

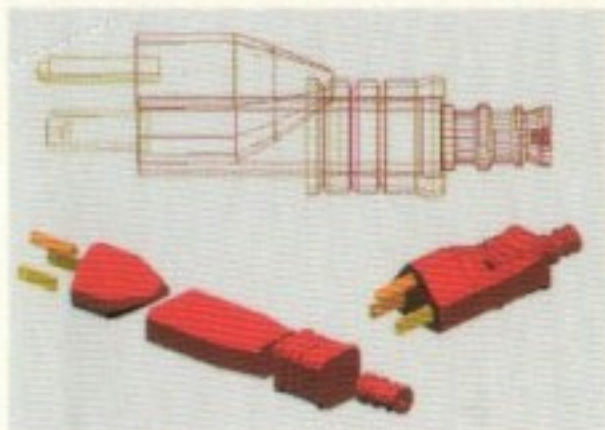
# Swivel 3D™

*Three-Dimensional Drawing/Modeling for the Macintosh®*

P A R A C O M P

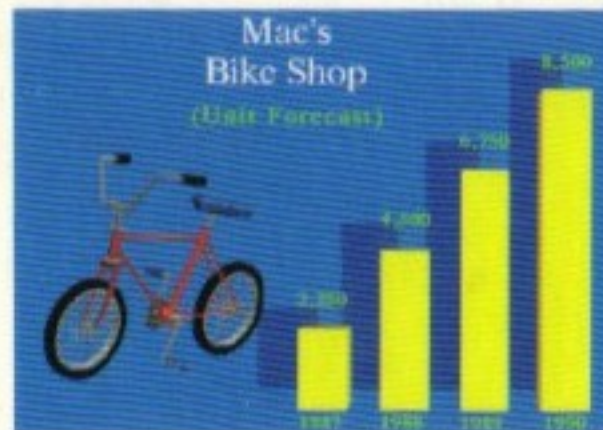
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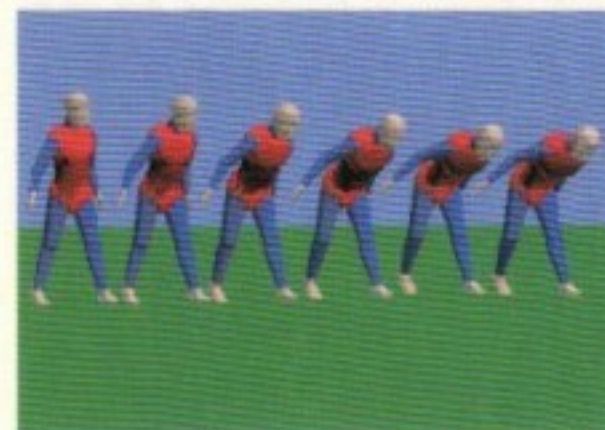
#### Product Design

Use Swivel 3D to conceptualize and visualize complex products with moving parts.



#### Presentation Graphics

Add a new dimension to your business presentations quickly and easily.



#### Animation

Create animation sequences using Swivel 3D's Tweening command.



#### Computer Illustration

Let our creativity run wild by drawing unique 3D illustrations.

# The Power of 3D

Swivel 3D is the fastest color, three-dimensional drawing/modeling program for the Macintosh. It provides the most intuitive interface for moving 3D objects and a rich visual environment with a variety of rendering and special effects. Swivel 3D includes a

library of pre-drawn images which allows you to begin creating in 3D right away.



This is the first 3D program to feature linking. Linking allows you to build realistic images with moving parts. Your models can have switches, knobs, hinges, wheels or even more complex joints for building arms and legs that move naturally.

Swivel 3D is an essential graphics tool for preparing graphics, illustrations, product designs, animation, and business and slide presentations. Images can be saved in two formats: PICT, or Draw images; and bit-map, or Paint type images. Using the Scrapbook, you can easily move images to programs such as Adobe Illustrator, ImageStudio, PowerPoint, Cricket Presents, MacDraw, SuperPaint, PixelPaint and many others.

Swivel 3D also provides an incremental animation command (Tweening) which can save an animation sequence of paint files. Animation can be easily created using Hypercard stacks or with animation packages like VideoWorks.

On a Macintosh Plus and SE, Swivel 3D displays in black and white. Black and white will also be displayed in place of 2, 4, and 16 bit color on the Mac II. When 256 color mode is selected, Swivel 3D will display in color or in continuous gradations in monochrome. Saving Paint documents in color mode will save a standard PICT file.

## Swivel 3D™

Set your imagination free with the power of 3D

#### Recommended Configuration:

2 megabytes or more of RAM, hard disk, color monitor, supports large monitors.

#### Hardware Requirements

Images from Swivel 3D can be printed on a ImageWriter, LaserWriter, or any PostScript device. Swivel 3D requires a Mac Plus, SE or Macintosh II system with at least one megabyte of RAM.

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San Francisco, CA 94107

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## version 1.0 release notes

When are there ever enough features? If you ask our beta testers, **NEVER!** At the strong suggestion of our beta testers, we have added three additional features to Swivel 3D. Unfortunately, these features were added while our documentation was being printed. Paracomp wants to thank all the beta testers for helping shape Swivel 3D into the most powerful graphics application on the Macintosh today.

### DESIGN OBJECT TEMPLATE

A template can now be brought into the Design Object View from the Scrapbook as a tracing pattern for the Cross Section. The template does not affect the object's form; it simply gives a reference for drawing.

**To Use the Template Feature:** Once in the Design Object View, open the expanded Cross Section by clicking the Cross Section vertical button. Open the Scrapbook, copy the desired template image and paste it into the Cross section. Use the template image to guide you while using the Free Poly, Single or Double Arrow Tools.

### NEW TWEENING FEATURES

**Tweening Object's Scale:** Beside tweening an objects position and orientation, you can also create animation in which the object shrinks or grows. Arrange the object in the starting position as usual and hit the SET START button. Move the object or tree to a new position and orientation as desired, and adjust the scale before hitting SET END. Use any of the normal scale changing methods: use the Scale tool, hold down the shift key, or enter a new scale factor in the Position Dialog.

**Tweening changes in the World View:** Along with changes in position, orientation and scale, Swivel will tween changes in the World View. Set the Start as usual, make any changes in position, orientation and scale, then select a new World View angle from the World Menu. Set the End frame, and Tween.

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### Errata



**Quick Reference Guide:** *Roll Arrow* pivots the object around its **Z axis**.

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# Swivel 3D™

*Three-Dimensional Drawing/Modeling  
for the Macintosh®*

**Program  
Disk**

PARACOMP

# Swivel 3D™

*Three-Dimensional Drawing/Modeling  
for the Macintosh®*

**Image  
Libraries**

PARACOMP

# Swivel 3D™

*Three-Dimensional Drawing/Modeling  
for the Macintosh®*

*(1 megabyte of RAM minimum)*

**Program  
Disk**

PARACOMP

# Swivel 3D™

*Three-Dimensional Drawing/Modeling  
for the Macintosh®*

*(4 megabytes RAM suggested)*

**Program  
Disk**

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Double Sided

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