

Index

Adobe Photoshop
AutoCAD file format (*.DXF)
BMP file format
Complex objects
Hot Points
 vertices 153
Oscillate tweener 310
Preferences
Render Filters
 adding to Browser palette 30
 overview 108
Symmetry

Numerics

2D images
 importing 124, 380
 importing as brush shapes 188
2D object projections 404
2D Plane link 261
2D Primitive tools 120
2D Rotation tool 123, 163
2D shapes 110
2D Text tool 121
2D, defined 395
3D objects
 cameras and 12
 creating 402
 grouping 11
 importing 33
 lighting 11
 Mapping modes 193
 primitives 98
 rendering and 12
 shading 11
3D Paint tools 182, 186
 Brush tool 187
 Ellipse tool 187
 Paint Shape Selection tool 190
 Polygon tool 187
 Rectangle tool 186
3D, defined 394

3DFACE option 383

A

Absolute position 393
Action Modifier tools 149
Action Modifiers tab 150, 169
Active plane 39
Actual size, viewing 34
Acuris, Inc. xiii
Adaptive Oversampling rendering
 option 343
Adaptive renderer 342
Add Key Event tool 307
Add operator 207
Add Point tool 56, 120, 126
Add Thickness command 158
Add Vertex tool 148, 154
Adding
 an object from another
 scene 252
 cross sections 55, 126
 files to a Batch Queue 368
 objects from the scene 252
 objects to Browser palette 40
 objects to group 258
 objects to the selection 241
 one scene to another 252
 points 120
 thickness 157
 vertices 154
Adjust command 157
Adobe Illustrator file format (*.AI)
 importing 2, 4, 124
Adobe Illustrator, using to create
 cross sections 402
Adobe Photoshop
 compatible acquire plug-in 380
 compatible export plug-in 380
Adobe Photoshop file format
 see PhotoShop file format
 (#.PSD)

Adobe Type Manager 2
AI file format
 see Adobe Illustrator file format
 (*.AI)
Aiming
 cameras 244
 lights 244
 lights and cameras 244
 spot lights 276
Align command
 Align on Working Box 243
 On Gravity 228, 244
 On Universe 244
 Reset Orientation 244
Align Objects command 44
Align On Gravity command 291
Align On Universe command 244
Align option, anchor object 245
Align Working Box command 228
Aligning
 drawing plane 142
 gravity option 244
 objects 44
 on gravity 244
 on working box 243
 polymesh objects 157
 resetting 244
 text 390
Alignment 244, 245
 Align option 245
 anchor object 246
 axis pop-up menu 245
 Box Max option 246
 Box Min option 246
 Center option 246
 contact option 246
 Distribute option 245
 Hot Points 246
 None option 245
 operation 224
 relative 244, 390
 Sides option 246
 Space option 245
Alpha channel, defined 390

Ambient light 405
 defined 390
 setting up 271
Anchor object, alignment 246
Angle of Selection Propagation
 palette option 145
Angular fall-off 275
Animatable properties 14
Animating
 deformers and 16
 Free Form modeler and 16
 Mesh Form modeler and 16
 scaling envelope 16
Animation
 animating a scene 296
 codecs 364
 preparing scenes for 17
 previewing 304
 time-based 296
 Tweeners and 16
Animation hierarchy
 viewing 297
Animations
 traditional techniques 18
Anti-aliasing
 adaptive oversampling
 option 343
 defined 390
 jaggies 392
 turning off 371
Anticipation in animation 19
Application, preferences 24
Apply Physical Effects
 behavior 320
Apply Scene Wizard command 28
Applying
 deformers 61, 172
 link properties 260
 physical forces 319
 Scene Wizard 28
Arranging tools 224
Arranging, objects 232
ArtBeats xiii

- Articulations, building using links 265
- Aspect Ratio, defined 390
- Atmosphere 296
 - cloudy fog 344, 345
 - defined 390
 - distance fog 344
 - rendering 344
- Atomize deformer 172
- Attitude
 - defined 390
 - yaw, pitch and roll 240
- Auto apply option 243
- AutoCAD 382
- AutoCAD file format (*.DXF)
 - importing 381, 402
- Autorun window 3
- AVI movies
 - compressor options 365
 - Render file format 14
 - rendered animations, and 14
 - rotoscoping with 16
- Axis 261
 - defined 390
 - indicators 243
 - link 261, 262
 - of constraint 245
 - pop-up menu, alignment 245

B

- Backdrop
 - defined 390
 - using 346
- Background 296
 - objects 371
 - reflected 390
 - rendering 345
- Ball Joint link 261
 - using 262
- Basic components 198
- Batch Queue 368, 406
 - adding files 368
 - render 368
- Behaviors 16
 - adding to Browser palette 30
 - animation order 314

- Apply Physical Effects 320
 - applying 79, 314
 - applying multiple 314
- Bounce 16, 316
- Damping Force 324
- Directional Force 322
- Flow Force 323
- Initial Velocity 321
- Inverse Kinematics 16, 18, 317
 - physically-based 79, 318
- Point At 16, 70, 315, 404
- Point Force 323
- record behaviors 326
- Rotational Force 323
- Spin 16, 317
- tab 9
- Track 16, 317
 - using physics 319
- Bend and Twist deformers 173
- Better Preview command 115
- Better Preview mode 8, 270, 335
- Bézier curves 402
 - 2D shapes and paths 116
 - control points 116
 - corner points 117
 - curve points 117
 - defined 390
 - handles 116
 - vertices 116
- Bézier shape
 - converting to 402
- Bézier tweener 18, 311
 - control settings 311
 - introduction to 15
 - smoothing motion 333
- Bézier-based animation 16
- Bit Depth, defined 390
- Bitmap images, saving 402
- Bitmap, defined 390
- Black Hole deformer 173
- Blending slider 209
- Blinds gel
 - introduction 280
 - setting controls 281
- Blinking lights, creating 313
- BMP file format
 - see Windows Bitmap file format (*.BMP)
- Boolean Operation command 169

- Boolean operations 167
- Bounce behavior
 - applying 316
 - understanding 16
- Bounce wave shape 313
- Bounding box 228, 231, 239, 258
 - defined 390
 - group 258
 - mode 8
- Box Max, alignment 246
- Box Min, alignment 246
- Branches 254
- Break Apart Compound
 - command 124
- Brightness 273
- Browser command 29
- Browser palette 9, 28, 183
 - a lesson in 39
 - adding behaviors to 30
 - adding deformers to 30
 - adding directory 40
 - adding links to 30
 - adding objects to 40
 - adding render filters to 30
 - adding shaders to 30
 - Behaviors tab 9
 - Cameras tab 9
 - create directory 32
 - creating items 31
 - Deformer tab 9
 - displaying 29
 - documents
 - creating 31
 - duplicating 31
 - editing 31
 - duplicating items 31
 - editing items 31
 - introduction to 6
 - Lights tab 9
 - Links tab 9
 - Objects tab 9, 30
 - preferences 29
 - remove directory 32
 - Render Filters tab 9
 - retrieving from 30
 - saving scenes to 30
 - saving to 29
 - Shaders tab 9
 - update directory 32

