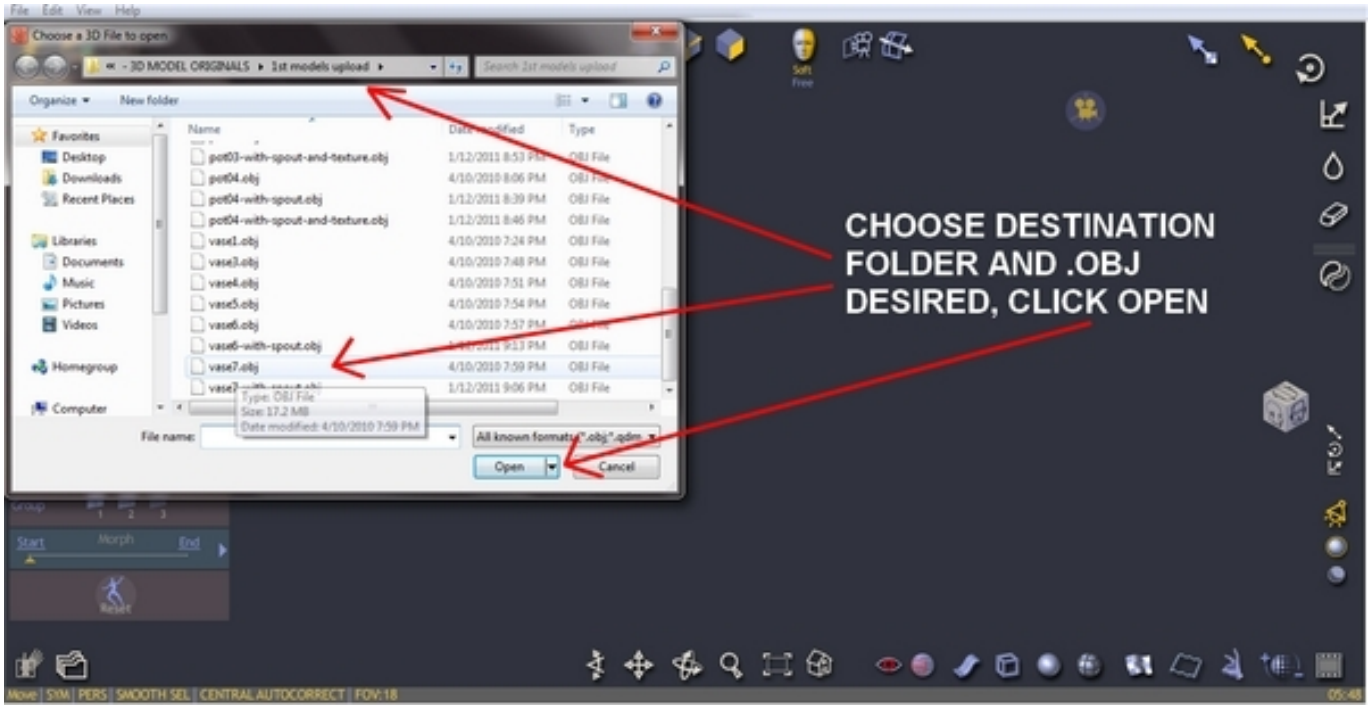
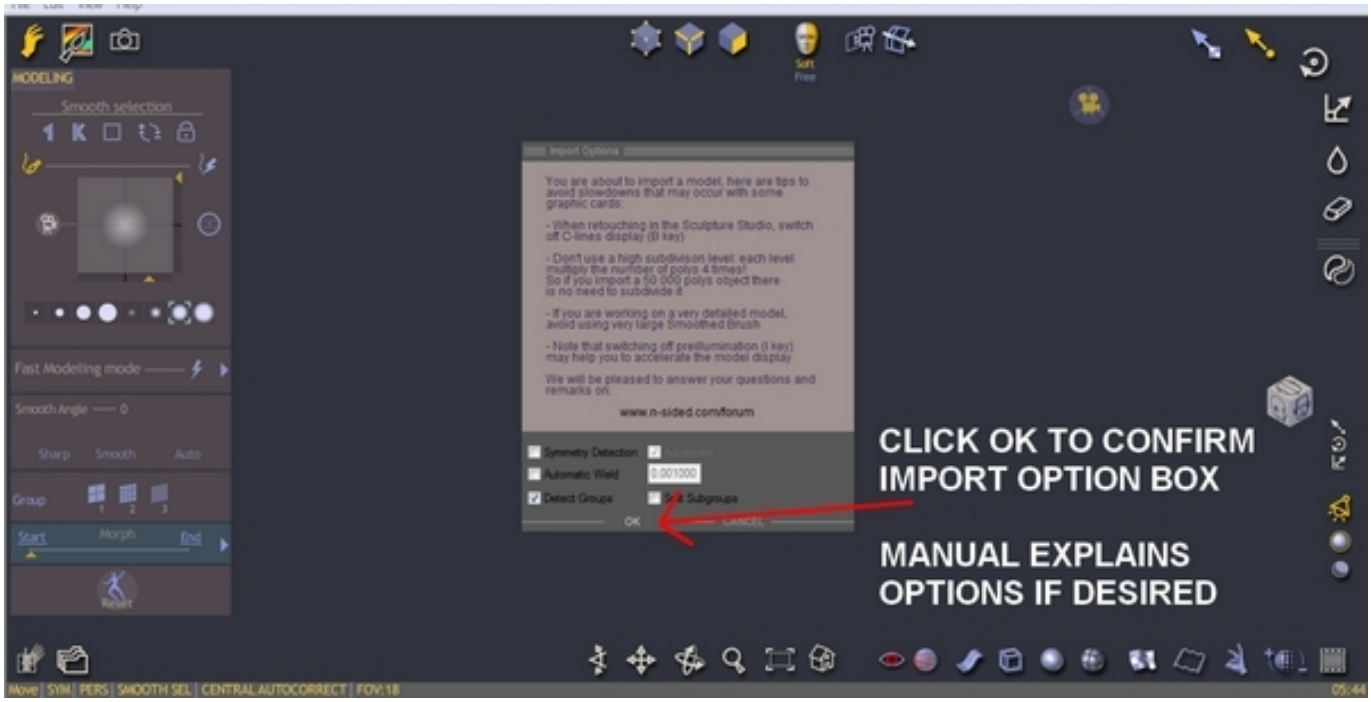
