

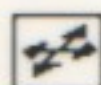
Swivel 3D

Quick Reference Guide

World View Tools



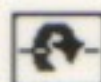
XY Arrow moves objects across the plane of the screen. Click on an object and drag it to a new XY.



XZ Arrow moves object in and out of the Z axis. Drag upward to push object back, downward to pull it forward.



Yaw Arrow pivots the object around the Y axis. Drag the object to a new attitude.



Pitch Arrow pivots the object around its X axis. Holding the Command Key and dragging from top to bottom will also activate this tool.



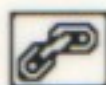
Roll Arrow pivots the object around its Z axis. Holding the Command Key and dragging from top to bottom will also activate this tool.



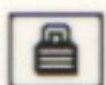
Scale Tool makes the object larger or smaller. Drag the object downward to enlarge, upward to make it smaller.



New Object creates a new object. Select this tool and click where you want to put a new object. The object will always be a default cube.



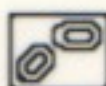
Free Link attaches one object to another. Drag link from child to parent object. The child object is free to be manipulated independently.



Lock Link creates an completely constrained link. Neither object can move separately. Drag from the child to the parent object.



Ball Joint Link creates a link that is constrained in X, Y or Z but is free to rotate as any ball joint should. Drag from the child to the parent object.



UnLink Tool This tool will undo a link with a single click on the child object.



Zoom In Tool zooms in to the selected rectangle. Drag a rectangle around the portion of the World you want to view more closely.



Zoom Out Tool zooms out to the selected rectangle. Drag a rectangle showing the area you want to shrink the current view into.

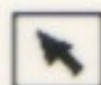


Palette Tool opens the Macintosh Color Picker, or Reflectance dialog for black and white.

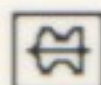
Design Object Tools



Double Arrow Tool edits the upper and lower contours of any of the section views. Double click to choose whether to edit one or two Sections at a time.



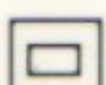
Single Arrow Tool edits a single contour in any one of the section views at a time.



Free Poly Tool creates a new contour with a series of clicks in any of the sections. Works in the Top and Side sections simultaneously.



N-gon Tool draws a circle in the Cross Section View with a single click, or drags a circle in Top Section and Side Section Views. Double-click to choose the number