- view 29
- Brush palette 187
- Brush shape
 - adding 189
 - erasing 189
 - importing 189
- Brush tool 187
 - angle 188
 - brush stroke 188
- Eraser brush 187
- flatness 188
- hardness 188
- imported shape 189
- options 187
- painting with 188
- size 188
- Building a hierarchical
 - structure 254
- Building chains of links 265
- Bulb Light
 - creating 272
 - option 273
 - setting characteristics 273
- Bump
 - channel 201, 214
 - mapping 214
- Bumps
 - improving quality of 403

C

- Camera command 34
- Camera Dolly tool 75, 146
- Camera Pan tool 75
- Camera Properties command 34
- Camera Track tool 75
- Cameras 271
 - 3D objects, and 12
 - aiming 244
 - conical 287
 - creating 405
 - creating new 286
 - deleting position 292
 - field of view 285
 - isometric 287
 - lens 286
 - move 289

- multiple 292
- normal lens 287
- point at object 244, 287
- preset position 290
- retrieving 30
- rotating 333
- save position 292
- saving 29
- selecting 34
- tab 9
- telephoto lens 287
- using 285
- view 17
- wide angle lens 287
- zoom lens 287
- Caps Lock 233
- Cartesian coordinate system 224
- CDR file format
 - see CorelDRAW! file format (*.CDR)
- Cellular function 208
- Center alignment 246
- Center Hot Point command 233
- Centering cross sections 128
- CGM file format
 - see Computer Graphics Metafile file format (*.CGM)
- Changing
 - camera lens 286
 - hierarchy structure 256
 - scene perspective 289
- Channels
 - applying 185
 - Bump 201, 214
 - Color 213
 - Glow 216
 - Highlight 214
 - non-color 201
 - Reflection 215
 - Refraction 216
 - shader 198
 - Shininess 214
 - Transparency 215
- Checkers function 210
- Child objects
 - defined 390
 - selecting 252
- Child-parent objects 252
- Cinepak codec 364, 365
- Class
 - creating master object 266
 - objects 9
- Clip Art 252
- Cloaking
 - objects 297, 334
- Cloaking objects
 - property 370
- Close command 36
- Close Group 259
- Closing
 - Free Form modeler 113
- Closing files 36
- Closing, groups 258
- Cloud primitives 100
- Cloud tool 101
- Cloudy Fog, atmosphere 344, 345
- CMYK defined 391
- Codecs
 - animation 364
 - Cinepak 364, 365
 - Component Video 364
 - compression/decompression algorithms 363
 - Full Frames 365
 - Graphic 364
 - Intel Indeo Video R3.2 365
 - Intel Indeo Video Raw 365
 - Microsoft RLE codec 365
 - Microsoft Video 1 365
 - None 364
 - Photo-JPEG 364
 - Video 365
- Color channel
 - Composite shader 220
 - defined 213
- Color chip 271
- Color component 215
- Color depth, defined 391
- Color separations 378
- Color, CMYK defined 391
- Color, RGB defined 391
- Colors
 - component 201
 - depth 22
 - multi-color pattern 213
 - preferences 24
 - support for 403
- Combine as Compound
 - command 48, 124
- Combining deformers 172
- Compact installation 3
- Complex extrusions 165
- Complex objects
 - defined 391
 - example 98
- Component Video codec 364
- Components
 - basic 198
 - copying to channels 222
 - function 199
 - operators 199
 - shader 391
- Components, shaders 198
- Composite 366, 374
 - mask 375
- Composite shaders 217
 - color channel 220
 - defined 200
- Compounds, cross section shapes 123
- Compression
 - and frame size 365
 - applying 363
 - options 364
 - programs 2
 - rendering without 17
- Compression Settings dialog 364
- Computer Graphics Metafile file format (*.CGM), importing 4
- Computer system, optimizing 371
- Concentric, defined 391
- Configurations, workspace 26
- Conical
 - Camera 287
- Constrain, defined 391
- Constraining, envelopes 134
- Contact, alignment 246
- Control points
 - Bézier curves 116
 - defined 391
- Controlling shadow strength 273
- Conventions, user guide ix
- Convert Point tool 56, 119
- Converting, corner points 119
- Coordinate System 383
- Co-planar, defined 391
- Copy and Paste 252
- Copy command 35, 252
- Copying objects 35
- CorelDRAW! file format (*.CDR)
 - importing 4, 124
 - in modeling 402
- Corner points 117
- Crease angle 159
- Create command 53
- Creating 151
 - 3D primitives 58
 - a new camera 286
 - Browser palette directory 32
 - Browser palette documents 31
 - cross sections 126
 - Formula objects 106
 - multiple cross sections 52
 - new light source 272
 - object class 266
 - objects 99
 - scenes 27
 - sweep objects 165
 - Text objects 105
- Cross sections 125–128
 - adding 55, 126
 - animating 328
 - centering 128
 - compound 123
 - creating 126
 - defined 109, 391
 - disconnecting 128
 - grouping 123
 - importing 124
 - intermediate 126
 - moving between 127
 - multiple 52
 - multiple shapes in 48
 - numbering 127
 - options 128
 - overview 111
 - polygon 166
 - polyline 166
 - properties 122
 - removing 126
 - rotate shapes 122
 - rotating 402
 - scaling 124
 - shape correspondence 127
 - uncentered 131

- Cross-Section Options
 - command 128
- Cube tool 152
- Current camera, aiming 244
- Current root 255, 257
- Current time 14, 301
 - changing 297, 302
- Current Time Bar 14, 19, 301, 302
- Curve points, converting 119
- Curves
 - adjusting 119
 - Bézier 117
- Custom installation 2, 3
- Custom link 262
- Custom links 261, 262
- Customizing, toolbars 26
- Cut command 35
- Cutting, objects 35

D

- Damping Force behavior 324
- Damping Oscillate tweener 313
- Decimate command 160
- Decimating objects 160
- Default preferences 24
- Deformer tab 9, 172, 179
- Deformers 171–180, 391
 - a lesson with 60
 - adding to Browser palette 30
 - animating 16
 - animating with 332
 - applying 61, 172
 - Atomize deformer 172
 - Bend and Twist deformers 173
 - Black Hole deformer 173
 - combining multiple 172
 - Dissolve deformer 174
 - Explode deformer 174
 - Formula deformers 175
 - Punch deformer 175
 - rules for 332
 - Shatter deformer 176
 - Spherical Morph deformer 177
 - Spike deformer 177
 - Stretch deformers 178
 - using 171