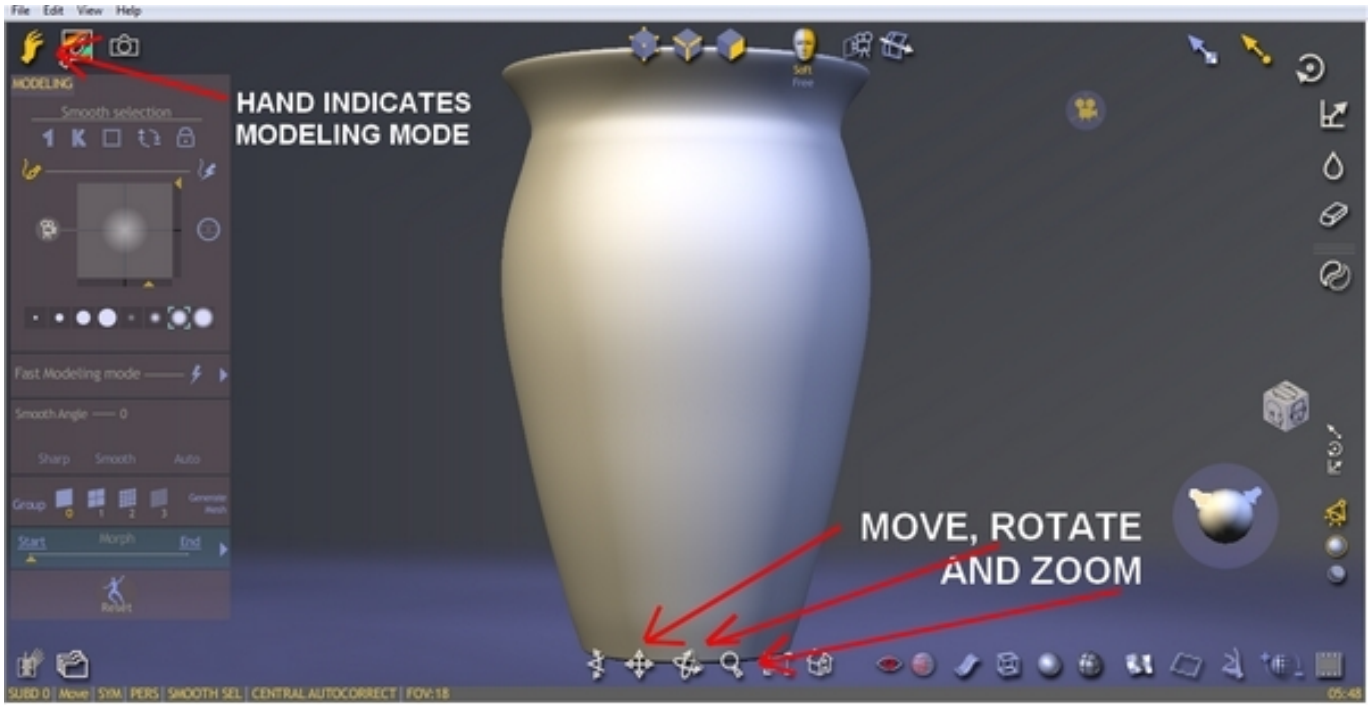
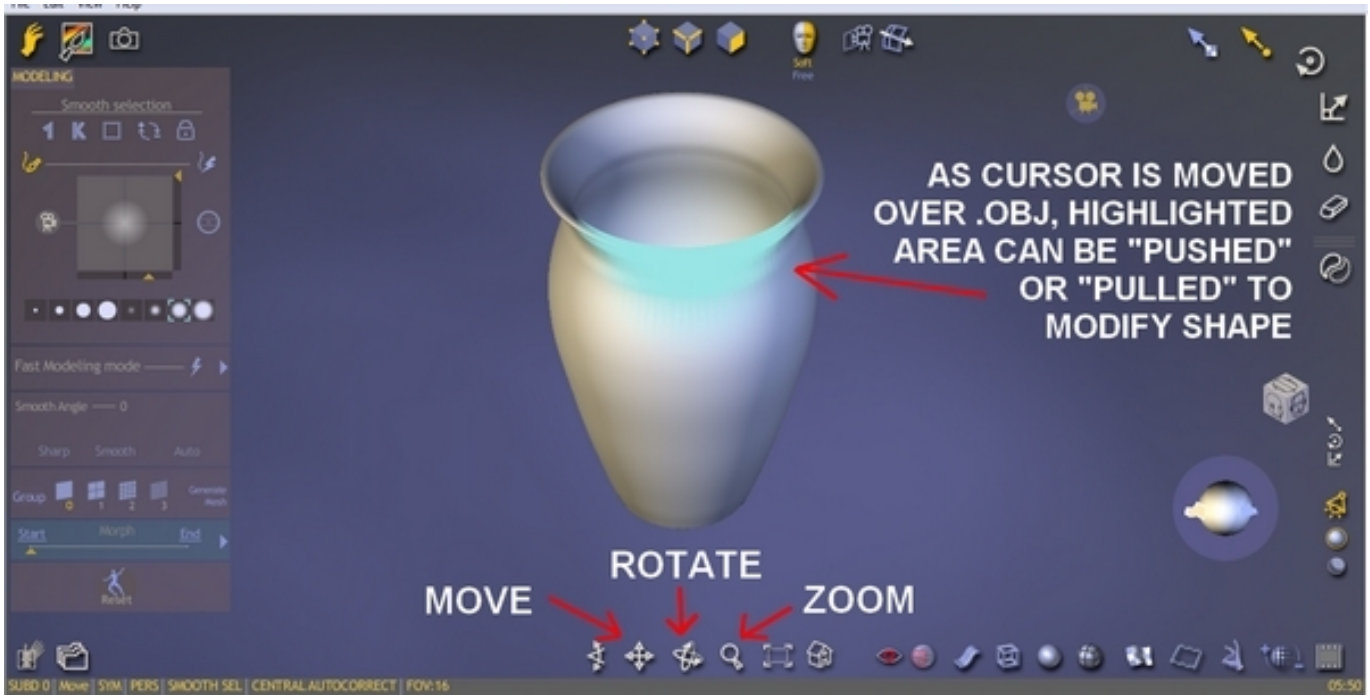
N-SIDED ARGILE 2

