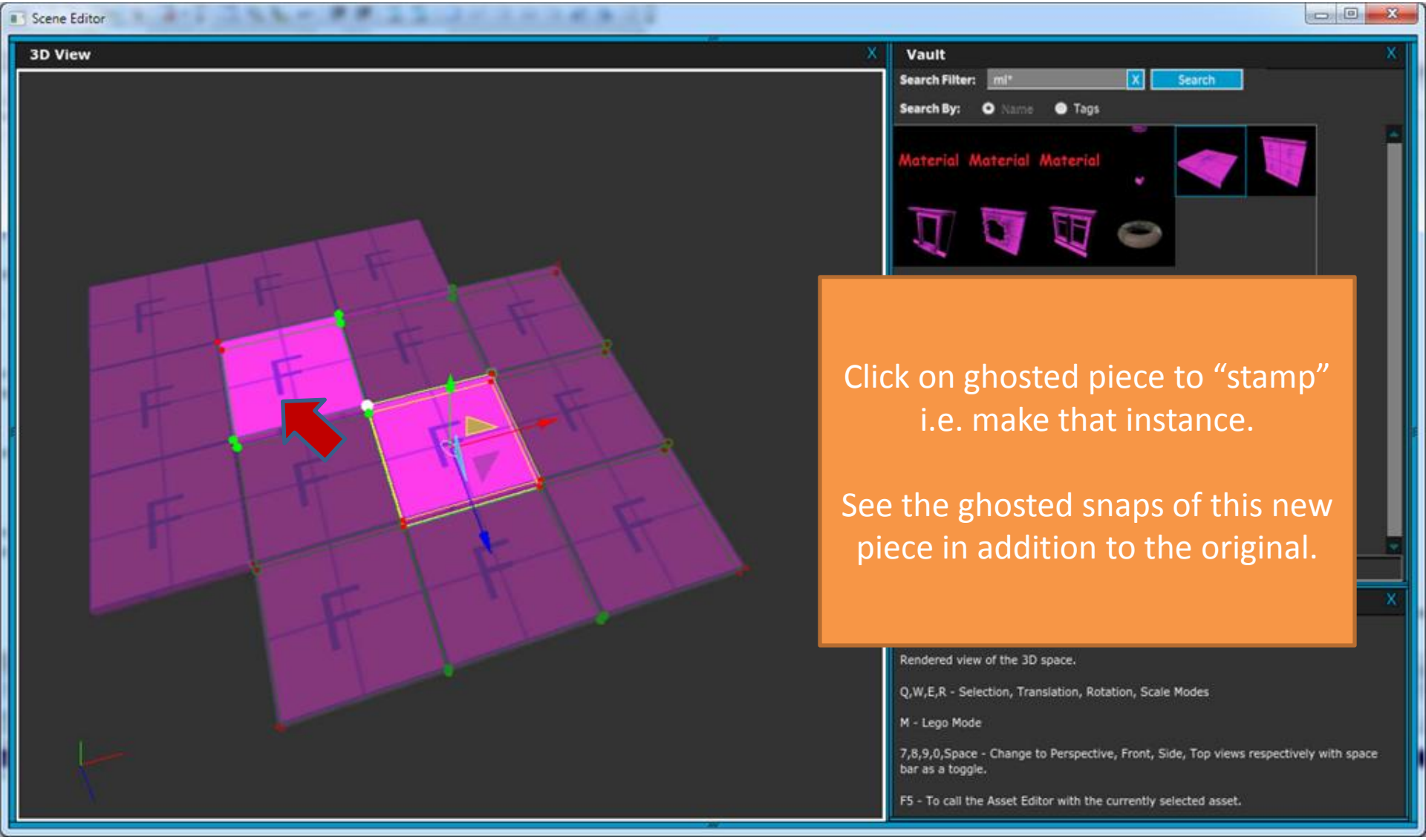
Modular context-based stamp


Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Drag floor piece into scene
Model: MI Have Diner Ceiling
Help View
3DView
Rendered view of the 3D space.
Q,W,E,R - Selection, Translation, Rotation, Scale Modes
M - Lego Mode
7,8,9,0,Space - Change to Perspective, Front, Side, Top views respectively with space bar as a toggle.
F5 - To call the Asset Editor with the currently selected asset.

