

Zome 3D Instruction Manual

Intro

Zome 3D is a program that lets you build objects with virtual zome pieces.

Adding Struts

The initial ball on the screen is your starting point, to add a strut simply select a small medium or long struts size (long is default) and use one of the two 2D balls on the right panel.

As you hover your mouse over the faces of the 2D ball, a translucent strut and ball will appear in the 3D drawing area showing you where a the possible strut would be placed.

To place the ball single-click the mouse and the translucent strut will become opaque.

To build from a different ball, **select** the desired ball with a **single mouse click**.

To connect two balls, first select one and the **double-click** the second. If there is a strut that can connect both balls it will automatically be placed. Otherwise, there is no connection.

From the "Add" menu, you can select a rectangle, triangle or pentagon burst which will fill all the holes of the selected ball with a rectangle, triangle, or pentagon struts.

Changing the View

Zoom - moves the view point close and further away.

The Zoom slider bar will move your viewpoint closer or further away from the selected ball

Rotation - rotate the scene around the selected ball

The bottom **Rotate** slider will rotate the scene about the Y-axis (vertical axis).

The left **Rotate** slider will rotate the scene about the X-axis (horizontal axis)

You can also rotate the scene by **dragging the mouse** across it.

The rotation button will start the scene spinning around the original ball

Note: Every rotation will automatically **Focus** on the current ball

Focus

Clicking on the Focus button will automatically focus your view on the selected ball

Undo

Allows you to remove struts in the order in which they were added

Reset

The reset button will Focus on the original ball and zero any rotations

Clear

The Clear command will remove all of the struts