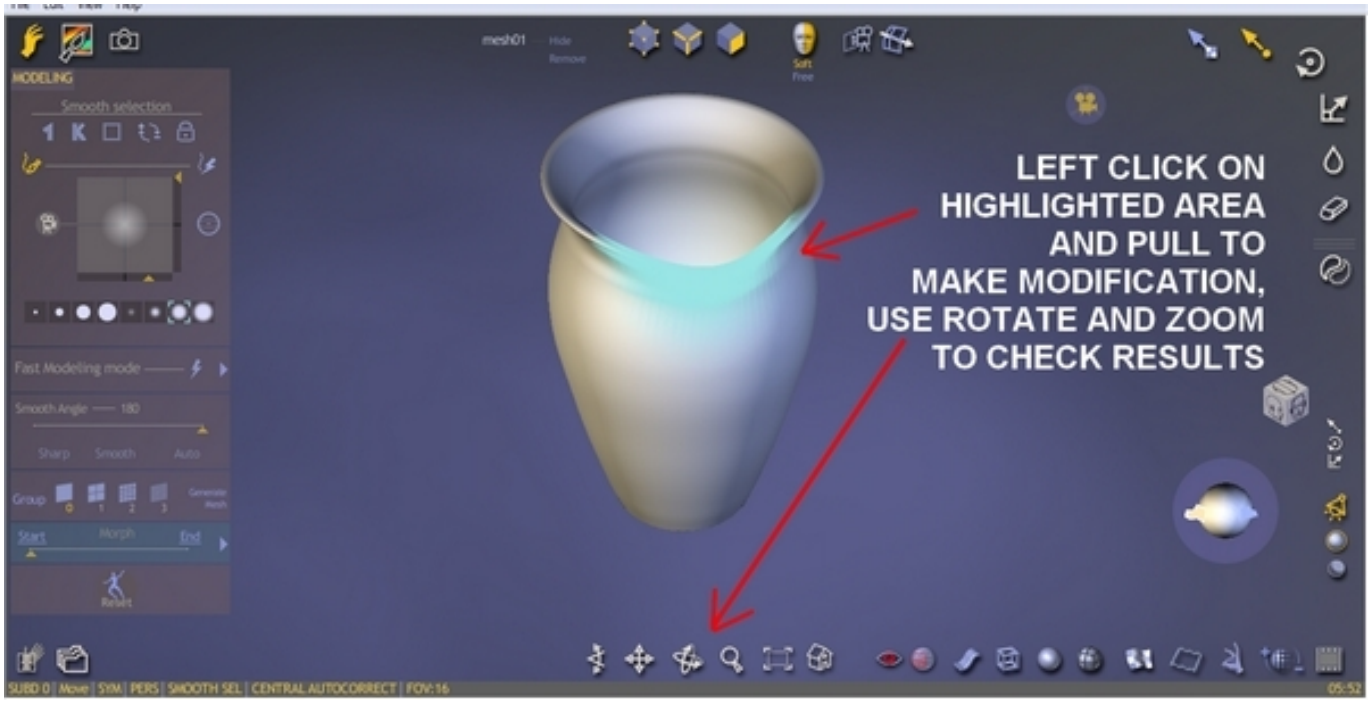
BEGINNER QUICK START

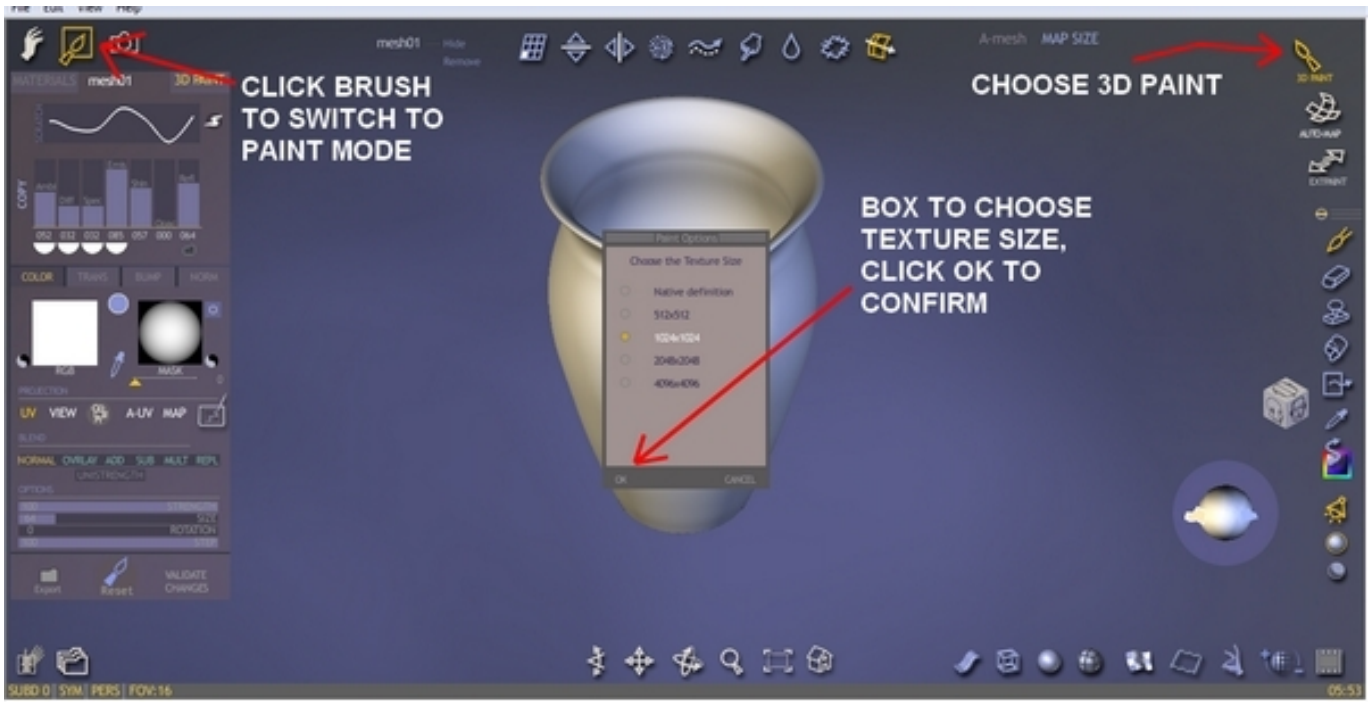


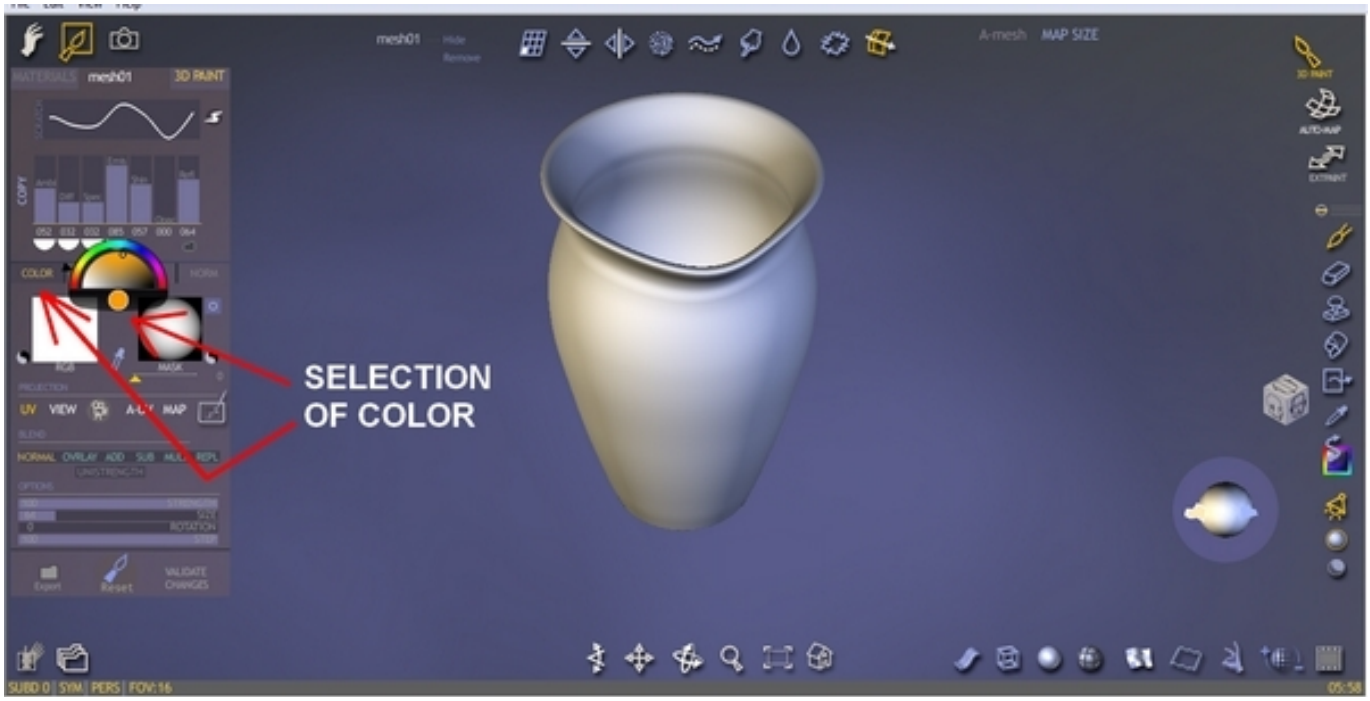

CLICK OK TO CONFIRM
IMPORT OPTION BOX
MANUAL EXPLAINS
OPTIONS IF DESIRED