- Warp deformers 178
- Wave deformer 179
- Delete command 36, 252
- Delete Point tool 119
- Delete Vertex tool 148, 154
- Deleting
 - cross sections 126
 - objects 35, 252
 - position, camera 292
 - segments 120
 - vertices 154
- Depth, color 22
- Description lines, envelopes 114
- Device resolution 360
- DFace entities 383
- Direct Manipulation controls
 - a lesson in 70
 - deformers and 172
- Direct3D Hardware renderer 25
- Direct3D Software renderer 25
- Direction of a distant light
 - setting 273
- Directional Force behavior 322
- Directory, adding to Browser
 - palette 40
- Disconnecting, cross sections 128
- Discrete tweener 15, 311
- Display modes
 - Better Preview 8, 230, 335
 - Bounding Box 8, 229
 - changing object preview 230
 - No Preview 8, 229
 - Preview 8, 230
 - Shaded Preview 8, 230
 - Wireframe 8, 230
- Display Plane tool 7
- Display planes, displaying 39
- Displaying
 - a working box plane 226
 - Browser palette 29
 - grid planes 26
 - objects 8
 - palettes 26
 - planes 39
 - the Production Frame 361
 - tool tips xi
 - toolbars 26
 - windows 26
- Dissolve deformer 174

- Distance 344
 - artwork settings 366
 - fall-off 274, 275
- Distance Fall Off option 273
- Distant light 272, 273, 279
- Distribute, alignment 245
- Dithering, defined 391
- Dolly, defined 391
- Done button, modeling window 8
- DPI, Artwork Settings 360
- Draft Z Buffer renderer 342
- Draft Z-Buffer 370
- Dragging objects 235
- Drawing plane
 - aligning 142
 - change 114
 - grid 122
 - Mesh Form modeler 141
 - moving 142
 - polygon 143
 - rotating 142
 - vertex and 143
 - view 114
 - working on 116–124
- Drawing tools 117–121
 - 2D Primitives 120
 - 2D Text tool 121
 - Add Point tool 120
 - Convert Point tool 119
 - Delete Point tool 119
 - Ellipse tool 121
 - Pen tool 117
 - Polygon tool 121
 - Rectangle tool 120
 - Rounded Rectangle tool 121
 - Selection tool 118
- Duplicate command 45, 152, 248
- Duplicate with Symmetry
 - command 152, 249
- Duplicating
 - Browser palette documents 31
 - object 247
 - objects 45, 248, 333
 - polymesh objects 152
 - preferences 45
 - with symmetry 249
- DXF files
 - defined 391
 - importing 402

- DXF Options 382

E

- Easy installation 2
- Edges, smoothing 159
- Editing
 - Browser documents 31
 - curves 119
 - mesh form models 140
 - object mesh 58
 - scaling envelope 134
 - Text objects 106
- Effects tab 9, 298
- Ellipse tool 121, 152
- Empty Polygon command 158
- Envelopes
 - adjusting 56
 - constraint options 134
 - description lines 114
 - editing 134
 - Free 134
 - lathing 135
 - Symmetrical 134
 - Symmetrical In Plane 134
- Environment map 345
- Environmental primitives 99
- Eraser brush 187
- Exaggeration, animations and 19
- Explode deformer 174
- Exporting
 - *.BMP file format 4
 - *.PCX file format 4
 - *.PSD file format 2, 4
 - *.TGA file format 4
 - *.TIF file format 3, 4
 - images 380
- Extensions
 - conflict with 398
 - for Ray Dream Studio 23
- Extrude command 165
- Extrude tool 149
- Extrusion 110
 - defined 138, 391
 - Pipeline method 131
 - Presets 136
 - Translation method 131

- twisting 123
- Extrusion Envelope command 49, 125, 134
- Extrusion Method command
 - Pipeline 47
 - Translation 131, 135
- Extrusion path
 - complex 165
 - defined 394
 - preset 131
 - see also* Sweep path
 - straight 165
- Extrusion Preset command
 - Spiral 132
 - Straight 131
 - Torus 136

F

- Fall-off 274, 275
- Field of view 285
- File formats
 - artwork settings 362
 - movie 363
- Files
 - closing 36
 - importing and exporting 2, 4
 - opening 28, 38
 - saving 36
- Fill Polygon command 158
- Filtering, artwork 375
- Filters
 - accessing 403
 - choosing 205
 - in the Shader Editor 376
 - plug-ins 23
 - Reflected Backgrounds or Backdrops 376
- Find, object 232
- Fire primitive 103
- Fire tool 103
- Flatten command 162
- Flip command 249
- Flow Force behavior 323
- Fog 344
 - color 344, 345
 - Density 345

- Distance 344
- distance based 405
- Global Scale 345
- Lumpiness 345
- primitives 101
- Fonts
 - changing 106
 - size in workspace 25
- Form and Function xiv
- Formula deformers 175
- Formula objects, creating 106
- Formula tool 106
- Formula tweener 313
- Formulas
 - using as deformers 175
 - using as gels 281
 - using as tweeners 313
- Fountain primitive 99
- Fountain tool 99
- Fractal Design Technical Support 398
- Frame rates 296
 - changing 304
 - options 302
 - setting 302
 - specifying 297
- Frames
 - advancing one 304
 - backing up one 304
 - limiting 370
- Free envelopes 134
- Free Form modeler 109–136
 - a lesson in 47
 - animating, and 16, 328
 - closing 113
 - defined 392
 - described 112
 - lagging and 18
 - opening 112
 - principles 18
 - Properties palette, and 10
 - rendering and 370
 - Shatter deformer 176
- Free Form modeling
 - 2D shapes 110
 - cross sections 111
 - extrusion 110
 - modeling box 113
 - skin objects 111

- surface fidelity 116
- sweep path 110
- techniques 111
- with multiple cross sections 125
- Free Form modeling window 7, 112
- Free Form object 253
- Free resizing 239
- Front of the scene 273
- Full Frames codec 365
- Function components 199
- Functions
 - defined 199
 - other components as 213
 - using 207

G

- G-Buffer
 - channels 381
 - defined 392
 - rendering 340
- Gels 280
 - Blinds 280
 - setting controls 281
 - Formula 281
 - Gradient 282
 - setting controls 282
 - image map 283
 - Movie 280
 - movie 284
 - Texture map 280
- General preferences 24, 28
- Geometric primitives 98
- Get Info command 23
- GIF file format 4
- Glass, refraction value for 216
- Global Mix
 - defined 392
 - option 336
 - shader 200, 218
- Global Mix shader 200
- Global Scale slider 209, 210
- Global Universe 224, 392
 - command 229
- Glow channel 216, 392
- Gradient gel 280, 282

- setting controls 282
- Graphic codec 364
- Gravity, aligning on 244
- Grayscale
 - defined 392
 - images as gels 280
 - texture maps 203
- Grid command 122, 226
- Grid planes, hiding/displaying 26
- Grids
 - Draw Line Every 227
 - drawing plane 122
 - Mesh Form modeler 150
 - options 226
 - preferences 150
 - setting up 26
 - settings 226
- Group 233
 - adding objects 258
 - animating objects within 333
 - animating shapes of 332
 - as class 267
 - bounding box 258
 - re-calculating 259
 - close 259
 - defined 392
 - duplicating 333
 - how to 256
 - new 257
 - objects 256
 - remove objects 258
- Group command 46, 123, 257
- Group coordinate system
 - defined 393
- Grouping 256
 - 3D objects 11
 - objects 46, 256
 - shapes 123
 - vertices 156
- Groups
 - closing 258
 - opening 258