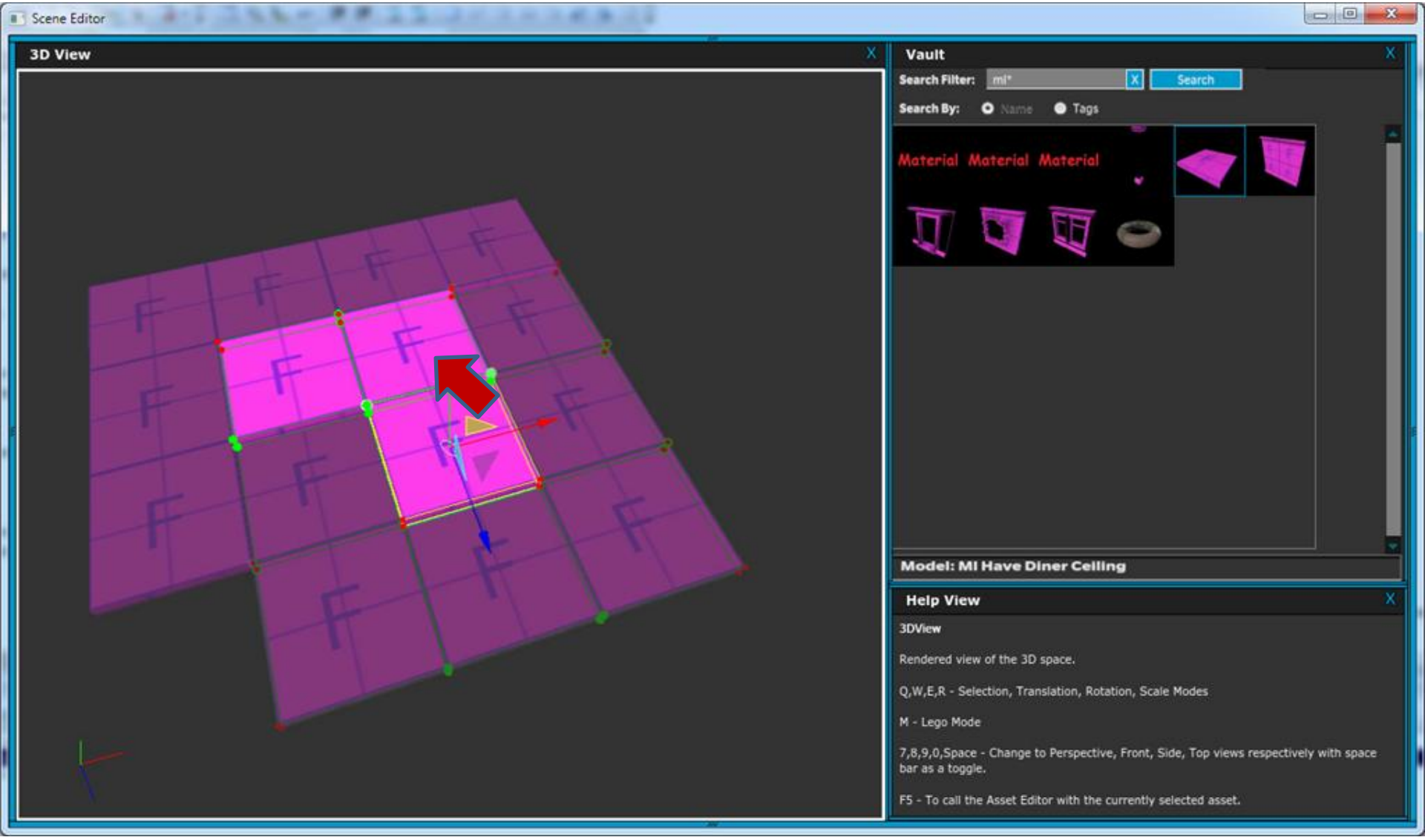

Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Hit hotkey to “modular stamp mode”
Initially see one set of connections this floor piece was setup with. (floor -> wall)
Rendered view of the 3D space.
Q,W,E,R - Selection, Translation, Rotation, Scale Modes
M - Lego Mode
7,8,9,0,Space - Change to Perspective, Front, Side, Top views respectively with space bar as a toggle.
F5 - To call the Asset Editor with the currently selected asset.

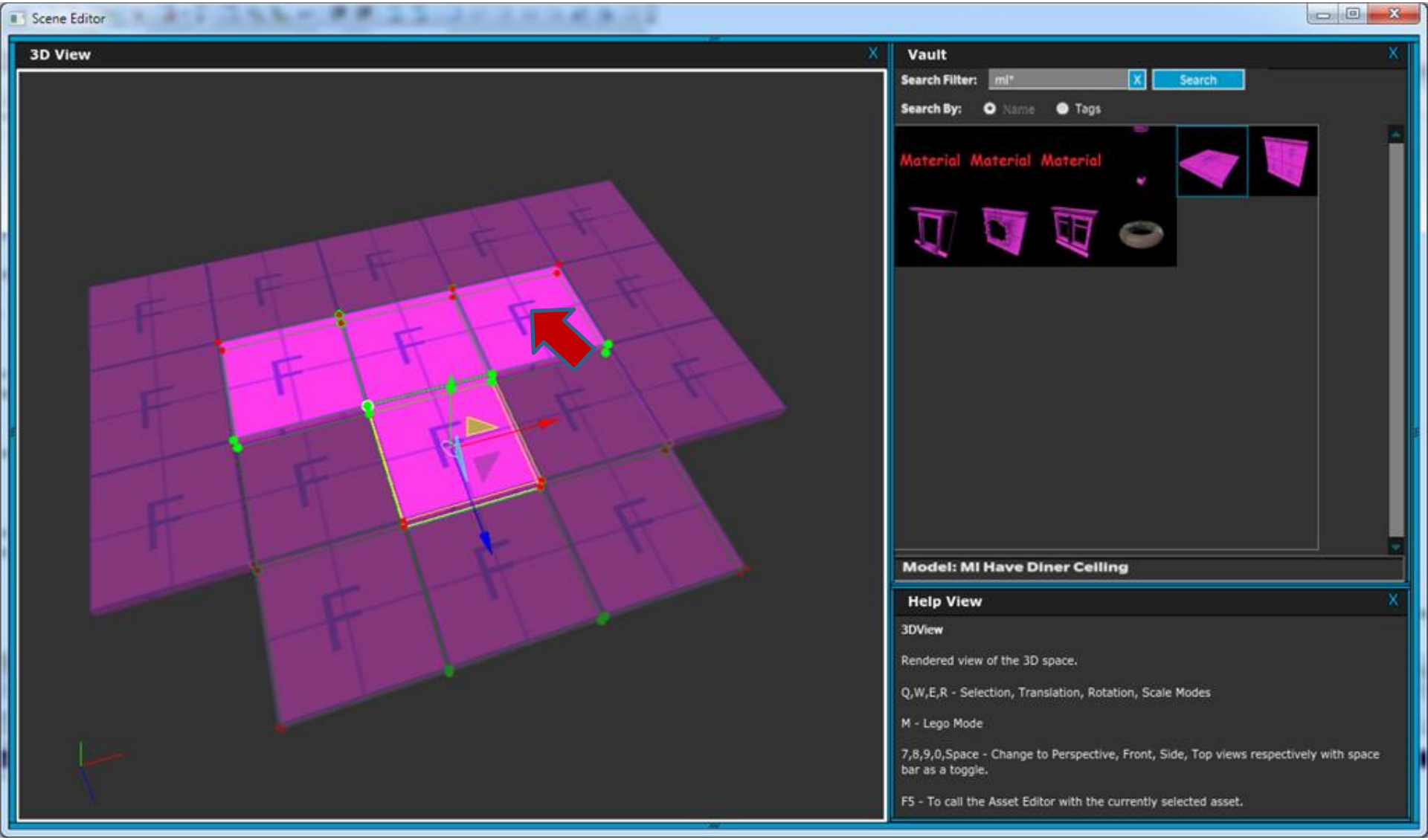

Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Hit key to tab to the second set of connections the floor piece was setup with
(floor -> floor)
Rendered view of the 3D space.
Q,W,E,R - Selection, Translation, Rotation, Scale Modes
M - Lego Mode
7,8,9,0,Space - Change to Perspective, Front, Side, Top views respectively with space bar as a toggle.
F5 - To call the Asset Editor with the currently selected asset.