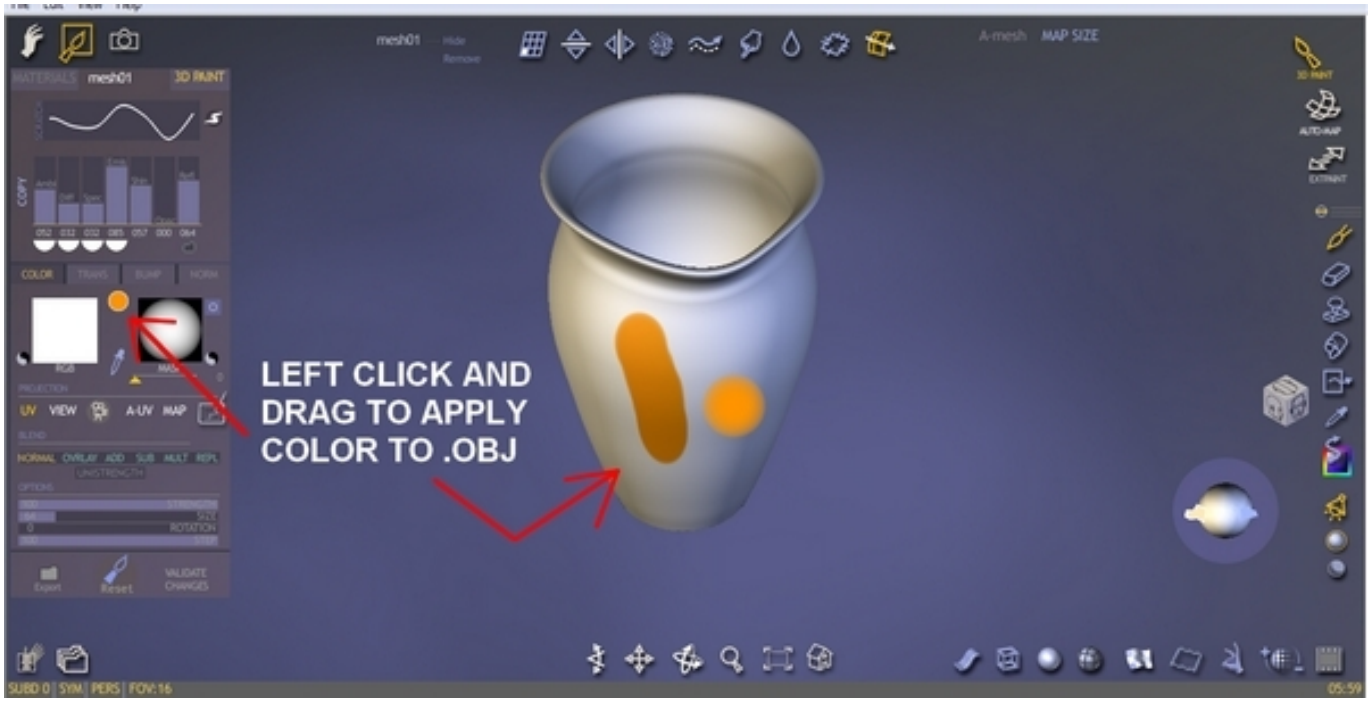

HAND INDICATES
MODELING MODE
MOVE, ROTATE
AND ZOOM

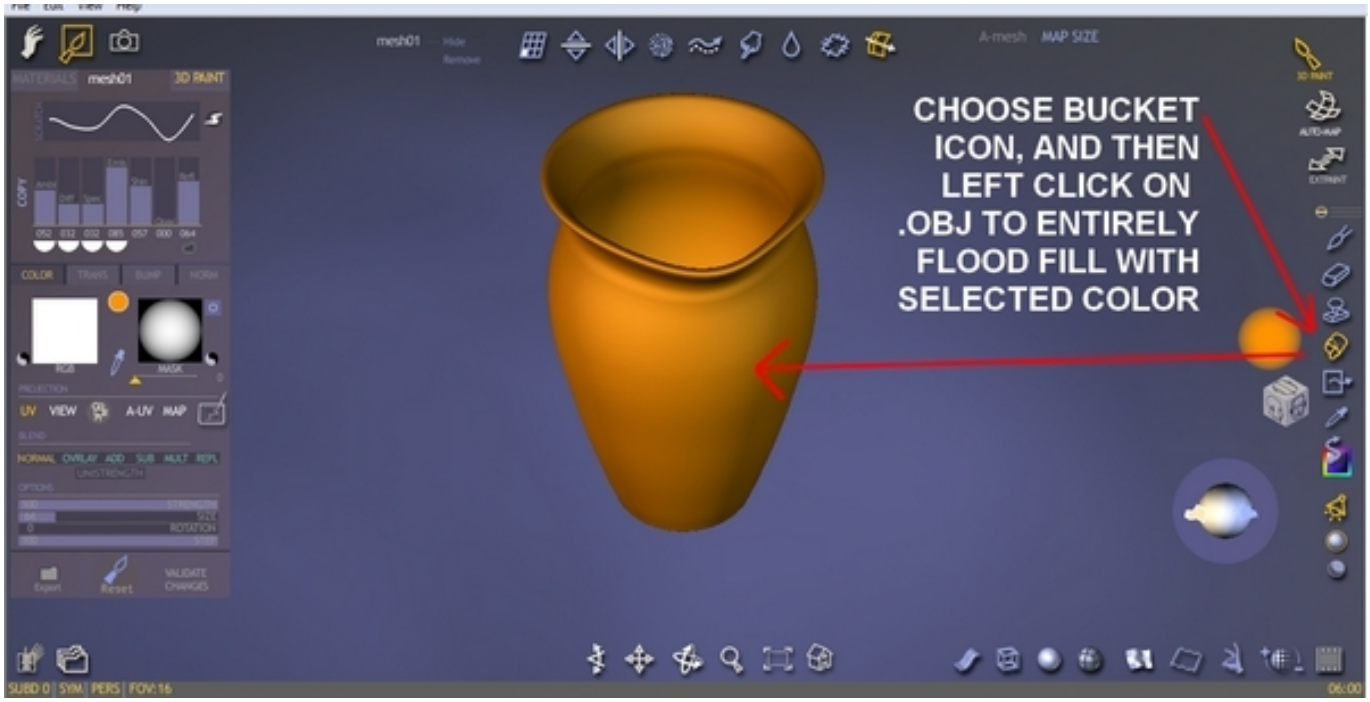

AS CURSOR IS MOVED OVER .OBJ, HIGHLIGHTED AREA CAN BE "PUSHED" OR "PULLED" TO MODIFY SHAPE
MOVE
ROTATE
ZOOM