H

- Half angle 273, 274
- Hand tool 33, 147, 225, 285

- Handles, object 116
- Height, image size 360
- Help, using x
- Hiding
 - grid planes 26
 - palettes 26
 - selections 153
 - tool tips xi
 - toolbars 26
 - windows 26
- Hierarchy 14, 298, 392
 - description 254
 - expanding/collapsing 298
 - fixed animation 297
 - navigating 255
 - resizing 299
 - scrolling 299
 - working with 298
- Hierarchy area 266
 - Masters tab 266
 - Objects tab 266
 - resizing 299
 - scrolling 299
- Hierarchy mode
 - displaying 32
 - preferences 33
 - Time Line window 8, 14
- Highlight channel 214
- Highlights
 - defined 392
- Holes
 - creating 216, 402
 - creating with compounds 123
 - filling 158
- Horizontal command 38
- Hot Points
 - adjusting 43
 - alignment 246
 - automatically center 233
 - centering 234, 238
 - defined 392
 - description 233
 - lock to object 234, 237
 - move 233
 - moving numerically 234
 - point at 244
 - rotating around 333
 - troubleshooting 404

I

- Icons, defined 392
- Image
 - area 361
 - formats 340
 - importing 380
- Image Map
 - as gel 283
- Image size
 - height 360
 - resolution 360
 - standard 370
 - width 360
- Image Size tab 404, 406
- Image window 371
- Imaging preferences 23
- Import command 124
- Imported Shape brush 188
- Importing
 - *.AI file format 2, 4, 124
 - *.BMP file format 4
 - *.CDR file format 4, 124
 - *.CGM file format 4
 - *.DXF file format 381, 402
 - *.PCX file format 4
 - *.PSD file format 2, 4
 - *.TGA file format 4
 - *.TIF file format 3, 4
 - *.WMF file format 4
 - 2D art 380
 - 2D images 124
 - 2D objects 382
 - 3D objects 33
 - cross section shapes 124
 - file types 2, 4
 - images 380
 - objects from other file
 - formats 381
 - scaling envelope 125
 - sweep paths 125
- Indoor Step-by-Step wizard 27
- Indoor Templates 27
- Infinite plane
 - primitive 104
 - shading 104
 - tiling 105
- Infinite Plane tool 104
- Initial Velocity behavior 321

- controlling directly 321
- Insert command
 - Camera 286
 - Light 272
- Installation
 - Compact 3
 - compression programs and 2
 - Macintosh 2
 - problems with 400
 - troubleshooting 4
 - virus protection and 2
 - Windows 3
- Intel Indeo Video
 - R3.2 codec 365
 - Raw codec 365
- Intermediate cross sections 126
- Intersection, objects 169
- Inverse Kinematics 317
 - behavior 16, 18
 - links and 256, 261, 318
- Invert command 153
- Invisible objects 41
- Isometric camera 287
- IVRM Spherical camera 287

J

- Jaggies 343, 392
- Joining objects 169
- Joint link 261
- JPEG file format 4
- Jump In 255, 259, 290
 - modeling windows 7
 - object 112, 254
 - subshader 220
- Jump In Another Modeler
 - command 140, 254
- Jump In command 253
- Jump In New Window
 - command 253, 259, 267
- Jump Out 259
 - objects 113
 - subshader 220
- Jumping In and Out 259
- Jumping into an Object 253
- Just Textures xiv

K

- Keep Proportions option 360
- KETIV Technologies, Inc. xiv
- Key event markers 14, 299, 300
 - nudging 307
 - overlapping 301
 - selecting 306
- Key events 15, 295
 - adding 307
 - changing timing of 307
 - copying and pasting 308
 - defined 300
 - defining 306
 - duplicating 307, 333
 - stretching over time 308
- Key frames
 - animation and 76
 - defined 76

L

- Lag movement 18
- Lathe tool 149
- Lathing 134–136
 - lathe axis 134
 - lathe profile 134
 - Mesh Form modeler 139
 - overview 110
 - polygon cross sections 166
 - with a circular path 136
 - with the envelope 135
- Launching Ray Dream Studio 22
- Layering primers & paint
 - shapes 190
- Leading, defined 392
- Lens, camera 286
- Letter Spacing 392
- Light command 272
- Lighting Through Transparent
 - Objects 343
- Lights 270
 - aiming 244
 - ambient 405
 - angular fall-off 275
 - blinking 313

- brightness 273
 - bulb 273
 - color 273
 - creating 272
 - distance fall-off 274, 275
 - distant 272, 273, 279
 - gels 280
 - half angle 274
 - limiting 17, 370
 - Point At 244
 - range 274, 275
 - retrieving 30
 - saving 29
 - shadow 273
 - sources 11
 - spot 273, 274
 - tab 9
 - Linear tweener 310
 - adjusting threshold time 311
 - default 310, 312
 - Ease-In/Ease-Out slider 310, 312
 - introduction to 15
 - Linking
 - child to parent 260
 - objects 259
 - to change structure 256
 - vertices 154, 155
 - Links
 - 2D Plane 261
 - adding to Browser palette 30
 - Axis 262
 - Ball Joint 262
 - creating a custom 262
 - custom 261, 262
 - defined 392
 - Lock 262
 - properties 261
 - setting controls 263
 - Shaft 262
 - Slider 262
 - tab 9, 261
 - unlinking 260
 - Local Root Universe 259
 - Local universe 290
 - Local Universe command 229
 - Lock link 261, 262
 - Locking
 - Hot Points 234, 237
 - toolbars 27
 - Loft tool 149
 - Lofting
 - Mesh Form modeler 139
 - polygon cross sections 166
 - polyline cross sections 166
 - Logo Templates 27
- ## M
- Macintosh
 - compressor options 364
 - extensions 398
 - installation 2
 - movie file formats 14
 - software support 2
 - system requirements 2
 - Mapping mode tab 170
 - Mapping modes 193
 - changing 193, 194
 - polymesh objects and 169
 - Projection mapping 193
 - Marble function 210
 - Marquee tool 60, 146
 - Marquee, creating 256
 - Mask
 - artwork settings 366
 - defined 392
 - option 366
 - Master group 267
 - Master objects 247
 - defined 393
 - Master shading layer 194, 195
 - editing 195
 - Masters tab 9, 266
 - Memory
 - additional 401
 - allocation 22
 - requirements 400
 - Mesh Form modeler 137–170
 - a lesson in 57
 - animating, and 16
 - defined 137
 - drawing plane 141
 - editing 140
 - grids 150
 - groups and 145
 - lathing 139
 - lofting 139
 - objects 140
 - opening 57
 - preferences 141
 - preview modes 144
 - principles 18
 - Properties palette, and 10
 - selecting in 144
 - selections 153
 - tools 144
 - viewpoint 144
 - Mesh Form modeling window
 - controls 144
 - described 140
 - introduction to 7
 - Mesh tool 152
 - Mesh, editing 58
 - Metamorphosis, objects 16
 - MetaTools xiv
 - Microsoft
 - RLE codec 365
 - Video 1 codec 365
 - Minus sign 255
 - Mirroring, object 243
 - Mix operator 199, 206
 - value component 213
 - Modeler toolbar 7
 - Modelers, defined 392
 - Modeling Box
 - scale 115
 - using 113
 - Modeling Box Size command 115
 - Modeling windows
 - jumping in 7
 - using 7
 - Modeling Wizard
 - defined 395
 - editing using 402
 - modifying shapes 402
 - using 107
 - Modeling Wizard tool 107
 - Models, animating shapes 328, 329
 - Modifier keys x
 - Modify, object class 267
 - Motion
 - animating 333
 - Motion, animating 333
 - Move command 155, 161
 - Movie file formats
 - choosing 363
 - Macintosh 14
 - Windows 14
 - Movies
 - applying within shaders 205
 - as gel 280, 284
 - as paint shapes 334
 - as texture maps 334
 - looping 313
 - Moving
 - between cross sections 127
 - drawing plane 142
 - Hot Points 234
 - points 49, 118
 - polymesh objects 161
 - Production frames 361
 - vertices 155
 - Working Box 227, 228
 - MPEG compression 363
 - Multiple
 - deformers 172
 - shapes in cross section 48
 - Multiply operator 207
- ## N
- Natural-Media renderer 342
 - Nesting groups 256
 - New command 27, 28
 - New features xi
 - New Group 257
 - New Perspective command 35
 - Next command 54
 - No Preview command 48, 115
 - No Preview mode 8
 - No shaders option 342
 - None codec 364
 - None, Alignment 245
 - Normal vector, artwork
 - settings 366
 - Nudge
 - arrow keys 237
 - increment 226
 - objects 236
 - perpendicular 237
 - Numbering