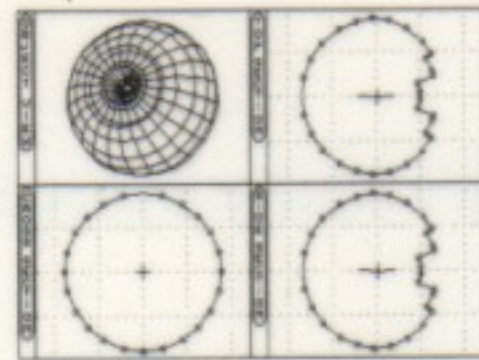
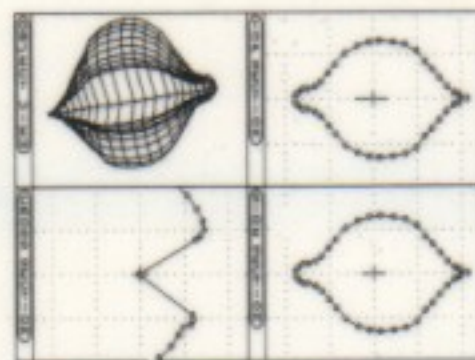
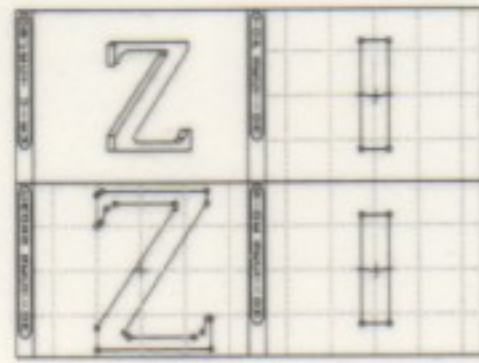
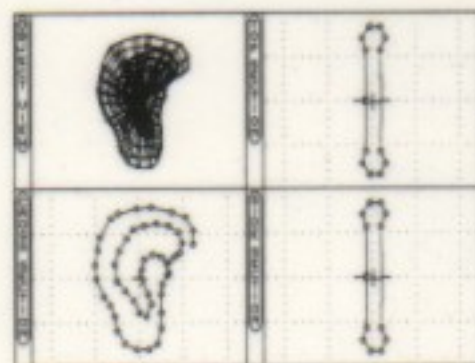
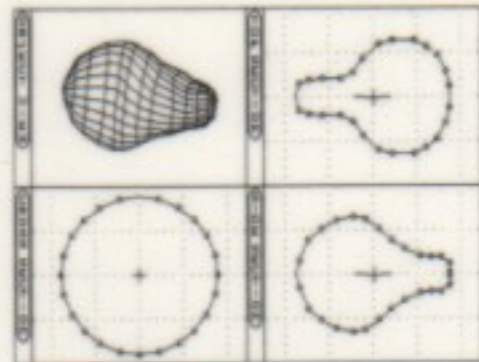
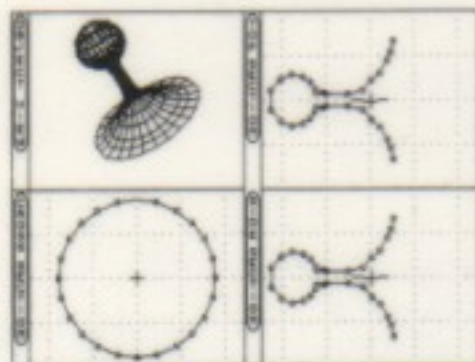
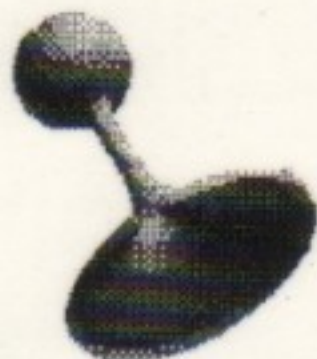
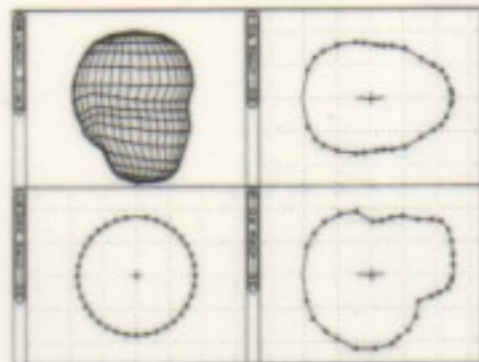
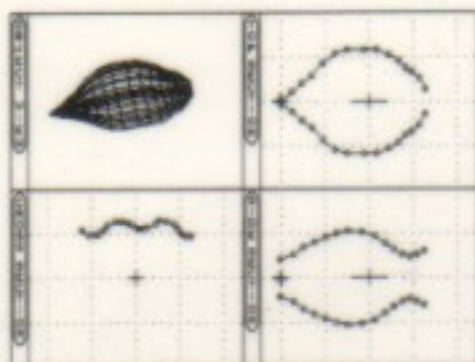
Rectangle Tool creates a four-sided section by click-dragging in Top Section and Side Section Views. In the Cross Section View, it creates a square with a single click.