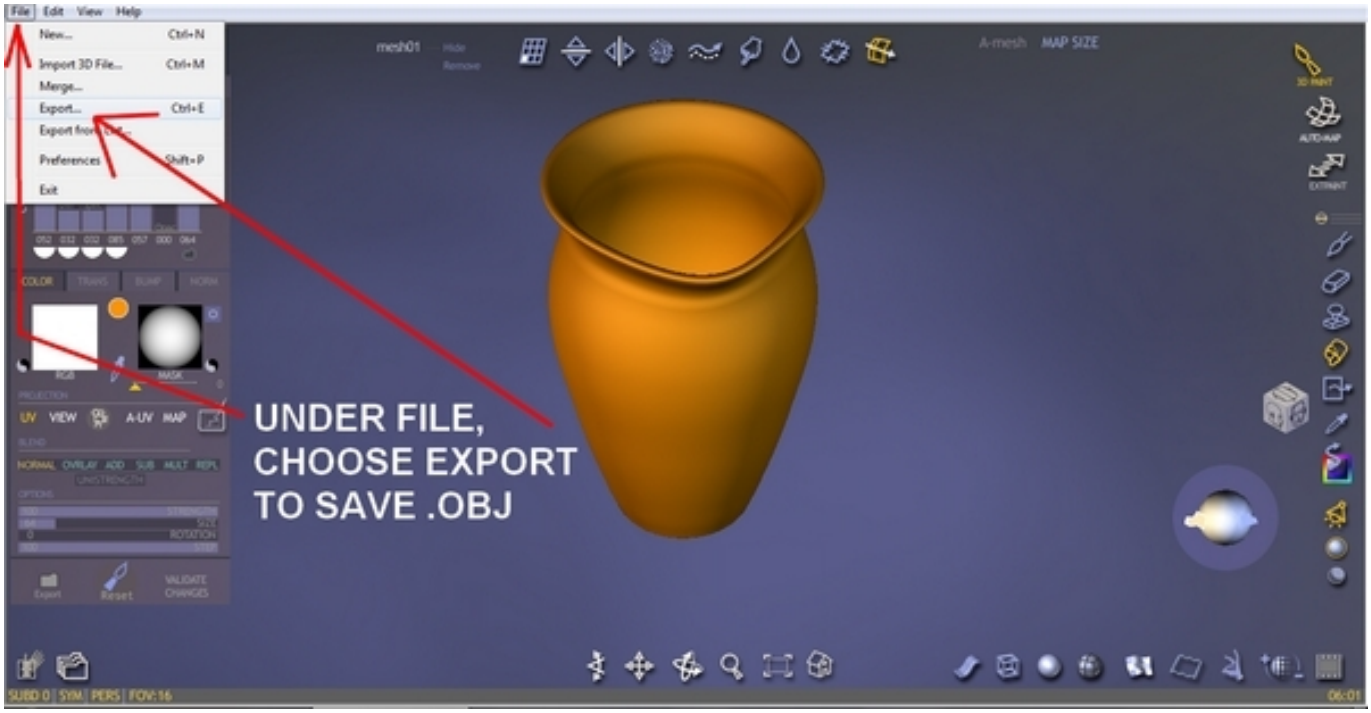

LEFT CLICK ON HIGHLIGHTED AREA AND PULL TO MAKE MODIFICATION, USE ROTATE AND ZOOM TO CHECK RESULTS

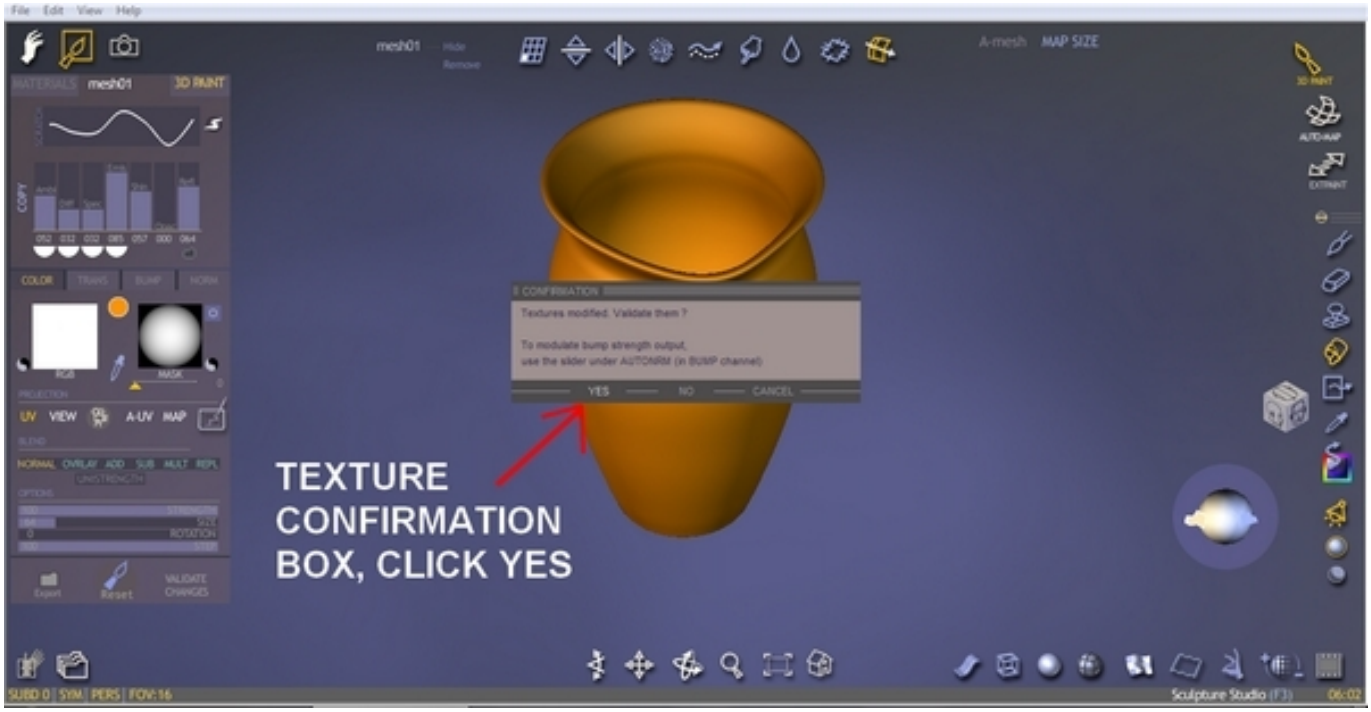

CLICK BRUSH
TO SWITCH TO
PAINT MODE
CHOOSE 3D PAINT
BOX TO CHOOSE
TEXTURE SIZE,