- adjusting 53
- cross sections 111, 127
- preferences 54
- Numerical
 - positioning 237
 - resize 240
 - tab 152

O

- Object
 - scaling 394
- Object class
 - modify 267
 - replace 267
- Object Face
 - defined 391
- Object index, artwork settings 366
- Object instances 267
- Object Invisible command 230
- Object Preview 226, 229
- Object shading layers 194
- Object Visible command 230
- Objects 266
 - 3D Primitives 98
 - adding to a group 258
 - Align on gravity 244
 - Align on Universe 244
 - align on working box 243
 - aligning 44, 245
 - aligning on universe 244
 - arranging 232, 404
 - class 9, 266
 - complex 98
 - control points 116
 - coordinate system
 - defined 393
 - copying 35
 - creating 99
 - cutting 35
 - decimating 160
 - defined 393
 - deleting 35
 - displaying 8
 - dragging 235
 - duplicating 45, 247, 248, 333
 - filling holes 158
 - find 232
 - flipping 249
 - free resizing 239
 - free rotating 241
 - geometric primitive 99
 - grouping 46
 - height, width, and depth 240
 - individual properties 296
 - intersection 169
 - invisible 41
 - joining 169
 - jumping in 112, 253, 254
 - jumping out of 113
 - keep proportions 240
 - limiting number 17
 - link 263
 - locking Hot Point 234, 237
 - mapping modes 169
 - Mesh Form modeler 140
 - metamorphosis 16
 - mirroring 243
 - nudging 236, 237
 - numerical orienting 242
 - numerical resizing 240
 - orienting 232, 240
 - pasting 35
 - polymesh 151, 156
 - position 232
 - previewing 8
 - reflective 371
 - relative alignment 244
 - remove from group 258
 - replace 252
 - resetting alignment 244
 - resizing 238
 - retrieving 30
 - rotating 43
 - saving 29
 - selecting 231
 - shading 169
 - sharpen 159
 - smoothing 158
 - subdividing 160
 - subtracting 169
 - sweep 165
 - symmetry 249
 - tab
 - Browser palette 9, 30
 - Hierarchy area 266

- Time Line window 9
- thickness 157
- transparent 371
- triangulating 160
- twisting 123
- viewing all 34
- Offset command 161
- Offsetting, surfaces 161
- On Gravity command 228, 244
- On Universe command 244
- On Working Box command 243
- On-line help x
- Opacity, of paint shape 191
- Open command 28
- Opening
 - files 2, 4, 28, 38
 - Free Form modeler 112
 - groups 258
 - Mesh Form modeler window 57
- Operations, repeating 36
- Operator
 - components 199
- Operator, defined 393
- Operators 199
 - Mix 199
 - shader 199
- Orientation 224
 - defined 393
 - resetting 244
- Orienting
 - numerically 242
 - object 240
- Oscillate tweener 312
 - applying 84
 - Bounce wave shape 313
 - damping 313
 - introduction to 15
 - Saw/Loop wave shape 313
 - Sine wave 312
 - Square wave 312
 - Triangular wave shape 313
- Outdoor templates 27
- Outline mode 255
- Overlap movement 18
- Oversampling, defined 393
- Overview 5, 340

P

- Paint region, changing shape 403
- Paint Shape Selection tool 190
- Paint shapes
 - 3D 182
 - a lesson in 64
 - and primers 190
 - creating 192
 - cropping 190
 - deleting 190, 192
 - editing 192
 - layering 190, 192
 - layering order 191
 - moving 190
 - opacity 191
 - resizing 190
 - selecting 190
 - working with 190
 - wrapping 187
- Palettes
 - Browser palette 9, 28, 39
 - displaying 26
 - hiding 26
 - Properties palette 10, 122
- Pan 225, 290
 - defined 393
- Pan, defined 391
- Parent-child objects 252
- Paste command 35, 253, 267
- Pasting, objects 35
- Path Description line 129
- Paths, defined 394
- PCX file format
 - see Windows PaintBrush file format (*.PCX)
- Pen tool 117
- Perspective
 - Better Preview 230
 - Bounding Box 229
 - No Preview 229
 - preferences 26
 - Preview 230
 - preview 229
 - Shaded Preview 230
 - Wireframe 230
- Perspective window
 - features of 14
 - interface element 6