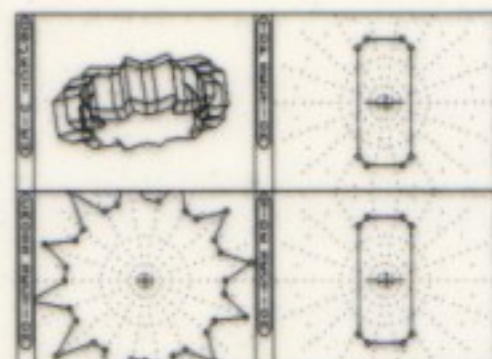
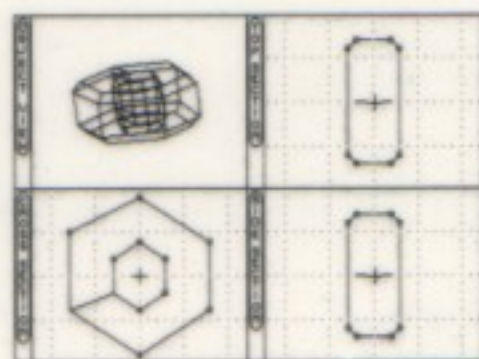
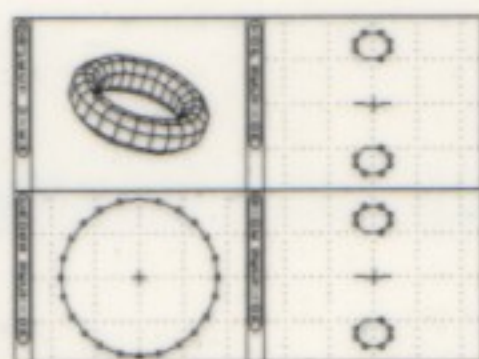
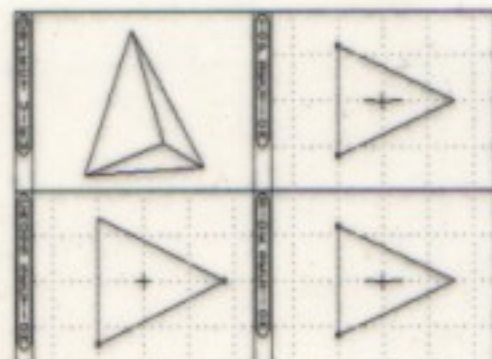
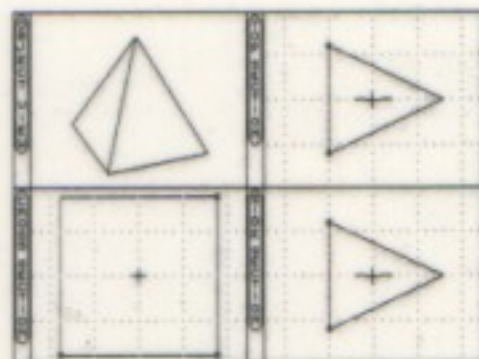
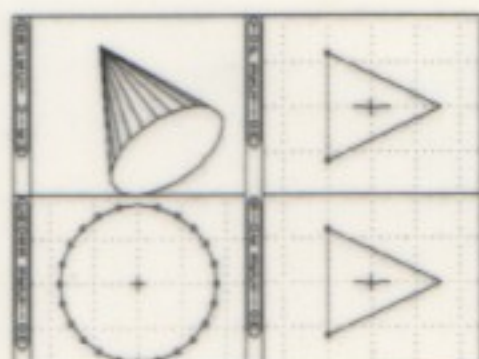
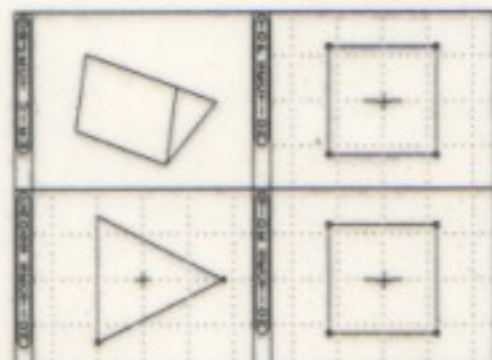
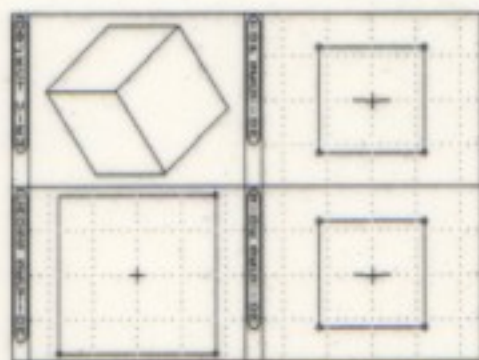
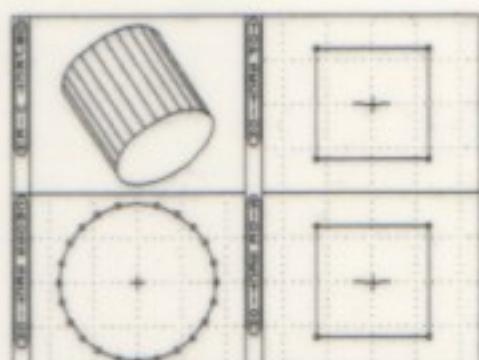
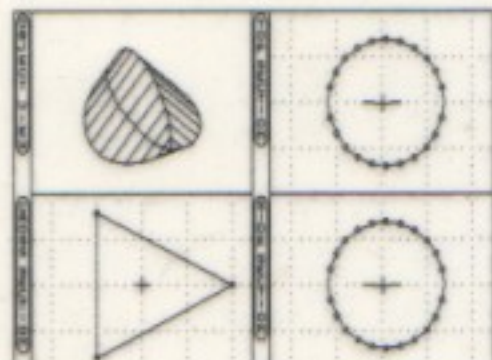
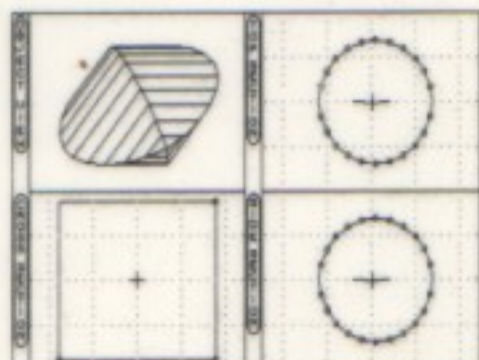
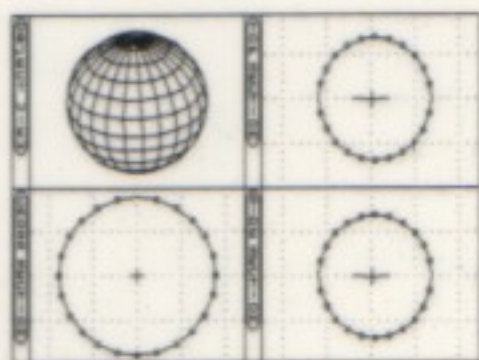


