

This Quick Reference section is provided for your convenience. It describes the basic functions of ModelPro Menus, Windows, and Palettes.

Menus



About Presenter 3.0... Help...
Alarm Clock Calculator

Shows developer information

Opens Presenter 3.0 Help file

Normal access to Desk Accessories

File

Open Model...	⌘O
Close Model	
Save Model	⌘S
Save Model as...	
Open Image/Movie...	⌘E
Close Window	⌘W
Page Setup...	
Print Window...	
Quit	⌘Q

Open an existing file

Close the current file

Save the changes to the current file

Save the current file under a new name

Open an existing PICT or Quicktime movie

Close the current, active window

Setup the current file for the current print device

Print the current file to the current print device

Exit the Presenter application

Menus *continued*

Edit

Undo	⌘Z	Undo the last action
Cut	⌘H	Remove the selection and put it on the clipboard
Copy	⌘C	Put a copy of the selection onto the clipboard
Paste	⌘V	Place a copy of the clipboard contents into the file
Clear		Remove the current selection from the file
Redo	⌘R	Redo an action after Undo
Select All Cells	⌘A	Select all of the cells in the Script window
Animation Settings...		Access Animation Settings dialog
Environment Settings...		Access the Environment Settings dialog

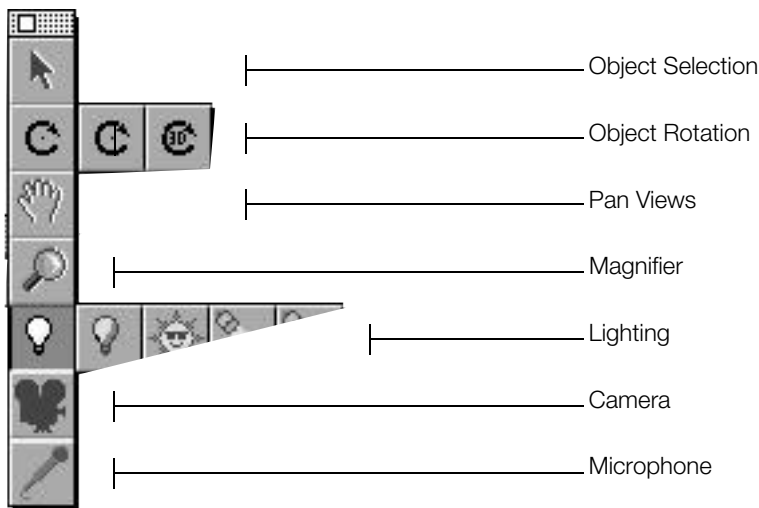
Action

New Folder	⌘N	Create a new folder in the Script List
Re-Calculate ND Cells	⌘T	Start software calculation required to display unscripted animations
Re-Calculate Interactive	⌘Y	Same as above—additionally, displays frame being calculated
Delete ND Cells	⌘U	Deletes ND cells in Script window—prep for Re-calculate ND Cells
Mix Sound Tracks	⌘M	Start software calculation required to play-back sounds.

Windows	
Clean-up Windows	
Top	
Front	
Right	
Script	
Active Camera	
Render Queue	⌘1
Attributes	⌘2
Activity Log	⌘3
Tool Palette	

- Returns screen/window layout to start-up layout
- Shows and brings-to-front the TOP view
- Shows and brings-to-front the FRONT view
- Shows and brings-to-front the RIGHT view
- Shows and brings-to-front the Script window
- Shows and brings-to-front the Active Camera window
- Shows and brings-to-front the Render Queue window
- Shows and brings-to-front the Attributes window
- Shows and brings-to-front the Activity Log window
- Shows and brings-to-front the Tool palette

Tool Palette



Tool Palette *continued*



Selection Arrow— Selects objects for moving and editing



Rotate—Allows rotation of selected objects in a 2D plane



Hand—Pan View Windows



Magnifying Glass—Zooms in and out on objects in View Windows



Point Light (Bulb)
Parallel (Sun) Light
Spot Light
Projector



Camera



Microphone

Windows

Script Window

The screenshot shows a software interface window titled "Script for 'Model'". At the top, it indicates "Active: Camera 1". Below this is a table with columns for "ID", "All Objects", "Frame", and "Time". The "Frame" column shows values 0, 10, 20, and 30. The "Time" column shows values 00:01, 00:02, and 00:03. The "All Objects" column lists various items: Point Light, Sun, Spot Light, Projector, Microphone 1, Camera 1, Lib Holder, Empty Folder, Loft Mesh 1, Ellipse 2, and Ellipse 1. To the right of the list is a timeline with a vertical insertion pointer marker. Various colored markers are placed on the timeline, corresponding to the labels on the right.

Insertion Pointer marker

Time Line—Shows animation time as min:sec, with frame number above. Tic marks represent individual frames

Applied Attribute Marker (Cell)—Red, square cell

ND Cell Marker—Yellow (or Blue, or Green), round cell

Placement Marker (Cell)—Red, round cell

Virtual Camera Marker (Cell)—Rainbow colored cell

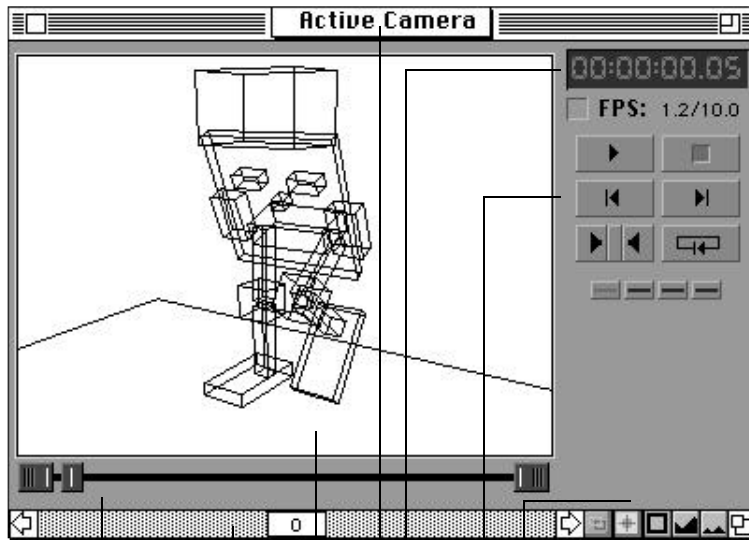
Script List—List of all objects, cameras, lights, and microphones in the database

Active Camera Pull-Down—Current active camera

Display item column—Toggle display ("on/off") of item in view windows

Windows *continued*

Active Camera Window



- Aiming Guide— shows area just outside the camera frame
- Preview Controls—Start, Stop, Step Forward/Back, Sound (speakers), and Playback sequence (loop)
- Time Display—displays SMPTE time code hr:min:sec.frame
- Active Camera pull-down—select from cameras, spot lights and projectors to display on the control screen
- Control Screen—displays preview of scene; still frame and animated playback
- Camera bank angle—Intuitively rotate camera
- Slider bar—Intuitively set the insertion point marker, and the start/end of the animation

Orthogonal View Windows