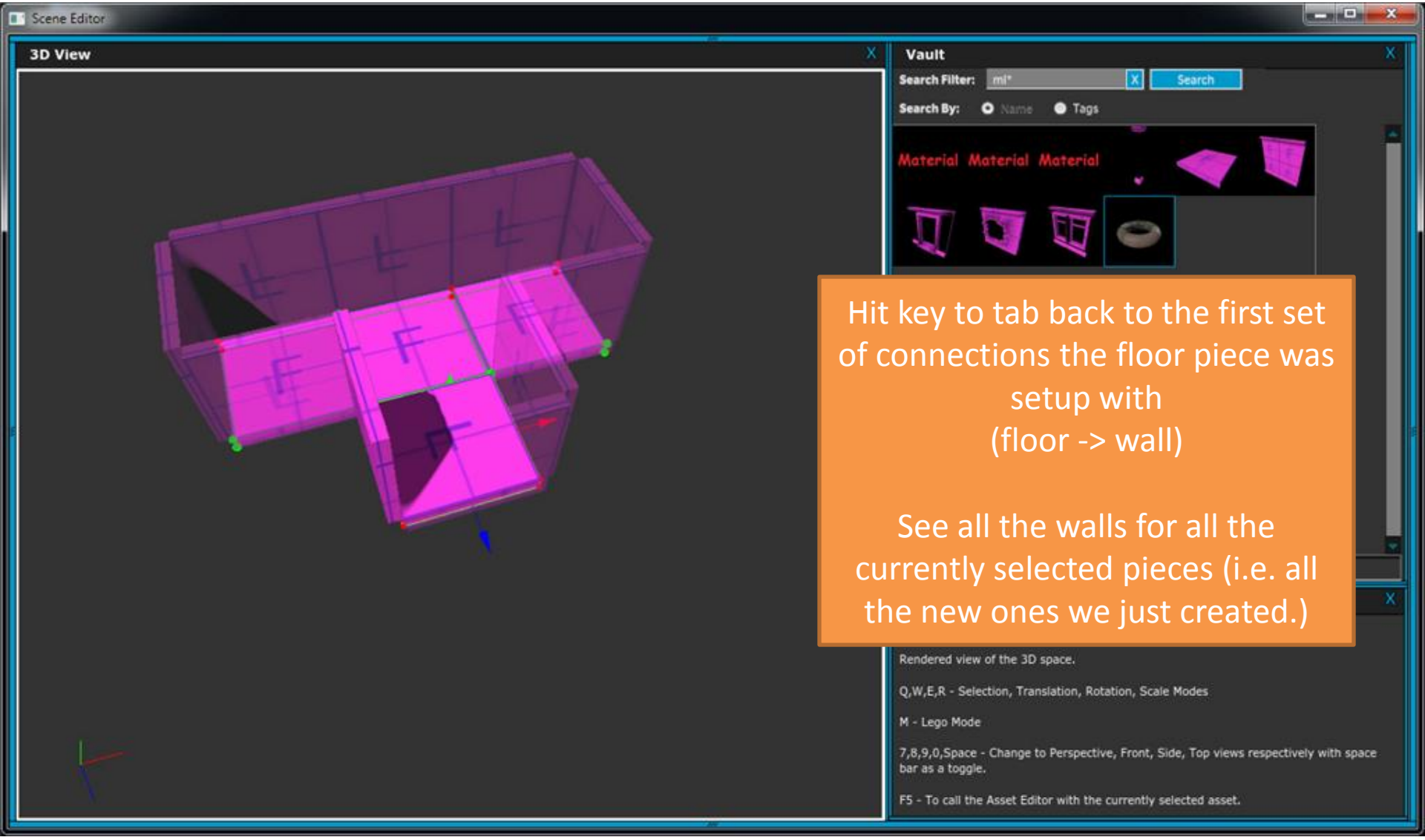


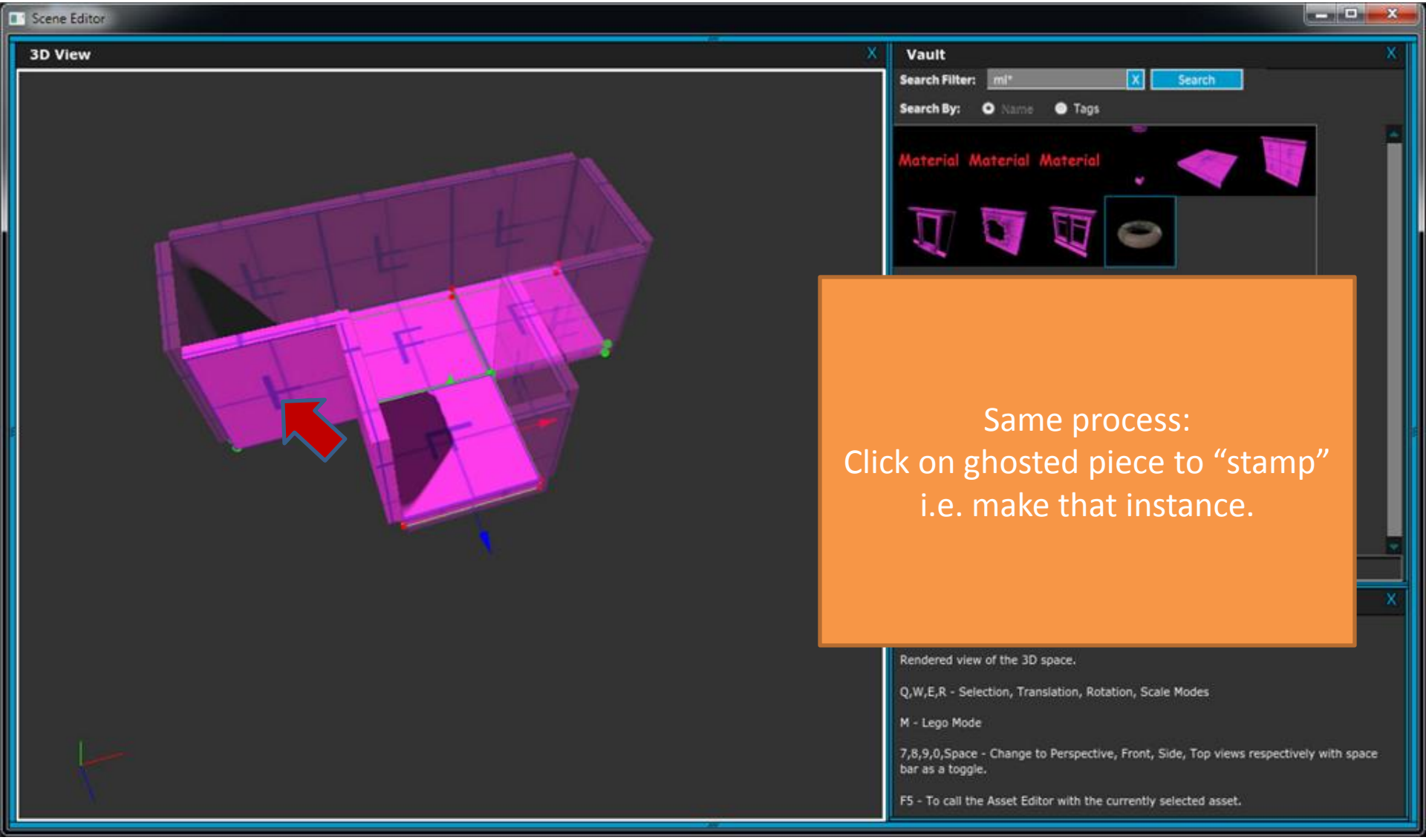
Click on ghosted piece to “stamp” i.e. make that instance.