The Object View vertical button returns you to the World View.

Swivel 3D Object Library

This library of images is a guide to the Design Object Views of a few of the endless number of object forms that Swivel can create.



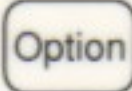



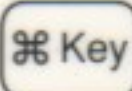
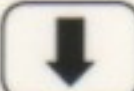

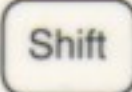
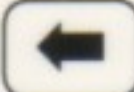
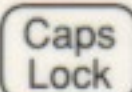










KeyBoard Equivalents

KeyBoard Equivalents for Object Moving Tools

Use these keys one after another to select tools without waiting for Swivel to redraw as long as the mouse button is down.

To select:		Hold down:		To select:		Hold down:
		Yaw and Roll		Select up-tree Object		
		Yaw and Pitch		Select Down-tree Object		
		Scale Object		Select Left Sibling		
		Retain Same Tool As long as Caps Lock Key is down		Select Right Sibling		

Menus

File	Edit	Object	Render	Effects	World
New ⌘N Open ⌘O Open Command File Close Save ⌘S Save As Save Picture ⌘3 Revert to Saved ⌘R Page Setup... Print... ⌘P Quit ⌘Q	Undo ⌘Z Cut ⌘H Copy ⌘C Paste ⌘V Clear Duplicate ⌘D Duplicate Link ⌘L Paste Command ⌘I Find... ⌘F Inherit... ⌘I Output Style...	Design Object... Position... ⌘W Attitude... ⌘E Front Back Left Right Top Bottom Attitude Grid... Position Grid... Object Form... <input checked="" type="checkbox"/> Use Draw Grid Polar Grid Use World Grid	Resize Workspace... Render separately Orthographic  Wireframe  Hidden Line  Outline Shade  Shade  Contour	Open Tween Panel Object Edge Depth Edge Shadow Project Image Lighting	World Position... World Attitude... Front Back <input checked="" type="checkbox"/> Left Right Top Bottom Normal Size Reduce Enlarge Size To Fit

Workspace and Grid Conversion Tables

Screen Units			Inches			Centimeters		
48	x	64	0.67	x	0.89	1.69	x	2.26
96	x	128	1.33	x	1.78	3.39	x	4.52
192	x	256	2.67	x	3.56	6.77	x	9.03
288	x	384	4.00	x	5.33	10.16	x	13.55
384	x	512	5.33	x	7.11	13.55	x	18.06
480	x	640	6.67	x	8.89	16.93	x	22.58
576	x	768	8.00	x	10.67	20.32	x	27.09
768	x	1024	10.67	x	14.22	27.09	x	36.12