- moving around 33
- Time Line window and 38
- using 7
- viewpoint 271
- Perturbation slider 209, 210
- Photo Studio wizard 27
- PhotoDisc xiv
- Photo-JPEG codec 364
- PhotoShop file format (*.PSD)
 - exporting 2, 4
 - importing 2, 4, 380
- Physical Forces 318
 - Apply Physical Effects 320
 - Damping Force 324
 - Directional Force 322
 - Initial Velocity 321
 - Point Force 323
 - preferences 325
 - Rotational Force 323
 - using 319
- Physically-based behaviors 79
- Pipeline extrusion method 131
 - defined 393
- Pitch 228, 240, 243
 - defined 393
- Pixel color 366
 - artwork settings 366
- Pixels
 - defined 393
 - resolution and 360
- Pixmap, defined 393
- Plane Display tool 147, 226
- Planes
 - defined 393
 - displaying 39
- Plug-ins
 - filters 375
 - using 23
- Plus sign 255
- Point At behavior 16, 70, 315, 404
 - applying 315
- Point At command 244, 276, 287, 315
- Point Force behavior 323
 - setting options 323
- Point of view 235
 - defined 393
- Pointing
 - cameras 244
- Points
 - adding 120
 - converting 119
 - curve 119
 - defined 393
 - deleting 119
 - moving 49, 118
 - selecting 118
 - viewing 118
- Polygon
 - cross sections and lofting 166
- Polygon tool 121
- Polygons
 - cross sections and lathing 166
 - drawing plane and 143
- Polyline
 - cross sections and lofting 166
 - defined 138
- Polyline cross sections
 - lofting 166
- Polyline tool 148, 151, 166
- Polymesh objects 151
 - aligning 157
 - Boolean objects and 167
 - creating 151
 - duplicating 152
 - mapping modes 169
 - moving 161
 - scaling 162
 - shading 169
 - sizing 163
 - transforming 161
 - working with 156
- Polymesh Primitive tools 148
- Position
 - absolute 393
 - artwork settings 366
- Positioning 224
 - numerically 237
 - objects, a lesson 41
 - relative 393
 - spot lights 276
 - working box numerically 228
- Preferences
 - Browser palette 29
 - color 24
 - duplicating 45
 - for scratch disk 23
 - General 36
 - general 24
 - grids 26, 150
 - Hierarchy 33
 - Imaging 23
 - Mesh Form modeler 141
 - numbering 54
 - Perspective 26
 - preferred plane 227
 - Scene Wizard 28
 - Shaded Preview 24
 - undo levels 36
 - workspace 10
- Preferred plane
 - moving objects 235
 - preferences 227
- Preset command 289
- Preset Position command 34, 35, 50
 - Drawing Plane 47, 143, 163
- Preset Render Settings 367
- Preview command 115
- Preview modes 8
 - Better Preview 8, 183
 - Bounding Box 8
 - Box 183
 - Mesh Form modeler 144
 - No Preview 8
 - Preview 8, 183
 - Shaded Preview 8
 - Wireframe 8, 183
- Preview quality 25
- Preview, defined 393
- Previewing
 - an animation 304
 - current display quality 304
- Previous command 54
- Primers 182, 184
 - and paint shapes 190
 - apply all channels 185
 - apply shader to 184
 - editing 219
 - replacing channels 185
- Primitives
 - 3D objects 98
 - Cloud 100
 - creating 58
 - defined 97, 394
 - Environmental 99
 - Fire 103
 - fog 101
 - Fountain 99
 - Geometric 98
 - Infinite plane 104
- Printing 378, 403
- Production Frame 285, 361
 - defined 394
 - using 361
- Projection mapping 193
 - modes 383
- Projections
 - defined 394
 - on working box 231
- Proofing 340
- Properties 286
 - animatable 14, 296
 - defined 394
 - hierarchy of 299
 - individual object 296
 - object-specific 296
 - of lights 296
- Properties palette 10, 122
 - Action Modifiers tab 150, 169
 - Deformer tab 172, 179
 - Free Form modeler and 10
 - Links tab 261
 - Mapping mode tab 170
 - Mesh Form modeler and 10
 - Numerical tab 152
 - Shading tab 191, 403
 - Tool Options tab 58, 155
 - Transform tab 42
- Proportions 239
 - keep while resize 240
- PSD file format
 - see PhotoShop file format (*.PSD)
- Punch deformer 175

Q

- Quality display preview 25
- QuickTime movies
 - frame size 370
 - rendering, and 14
 - rotoscoping with 16

R

RAM

- additional 401
- requirements 2, 3, 22, 400
- Range, light source 274, 275
- RAVE Hardware renderer 25
- RAVE Software renderer 24
- Ray Dream Designer 3 file format 3
- Ray Dream Studio, launching 22
- Ray Dream Z Buffer renderer 24
- Ray Tracer 270, 371
 - defined 394
 - renderer 342, 371
 - rendering 343
- RDI Ray Tracer 92
- Re-calculate, group bounding box 259
- Rectangle tool 120, 152, 402
- Redo command 36
- Reference, defined 394
- Reflected Background
 - defined 390
 - tab 405
- Reflected Background tab 405
- Reflected color 342
- Reflection 342, 343
 - channel 215
 - defined 394
 - removing 371
 - rendering 342, 343
- Reflective objects, limiting 371
- Refraction 216, 343
 - channel 216
 - defined 394
 - removing 371
 - rendering 343
- Relative
 - alignment 390
 - position 393
- Remove command 127
- Removing
 - Browser palette directory 32
 - cross sections 126
 - objects from group 258
 - position preset from the list 292
 - preset render settings 367
 - selected objects 241

- vertices 154
- Render Effects dialog 405
- Render file formats
 - AVI movies, and 14
 - QuickTime movies, and 14
 - sequential bitmap files 14
- Render Filters
 - adding to Browser palette 30
 - tab 9
- Render Preview tool 76, 184, 271
- Render range 297, 301, 303
- Render Settings dialog
 - Image Size tab 404, 406
- Rendered artwork settings
 - adaptive oversampling 343
 - distance 366
 - dpi 360
 - estimate 360, 361
 - file format panel 362
 - height 360
 - image size 360
 - mask 366
 - normal vector 366
 - object index 366
 - pixel color 366
 - position 366
 - ray tracing options 343
 - reflection 342, 343
 - refraction 343
 - resolution 360
 - shadows 342, 343
 - silhouette quality 343
 - surface coordinate 366
 - width 360
- Renderers
 - Adaptive 342
 - Direct3D Hardware, shading 25
 - Direct3D Software, shading 25
 - Draft Z-Buffer 342, 370
 - Natural-Media 342
 - RAVE Hardware, shading 25
 - RAVE Software, shading 24
 - Ray Dream Z Buffer, shading 24
 - Ray Tracer 342, 371
- Rendering 340
 - 3D objects and 12
 - a lesson in 92
 - adaptive oversampling 343
 - atmosphere 344
 - batch queue 368
 - camera 362
 - defined 394
 - description 339
 - Effects 296
 - environment 345
 - estimate time required 360, 361
 - final animation 14
 - fog 344
 - G-Buffer 340
 - image size 360
 - image window 371
 - interrupting 406
 - ray tracing options 343
 - reducing time 370
 - reflection 342, 343
 - refraction 343
 - Render Artwork 368
 - shadows 342, 343
 - silhouette quality 343
 - time 360, 406
 - without compression 17
- Repeating operations 36
- Replacing
 - object class 267
 - objects 252
- Reset Drawing Plane command 143
- Reset Orientation command 244
- Resetting, orientation 244
- Resize command 162
- Resizing 238
 - free 239
 - height, width, and depth 240
 - numerically 240
 - objects that touch 239
 - proportional 240
 - the Production Frame 361
- Resolution
 - artwork settings 360
 - defined 394
 - rendered image 403
 - texture 25
- Restore Selection command 153
- Retrieving
 - cameras 30
 - from the Browser palette 30
 - lights 30
 - objects 30