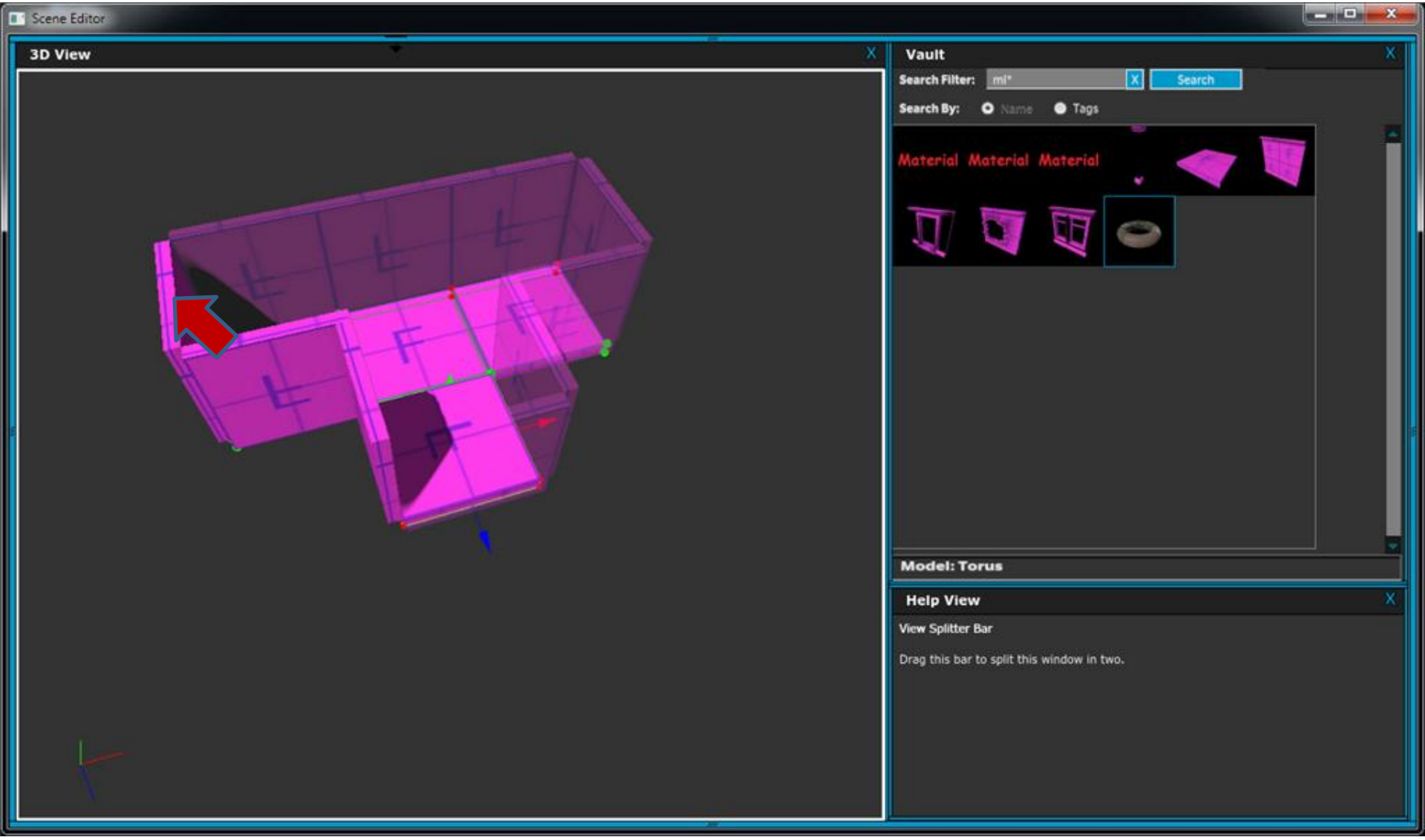
See the ghosted snaps of this new piece in addition to the original.

