


This Digest serves as a brief descriptor of the ModelPro modeling environment, its tools and their function. There are examples given where it is deemed appropriate, however there are no in-depth, tutorial-type instructions. For more detailed instruction refer to the .pdf files in this folder.

This Digest has been generated in such a manner that you can easily use it in a way that most people are used to learning software -- that is, it is a stand-alone document that will be very handy to have running as you are modeling in ModelPro. Just shuttle quickly between modeling and this document as you need it.

Use the Contents menu to navigate through this document  
or

Use the Find (File menu) feature and type in the word(s) you want to locate in the document/chapter; press Return to find the next instance of the word(s).

Keyboard shortcuts are shown in brackets [ ].

 - Indicates the Command key.

Unless otherwise stated:

- \* the term "item" may refer to an object and/or group(s) of objects, and/or vertex(es).
- \* the term "object" may refer to 2D contours and/or 3D meshes.
- \* the term "View windows" refers to the three orthogonal View windows.