CLICK OK TO
CONFIRM

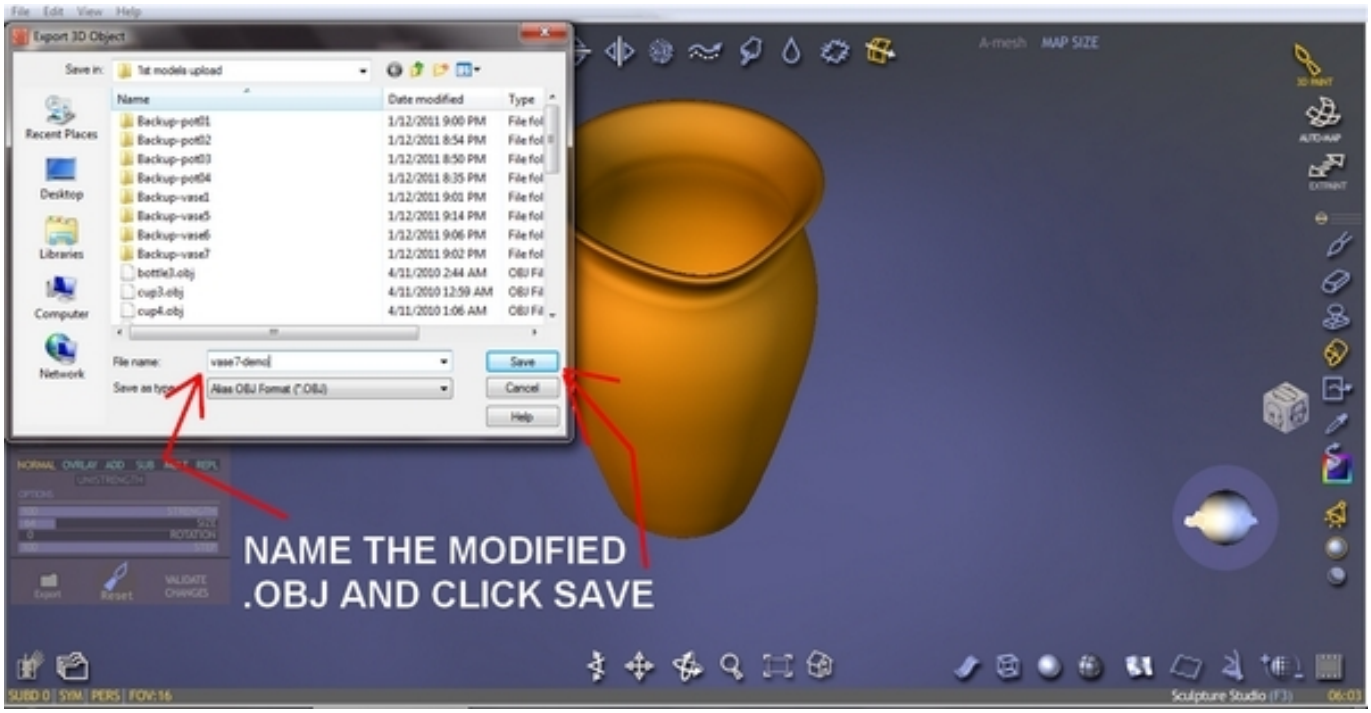

SELECTION
OF COLOR

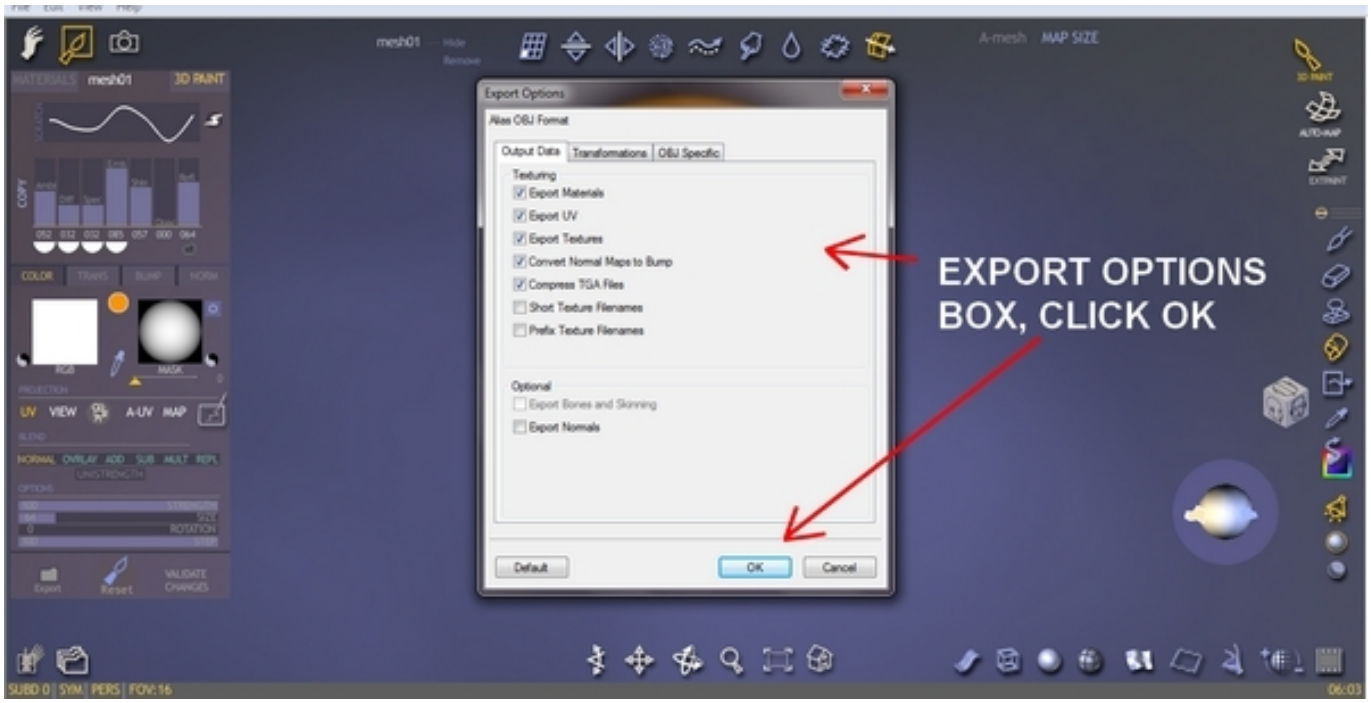

LEFT CLICK AND
DRAG TO APPLY
COLOR TO .OBJ


CHOOSE BUCKET
ICON, AND THEN
LEFT CLICK ON
.OBJ TO ENTIRELY