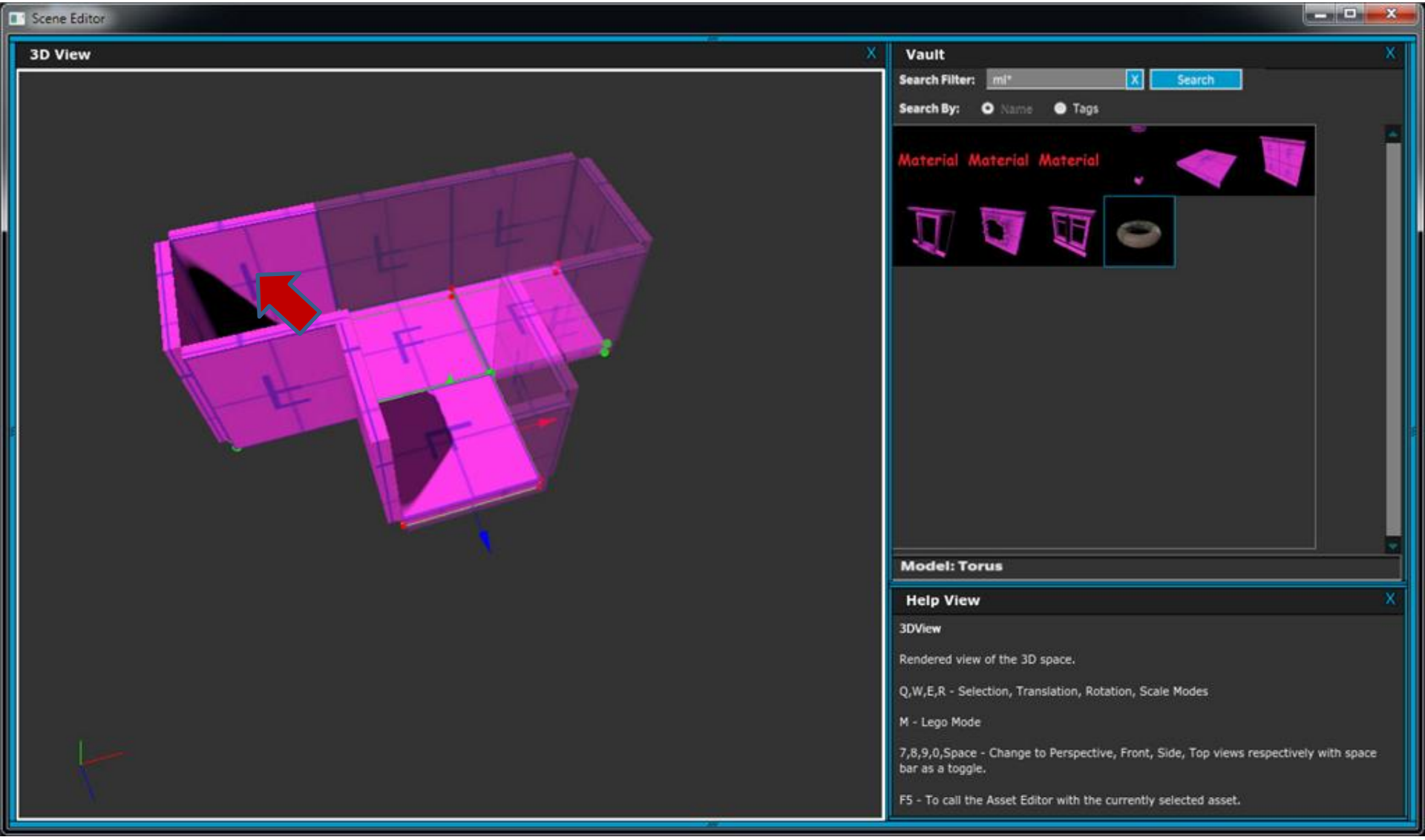

Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Model: MI Have Diner Ceiling
Help View
3DView
Rendered view of the 3D space.
Q,W,E,R - Selection, Translation, Rotation, Scale Modes
M - Lego Mode
7,8,9,0,Space - Change to Perspective, Front, Side, Top views respectively with space bar as a toggle.
F5 - To call the Asset Editor with the currently selected asset.


Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Model: MI Have Diner Ceiling
Help View
3DView
Rendered view of the 3D space.
Q,W,E,R - Selection, Translation, Rotation, Scale Modes
M - Lego Mode
7,8,9,0,Space - Change to Perspective, Front, Side, Top views respectively with space bar as a toggle.
F5 - To call the Asset Editor with the currently selected asset.


Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Hit key to tab back to the first set of connections the floor piece was setup with
(floor -> wall)
See all the walls for all the currently selected pieces (i.e. all the new ones we just created.)
Rendered view of the 3D space.
Q,W,E,R - Selection, Translation, Rotation, Scale Modes
M - Lego Mode
7,8,9,0,Space - Change to Perspective, Front, Side, Top views respectively with space bar as a toggle.
F5 - To call the Asset Editor with the currently selected asset.


Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Same process:
Click on ghosted piece to “stamp”
i.e. make that instance.
Rendered view of the 3D space.
Q,W,E,R - Selection, Translation, Rotation, Scale Modes
M - Lego Mode
7,8,9,0,Space - Change to Perspective, Front, Side, Top views respectively with space bar as a toggle.
F5 - To call the Asset Editor with the currently selected asset.


Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Model: Torus
Help View
View Splitter Bar
Drag this bar to split this window in two.