RGB

- defined 391
- troubleshooting and 403
- RIF file format 4
- Roll
 - defined 394
 - numerical option 243
 - orientation option 228, 240
- Root 254, 258
 - current 255, 257
 - defined 394
- Rotate command 123
- Rotate Drawing Plane
 - command 142
- Rotating
 - cross section shapes 122
 - drawing plane 142
 - objects 43, 241
 - shapes 122
 - twist 123
- Rotation tool 224, 242
- Rotation, constrain 242
- Rotational Force behavior 323
- Rotoscoping 16, 337
 - a lesson in 89
 - AVI movies and 16
 - paint shapes 334
 - QuickTime movies and 16
 - texture maps 334
- Rounded Rectangle tool 121

S

- Sample project ix
- Save As command 30, 36
- Save command 36
- Save Position command 292
- Save Selection command 153
- Saving
 - a position as a preset 292
 - cameras 29
 - files 36
 - lights 29
 - objects 29
 - selections 153
 - to Browser palette 29
- Saw/Loop wave shape 313

- Scale
 - changing time scale 302
 - command 124
 - objects 239
- Scaling
 - along sweep path 110
 - cross section shapes 124
 - modeling box 115
 - objects 394
 - polymesh objects 162
 - shapes 124
 - text 394
- Scaling Conversion Factor 383
- Scaling envelope 132–134
 - animating 16
 - description lines 114
 - edit 134
 - importing 125
 - overview 110
 - scaling reference point 134
- Scene templates 27
- Scene Wizard 252, 395
 - preferences 28
 - using 27
- Scenes
 - adding an entire scene 252
 - creating 27
 - defined 6
 - simplifying for animation 17
 - simultaneous viewing 35
 - viewing 34
 - zooming 33
- Scratch disk
 - preferences 23
 - selecting 23
- Scroll bars 285
- Secondary motion 19
- Segments, deleting 120
- Selecting
 - cameras 34
 - G-Buffer channels 366
 - groups, in Mesh Form modeler 145
 - in Mesh Form modeler 144
 - objects 231
 - points 118
 - scratch disk 23
- Selection command 229
- Selection tool 43, 118, 145
- Selections
 - adding objects 241
 - hiding 153
 - saving 153
 - working with 153
- Send Drawing Plane To
 - command 142
- Send Working Box To
 - command 229
- Sending, working box 228
- Sequential bitmap files 14
- Set Crease Angle command 159
- Setting
 - a link slider control 263
 - Axis Rotation controls 263
 - light brightness 273
 - light color 273
 - light properties 272
- Setting up
 - working box 26
 - workspace 25
- Shaded Preview
 - command 115
 - mode 8, 63
 - preferences 24
- Shader channels 213
 - animating components of 337
 - Bump 214
 - Color 213
 - defined 392
 - Glow 216
 - Highlight 214
 - Reflection 215
 - Refraction 216
 - Shader Editor 183
 - Shininess 214
 - Transparency 215
 - understanding 198
- Shader components 198, 201
 - Add operator 207
 - animatable 336
 - Basic 198, 201
 - Cellular function 208
 - Checkers function 210
 - Color 201
 - defined 391
 - Functions 198, 199, 207
 - Marble function 210
 - Mix operator 206
 - Multiply operator 207
 - Operators 198, 199
 - placing on tree 221
 - removing 222
 - Spots function 209
 - Subtract operator 207
 - texture map 202
 - Value component 202
 - Wires function 211
 - Wood function 209
- Shader Editor 183, 336
 - Channel tabs 217
 - components 392
 - contents 217
 - Display modes 220
 - Preview 183
 - previewing 217
- Shader Mapping command 170
- Shader Tree
 - Build 221
 - defined 198
 - Edit 221
 - Multi-level 219
 - navigating 219
- Shaders
 - a lesson in 62
 - adding to Browser palette 30
 - animating 336
 - building animatable 336
 - channels 198
 - components 198
 - Composite 200, 217, 221
 - creating 218
 - defined 198
 - editing 219
 - external image files 196
 - Global Mix 200, 218, 221
 - Glow 216
 - in the Browser 183
 - introduction to 182
 - operators 199
 - specifying shader type 221
 - Subshaders 199
 - tab 9
- Shading
 - 3D objects 11
 - entire object 184
 - imported objects 383
 - infinite plane 104
 - polymesh objects 169
 - process 182
 - tab 191, 403
- Shading layers 194
 - Instance layer 194
 - Master 195
 - Master and object 194
 - Object layer 194
- Shading tab 191, 403
- Shadow Intensity 405
- Shadows 273, 342, 343, 370
 - controlling strength 273
 - intensity of 405
 - light 273
 - Phong rendering 405
 - rendering 342, 343
- Shaft link 261, 262
- Shapes
 - defined 394
 - grouping 123
 - numbering 111, 127
 - numbers 53
 - rotating 122
 - scaling 124
- Sharpen Edges command 159
- Sharpen, objects 159
- Shatter deformer 176
- Shine the light from behind
 - option 273
- Shininess channel 214
- Show command 55
- Show Grid 227
- Show Shape Numbers
 - command 54, 127
- Shuffle button 209, 210
- Sides, alignment 246
- Silhouette Quality
 - rendering 343
- Simultaneous viewing 35
- Sizing
 - modeling box 115
 - polymesh objects 163
 - Text objects 106
- Skinning modeling technique 111
- Slider link 261, 262
- Smooth Edges command 60, 159
- Smooth Surfaces 383
- Smoothing
 - edges 159

- objects 158
- Snap to Grid 227
- Software support
 - Macintosh 2
 - Windows 4
- Space, alignment 245
- Specific light source 271
- Sphere of Attraction tool 148, 155
- Sphere tool 152
- Spherical Morph deformer 177
- Spike deformer 177
- Spin behavior 16, 317
 - applying 317
 - cycles per second 317
- Spiral sweep paths 132
 - cross section scaling 132
 - distance to axis 132
 - spiral scaling 132
- Spot light 272, 273, 274
- Spots function 209
- Squash, principles 18
- Startup screen 22
- Storyboarding 16
- Straight extrusions 165
- Stretch deformer 178
- Stretch, principles 18
- Sub branch 258
- Sub-branches 254
- Subdivide command 58, 160
- Subdividing objects 160
- Subshaders
 - copying to channels 222
 - defined 199
 - Jump into 220
 - Jump out of 220
 - placing on tree 221
 - removing 222
- Subtract operator 207
- Subtracting objects 169
- Sunlight filtering 280
- Surface coordinate, artwork settings 366
- Surface fidelity 116
- Surface, offsetting 161
- Sweep command 165
- Sweep objects, creating 165
- Sweep path
 - preset 131
- Sweep paths 110, 129–132

- animating 16
 - defined 394
 - description 113
 - draw in 3D 129
 - importing 125
 - overview 111
 - Path description lines 129
 - scaling 110
 - spiral preset 132
 - straighten 131
- Sweep tool 149
- Switching between cameras 292
- Symmetrical envelopes 134
- Symmetrical In Plane envelopes 134
- Symmetry
 - duplicating with 249
 - object 249
- System memory 400
- System requirements
 - Macintosh 2
 - Windows 3
- System resources, increasing 401