FLOOD FILL WITH
SELECTED COLOR

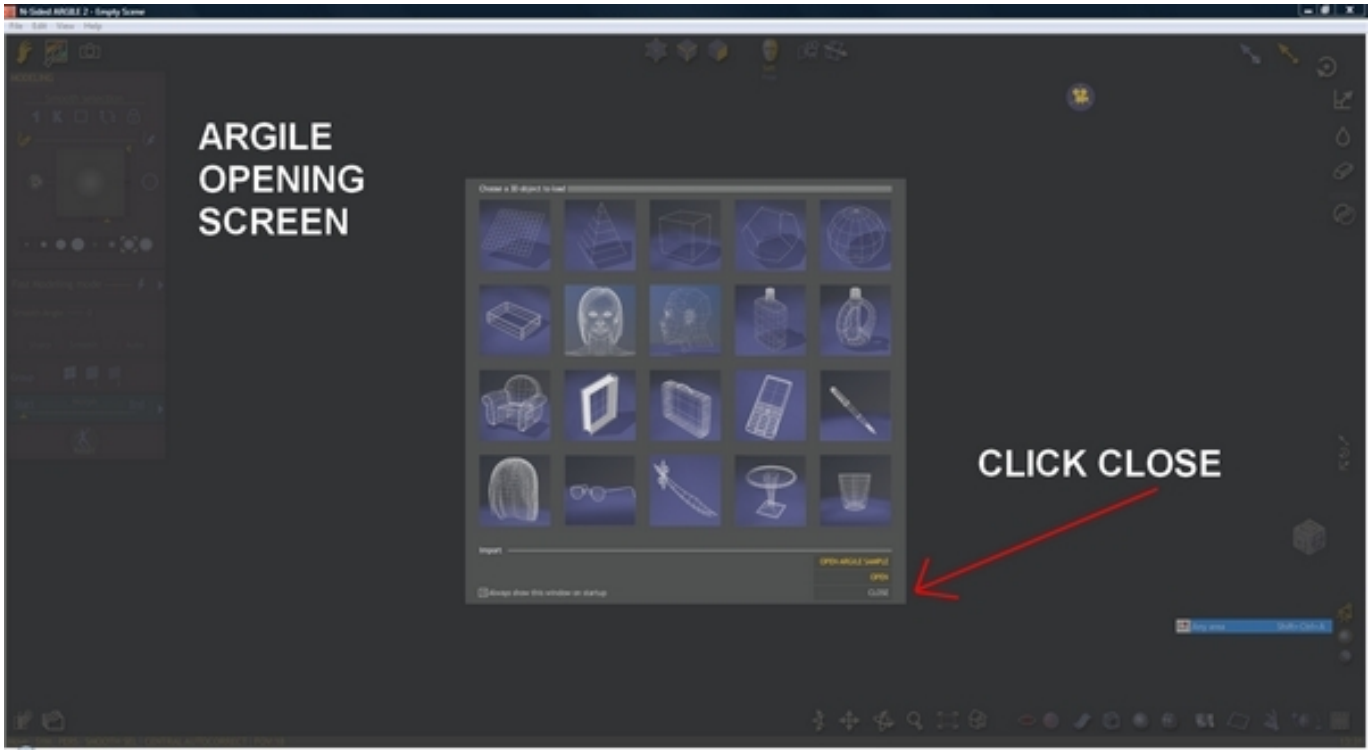

File Edit View Help
New... Ctrl+N
Import 3D File... Ctrl+M
Merge...
Export... Ctrl+E
Preferences Shift+P
Exit
mesh01
A-mesh MAP SIZE
UNDER FILE,
CHOOSE EXPORT
TO SAVE .OBJ