Scene Editor
3D View
Vault
Search Filter:
mi*
Search
Search By:
Name
Tags
Material Material Material
Model: Torus
Help View
3DView
Rendered view of the 3D space.
Q,W,E,R - Selection, Translation, Rotation, Scale Modes
M - Lego Mode
7,8,9,0,Space - Change to Perspective, Front, Side, Top views respectively with space bar as a toggle.
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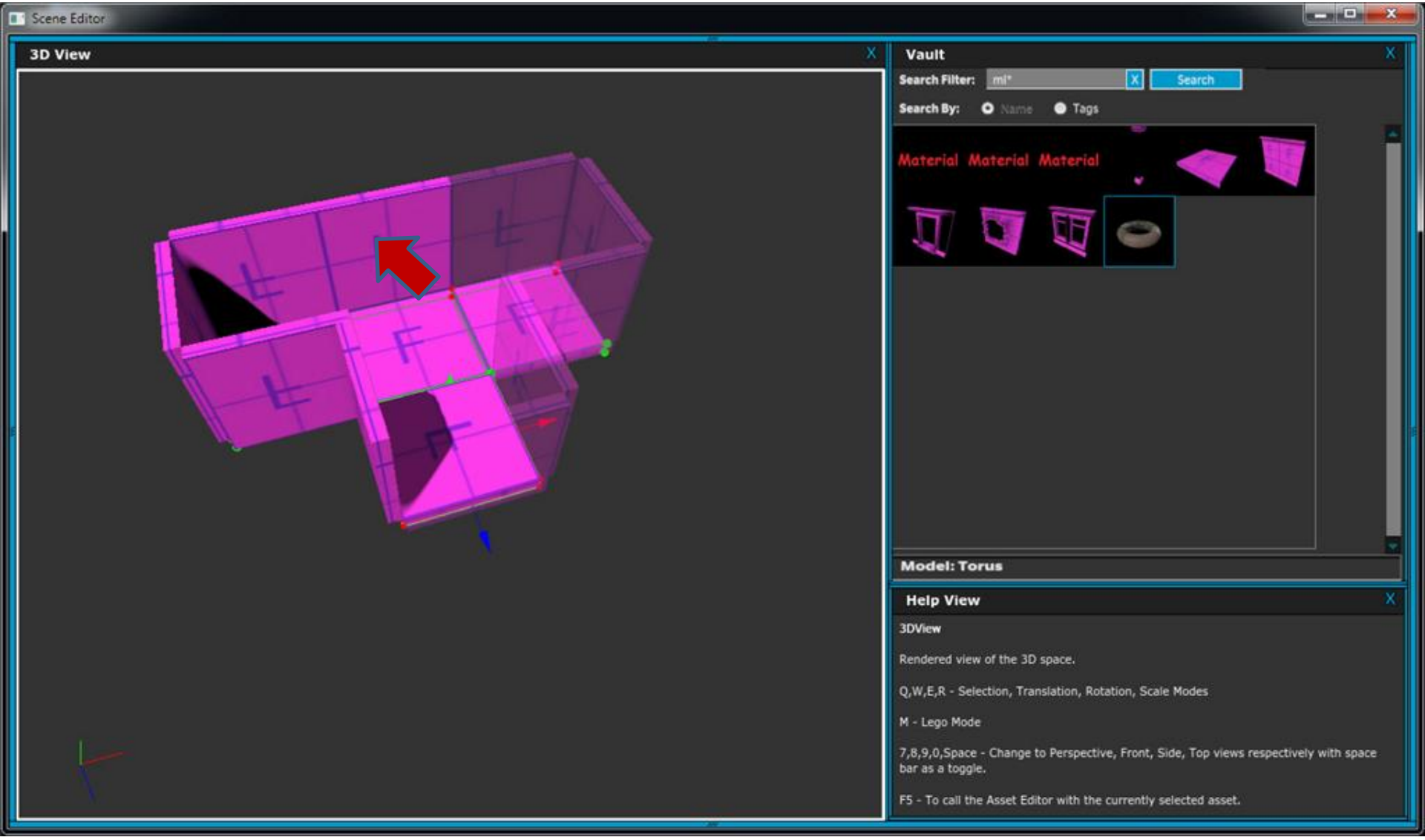
Scene Editor
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mi*
Search
Search By:
Name
Tags
Material Material Material
Model: Torus
Help View