T

- Tag Image File Format (*.TIF)
 - defined 394
 - exporting 3, 4
 - importing 3, 4, 380
- Targa file format (*.TGA)
 - exporting 4
 - importing 4
- Technical Support xiii
 - before calling 398
- Temporary object 276
- Text alignment 390
- Text objects
 - creating 105
 - editing 106
 - scaling 394
 - size 106
- Texture Map components 215
 - Glow channel 217
- Texture Map gel 280
- Texture maps 193, 202, 370, 402
 - bit size of 371

- black and white 203, 213, 216
 - component 202
 - defined 394
 - external 196
 - filtering an image 205
 - grayscale 203, 213
 - importing 205
 - limiting size 371
 - mapping modes 193
 - rendering 370
 - saving externally 203
 - saving internally 203
 - tile 203, 204
- Textures
 - resolution 25
 - solid 403
- TGA file format
 - see Targa file format (*.TGA)
- Thickness, objects and 157
- Three-dimensional, defined 394
- TIF file format
 - see Tag Image File Format (*.TIF)
- Tighten In/Out tweener control 18, 312
- Tile 206, 283, 284
- Tiling 203, 204, 395
 - infinite plane 105
 - seamless 205
 - textures 403
- Time
 - changing 297
 - changing current 302
 - current 14, 301
 - increment markers 14
 - Time Axis 14, 77, 298, 301
 - Time Controller toolbar 77, 303
 - displaying 15, 304
 - Time Edit Controller 301, 303
 - Time Line
 - area 299
 - editing 306
 - Time Line mode 254
 - displaying 32
 - Time Line window 8, 14
 - Time Line window 297
 - changing mode 32
 - Effects tab 9
 - Hierarchy area 298
 - Hierarchy mode 8, 14, 32

- introducing 6, 8
- Masters tab 9
- Objects tab 9
- scrolling 404
- setting up 38
- Time Line area 299
- Time Line mode 8, 14, 32
 - using 32
- Time Scale button 301
- Time tracks 14, 298, 299
- Time unit divisions
 - changing 302
- Timeline command 33
- Timing, animations and 19
- Tool Options tab 58, 155
- Tool tips, using xi
- Toolbars 10
 - command 26, 38
 - customizing 26
 - hiding/displaying 26
 - locking/unlocking 27
 - Mesh Form modeler 144
 - Modeler 7
 - setting up 38
- Torus
 - distance to axis 136
 - lathing and 136
- Track 291
 - defined 395
- Track behavior 16, 317
 - applying 317
- Track, defined 391
- Trackball Rotation tool 163
- Tracking
 - a rotating object 317
 - an object 317
- Transform tab 42
- Transformation 299
- Transforming polymesh objects 161
- Transition Options dialog 310
- Transitions 295
- Translation extrusion method 131
- Translation, defined 395
- Translucence, defined 395
- Transparencies 280
 - removing 371
- Transparency
 - channel 215

- channel, and rotoscoping 337
- option 343
- Transparent
 - color 342
 - objects, limiting 371
- Transparent color 342
- Tree of elements 254
- Triangular wave shape 313
- Triangulate Polygon command 160
- Triangulating object 160
- Troubleshooting, installation 4
- TrueType fonts 2, 3
- TSR applications
 - conflicts 401
 - turning off 401
- Tweeners
 - a lesson in 78
 - adding key event 307
 - animation and 16
 - applying 310
 - Bézier 15, 18, 311
 - controls 312
 - Discrete 15, 311
 - Formula 313
 - Linear 15, 310, 312
 - Oscillate 15, 312
 - understanding 15
- Twist and Bend deformers 173
- Twisting objects 123
- Two-dimensional, defined 395
- Type 1 PostScript fonts 2
- Typical installation 3

U

- Uncentered cross sections 131
- Uncloaked objects 297
- Undo command 36, 246
- Undo levels, setting 36
- Undulation slider 209, 210
- Ungroup command 123
- Universe 232, 254, 395
 - aligning on 244
 - as workspace 7
 - coordinate system 224
- Unlink command 155
- Unlinking a child object 260

- Unlocking, toolbars 27
- Updating, Browser palette 32
- User Coordinate System 383
- User guide
 - about ix
 - conventions ix
- Using Ray Dream Studio with other applications 379

V

- Value component 202
 - blending 213
- Vein Blending slider 209, 210
- Vein count slider 209, 210
- Vertex
 - defined 138
 - drawing plane and 143
- Vertices
 - adding 154
 - Bézier curves and 116
 - defined 58, 395
 - grouping 156
 - linking 154, 155
 - moving 155
 - removing 154
 - welding 156
 - working with 154
- Video codec 365
- Video drivers, incompatibility 399
- Viewing
 - actual size 34
 - all objects 34
 - Browser palette 29
 - camera 17
 - points 118
 - scenes 34
 - simultaneous 35
 - tools 224
 - working box 34
 - your scene 12
- Viewpoint 285
 - defined 393, 395
 - Mesh Form modeler and 144
- Viewpoint Datalabs xiv
- Virtual Trackball tool 115, 224, 227, 241, 404

- Virus protection 2

W

- Warp deformer 178
- Wave deformer 179
- Web site
 - connecting to x
 - help x
- Welding, vertices 156
- White is invisible option 205
- Width, image size 360
- Windows
 - compatible graphics card 3
 - displaying 26
 - hiding 26
 - installation 3
 - modeling 7
 - movie formats 14
 - software support 4
 - system requirements 3
 - Time Line window 8
- Windows Bitmap file format (*.BMP)
 - exporting 4
 - importing 4, 380
- Windows Metafile file format (*.WMF), importing 4
- Windows PaintBrush file format (*.PCX)
 - exporting 4
 - importing 4
- Wireframe
 - command 115
 - effect, creating 216
 - mode 8
- Wires function 211
- Wizards 395
 - applying 28
 - Indoor Step by Step 27
 - modeling 107
 - Photo Studio 27
 - preferences 28
- WMF file format
 - see Windows Metafile file format (*.WMF)
- Wood function 209
- Wood grain pattern

- direction 209
- Word spacing 395
- Working Box 224, 225, 395
 - align objects with 228, 243
 - attitude and position 227
 - defined 39
 - grid settings 226
 - grids 26
 - introduction to 7
 - move 227
 - orientation 228
 - Plane Display tool 226
 - Preferred plane
 - preferences 227
 - resize 228
 - using the 227
- Working box
 - coordinate system 395
 - setting up 26
 - viewing 34
- Workspace 7, 224
 - command 25
 - configurations 26
 - font size 25
 - preferences 10
 - setting up 25, 38
- WORLD system 383

Y

- Yaw 228, 240, 243
 - defined 395

Z

- Z-Buffer 395
- Zoom
 - in Perspective window 33
 - ratio 7, 372
- Zoom pop-up 225
- Zoom To Actual Size tool 34
- Zoom To All Objects tool 34
- Zoom To Working Box tool 34
- Zoom tool 33, 147, 224, 285