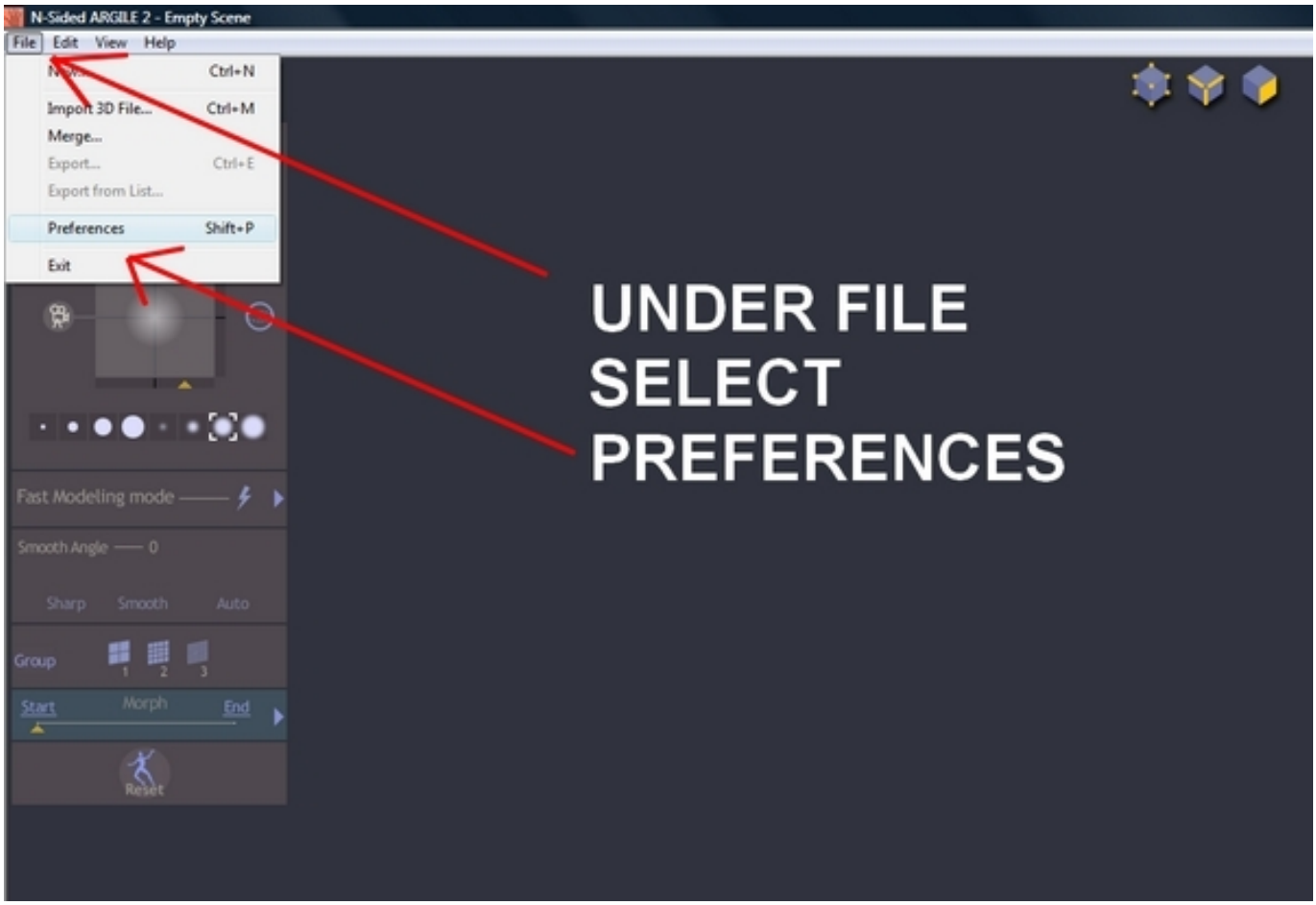

File Edit View Help
mesh01
A-mesh MAP SIZE
CONFIRMATION
Textures modified. Validate them ?
YES NO CANCEL
TEXTURE
CONFIRMATION
BOX, CLICK YES

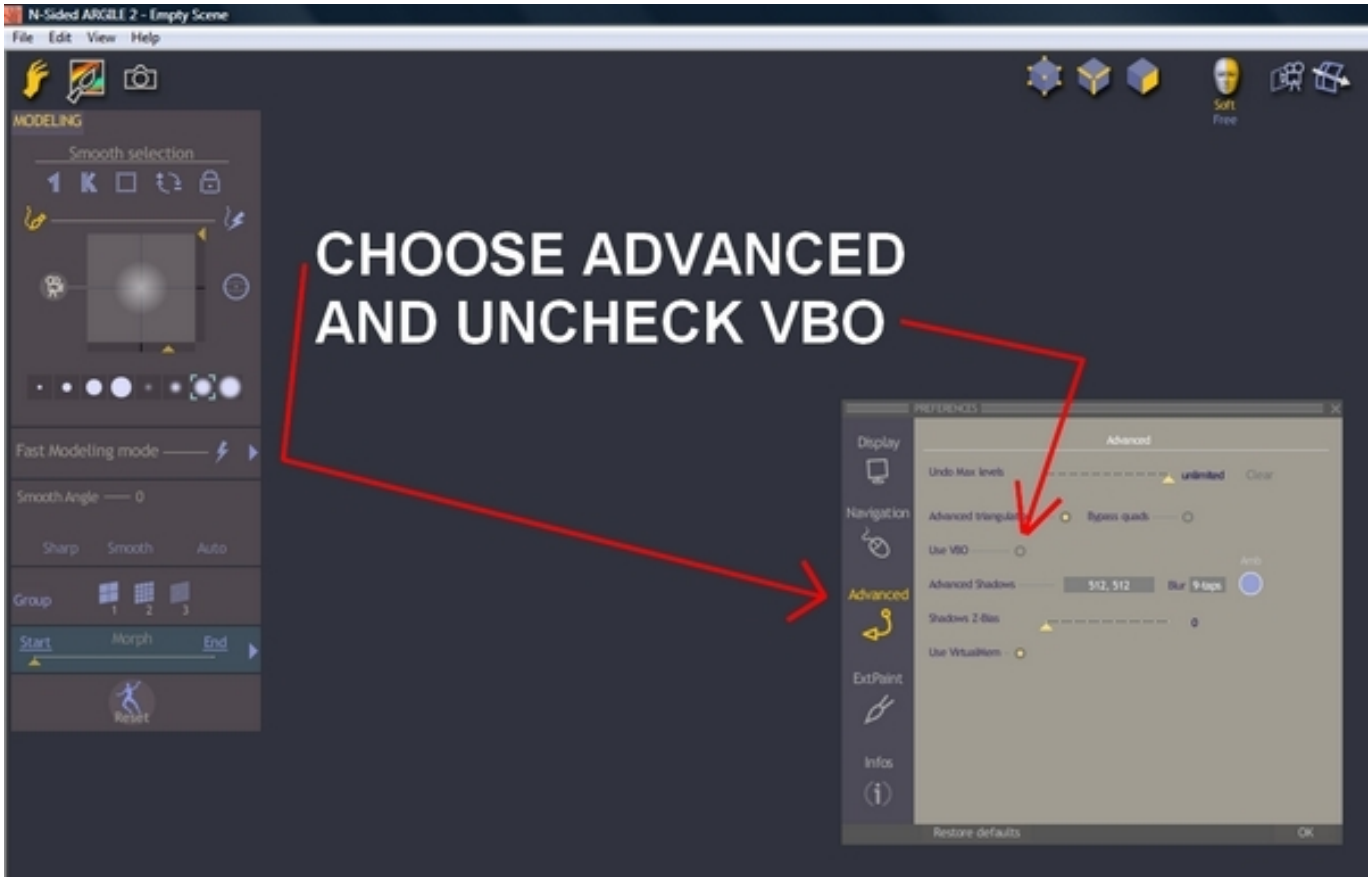

Export 3D Object
Save in:
1st models upload
Recent Places
Desktop
Libraries
Computer
Network
Name
Date modified
Type
Backup-pot01
Backup-pot02
Backup-pot03
Backup-pot04
Backup-vase1
Backup-vase5
Backup-vase6
Backup-vase7
bottle3.obj
cup3.obj
cup4.obj
File name:
vase7-demo
Save as type:
Alias OBJ Format (*.OBJ)
Save
Cancel
Help
NAME THE MODIFIED
.OBJ AND CLICK SAVE


Export Options
Alias OBJ Format
Output Data
Transformations
OBJ Specific
Texturing
Export Materials
Export UV
Export Textures
Convert Normal Maps to Bump
Compress TGA Files
Short Texture Filenames
Prefix Texture Filenames
Optional
Export Bones and Skinning
Export Normals
Default
OK
Cancel
EXPORT OPTIONS
BOX, CLICK OK

IN ORDER TO CORRECT VIDEO CARD CONFLICTS,
TRY THE FOLLOWING:







HAPPY 3D-ING!

~SKYLAB :)