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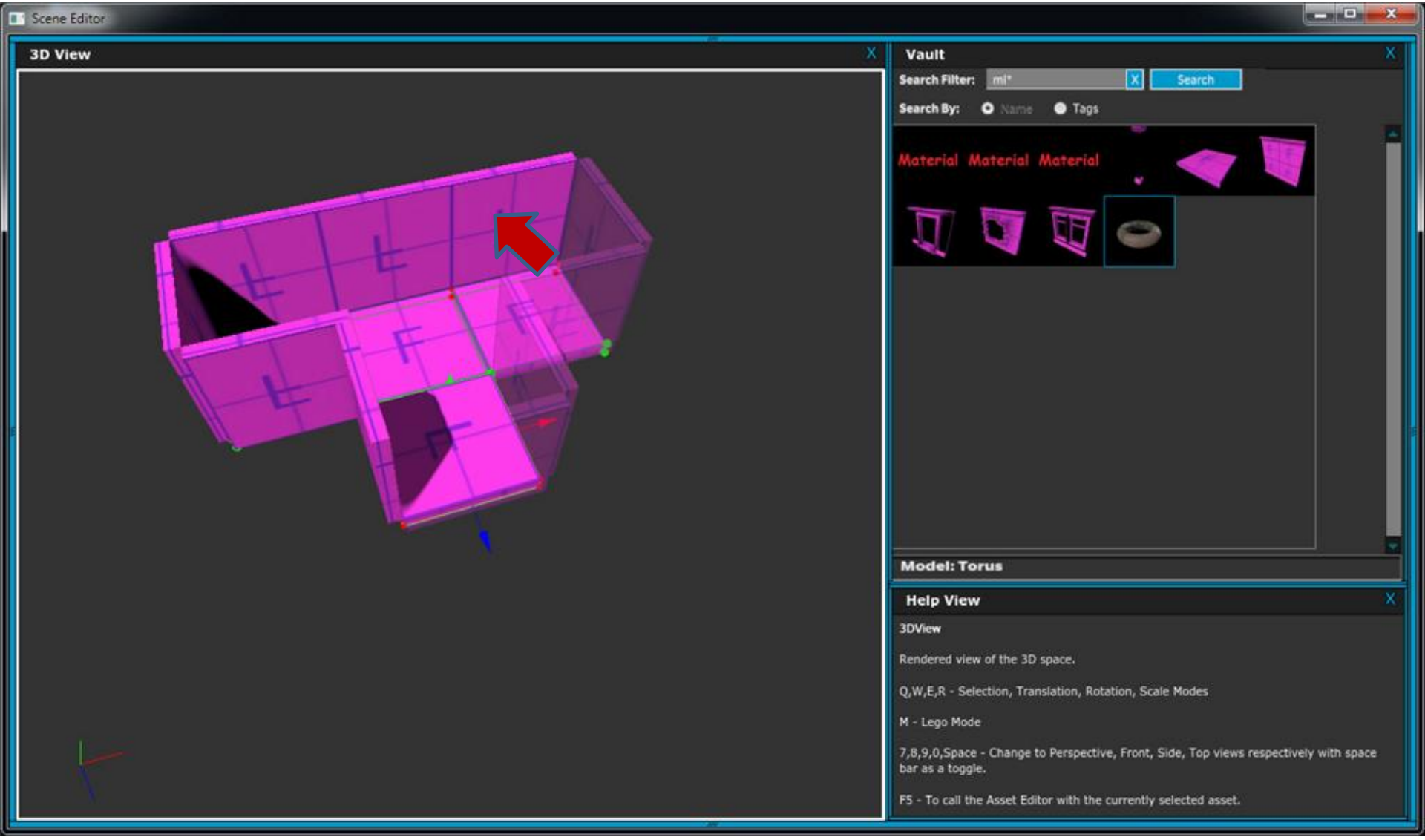
Scene Editor
3D View
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mi*
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Search By:
Name
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Material Material Material
Model: Torus
Help View
3DView
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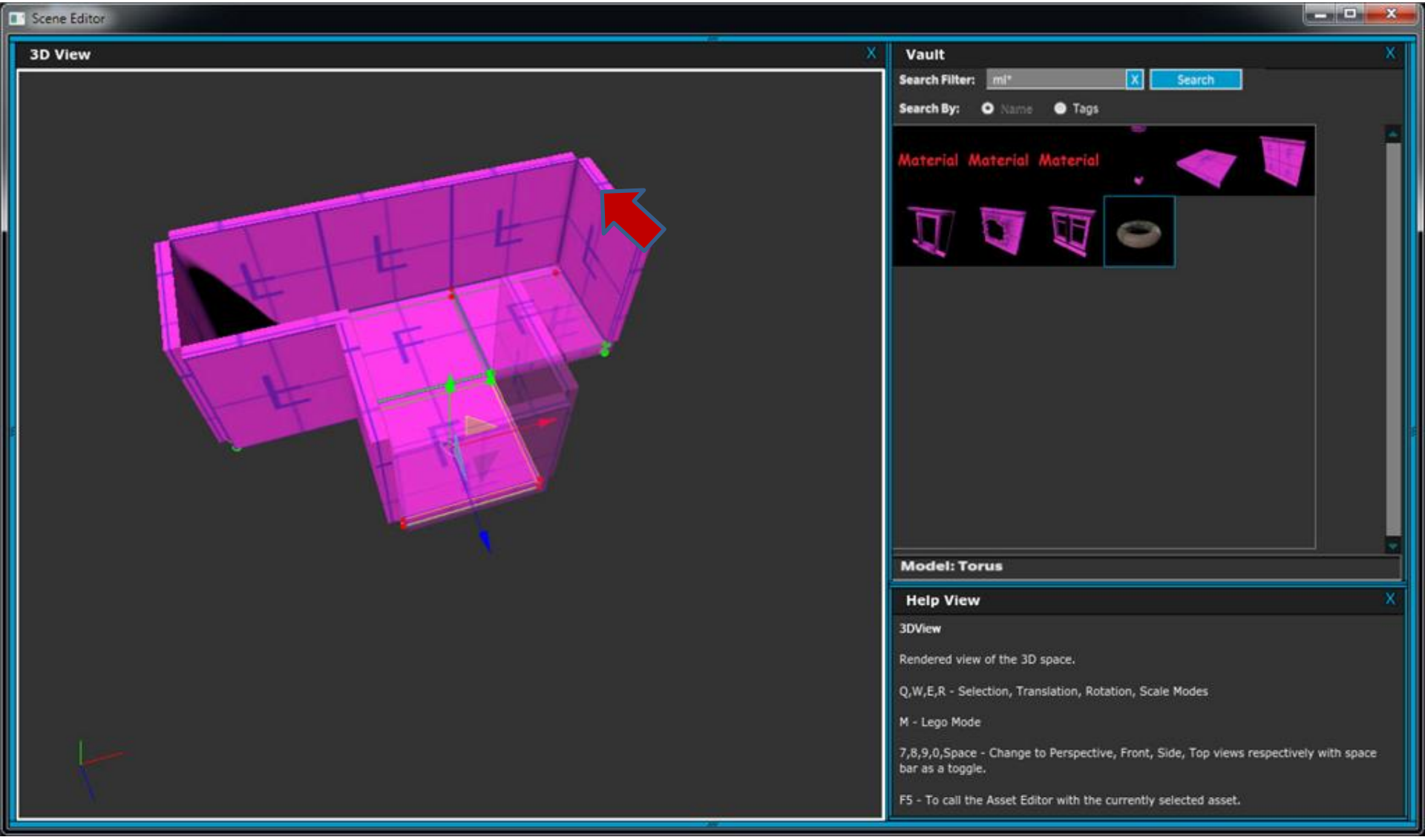
Scene Editor
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Search
Search By:
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Material Material Material
Model: Torus
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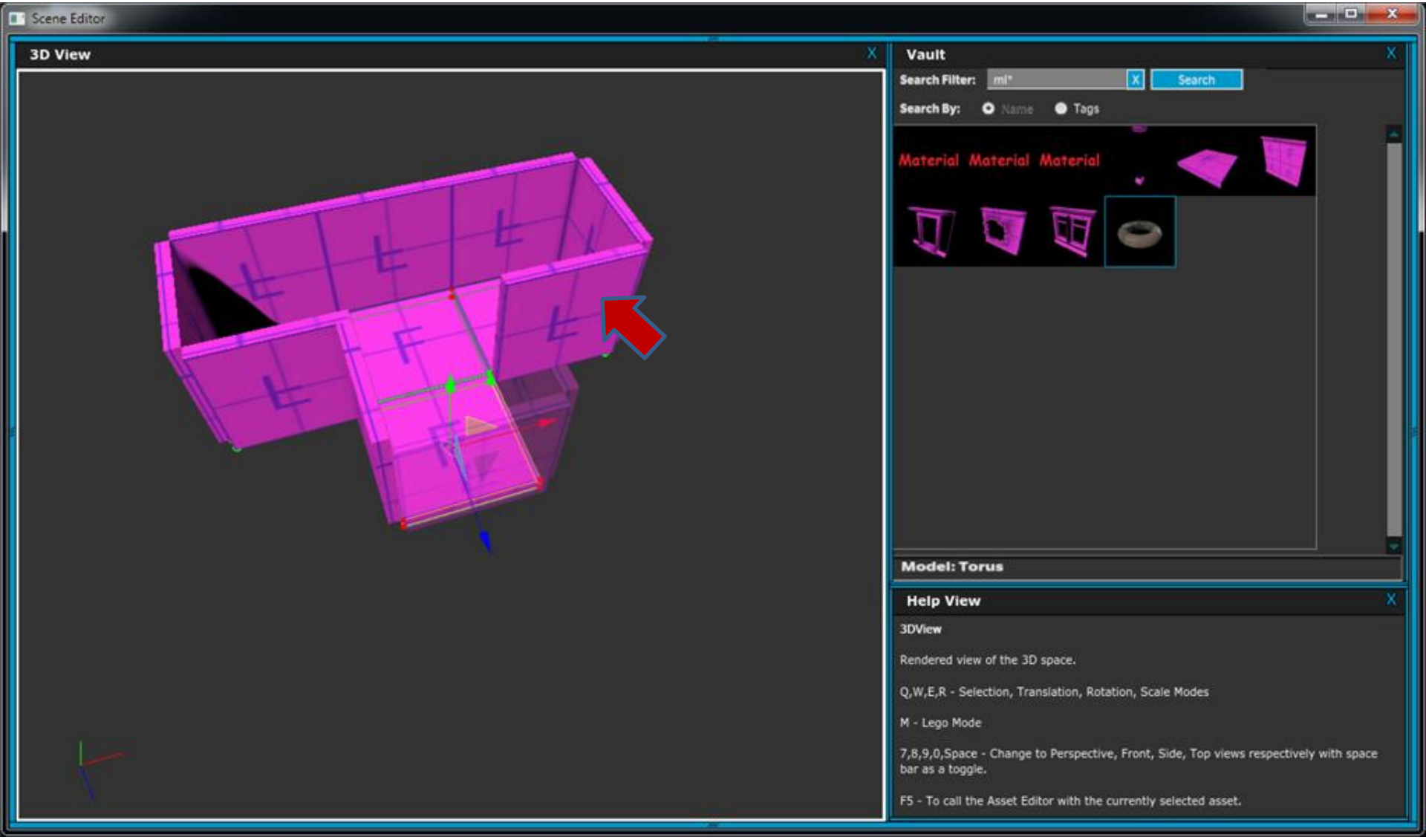
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Search By:
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Model: Torus
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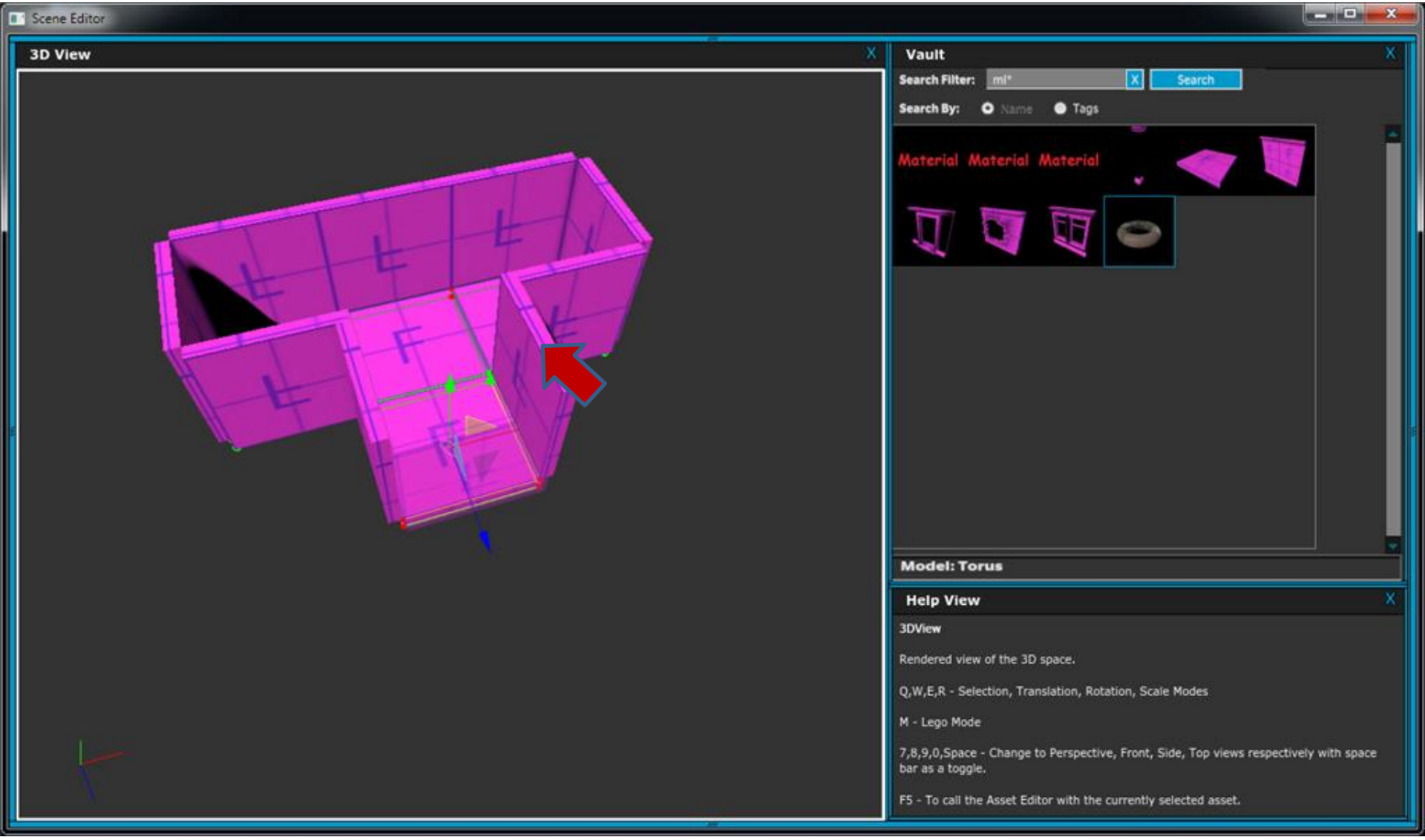
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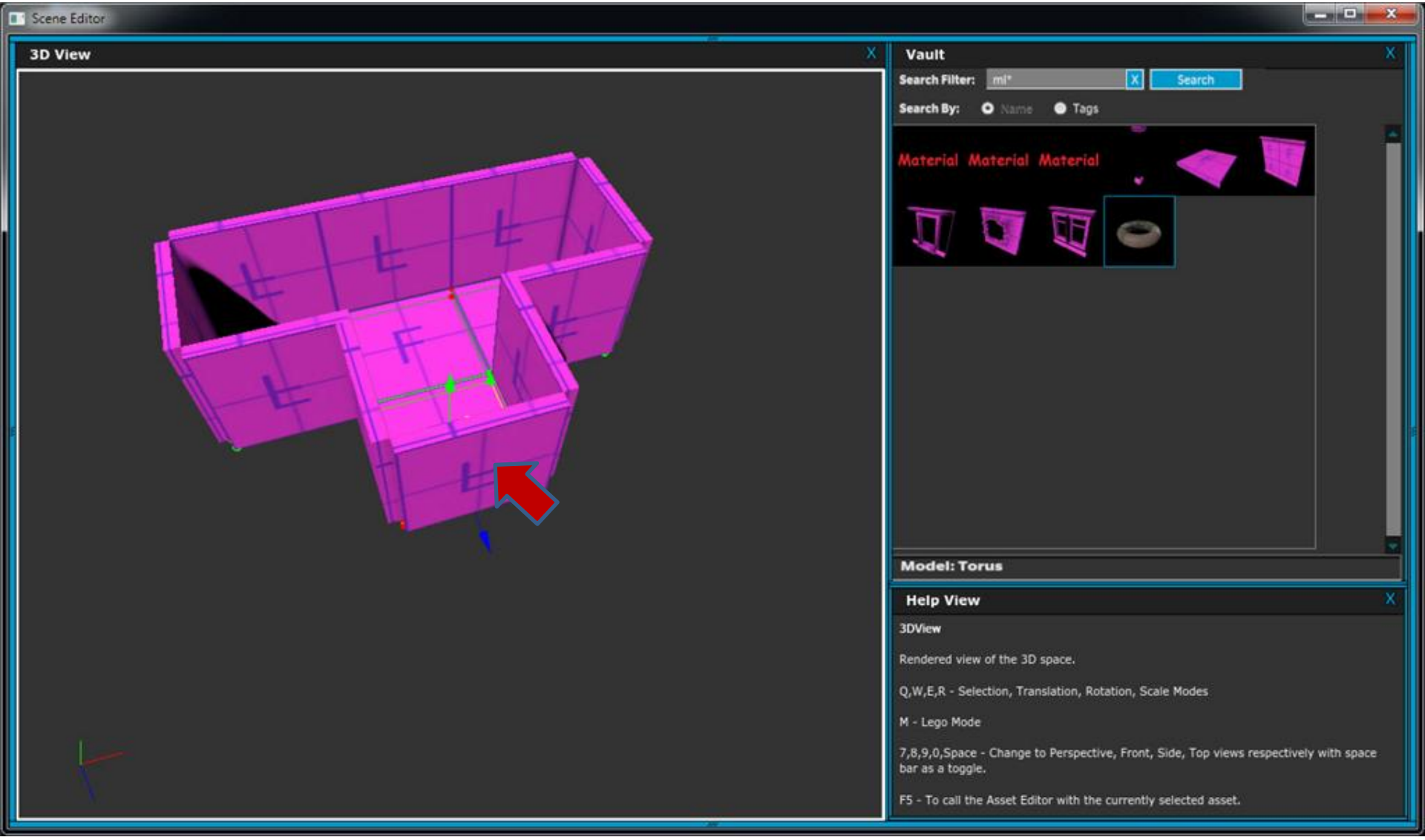
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Search By:
Name
Tags
Material Material Material
Model: Torus
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