

Chapter 1–Presenter Menus

Apple Menu, 1

- About Presenter 3.0, 1
- Help..., 1
- Desk Accessories, 1

File Menu, 1

- Open Model..., 1
- Close Model, 2
- Save Model, 2
- Save Model As..., 2
- Save Sound Track, 2
- Open Image/Movie..., 3
- Close Window, 3
- Page Setup..., 3
- Print Window..., 3
- Transfer to ModelPro, 3
- Quit, 3

Edit Menu, 4

- Undo, 4
- Cut, 4
- Copy, 4
- Paste, 4
- Clear, 4
- Redo, 5
- Select All Cells, 5
- Preferences, 5
- Animation Settings, 5
 - Total Time, 5
 - Start Time, 5
 - End Time, 5
 - Offset, 5
 - Frame Rate, 6
 - Play Rate, 6

Edit Menu (continued)

Environment Settings..., 6

- Work Window Background, 6
 - To pick a color intuitively
- Rendering Background , 7
- Ambient Light , 7
- Fog, 7
- Stereoscopic, 7
- Rotation Order, 8

Action Menu, 8

- New Folder, 8
- Re-Calculate ND Cells, 8
- Re-Calculate Interactive, 9
- Delete ND Cells, 9
- Mix Sound Tracks, 9

Windows Menu, 9

- Clean Up Windows, 9
- Top/Front/Right, 9
- Script, 9
- Active Camera, 9
- Render Queue, 10
- Attributes, 10
 - Animators
 - Shaders
 - Textures
 - Sounds
- Activity Log, 10
- Tool Palette, 10

Chapter 2—Presenter Windows

Presenter Windows, 11

Script Window, 11

Script List, 11

Insert Column, 12

To insert an item into the Script List
To delete an item from the Script List

Display Column, 12

To enable/disable display of a particular item

Item Column, 13

To “move” an item in the Script List

Time Line, 14

Active pull-down menu, 14

The Insertion Point, 14

To set the Animation Start/End in the Active Camera Window

Virtual Camera ctrl, 15

Ways to create a Virtual Camera marker

Key Frame/Event Marker

(Cell) List, 15

Red, Round Cells
Red, Square Cells
Blue/Yellow/Green (ND) Cells

Active Camera Window, 17

To intuitively position a Camera (or Projector, or Spot Light)

Active Camera pull-down, 18

Time Display, 18

FPS check box, 18

Preview Controls, 18

Play
Stop
Step Forward/Back
Audio
Playback Control

Active Camera Window (continued)

Display Control, 19

Bounding Boxes
Dot Mode
Splines
Solid Surfaces

Slider Bar, 19

To use the Slider Bar

Camera Bank Angle (scroll bar), 20

To use the Scroll Bar

Window Control, 20

Aiming Guide, 20

Fit to Window, 20

Zoom In/Out, 20

Window Resize, 20

Top/Front/Right Windows, 21

Editing Cameras, Lights and Microphones, 22

To place a Camera (or Light, or Microphone) into a scene

To edit the position of a Camera (or Light, or Microphone)

To reposition an Object’s rotation point

To reposition an Object

To edit the size of an object

Fit to Window button, 23

Zoom In/Out buttons, 23

Window Resize, 23

Display Quality Control, 23

Grid Display and Lock, 23

Render Control Palette, 24

Render Animation button, 24

Render Still Frame button, 24

Render Engine Type pull-down menu, 24

To select a rendering engine
Quick Render
Ray Trace
AutoStereogram
RenderMan

Render Control Palette (continued)

- Default Settings pull-down menu, 27
- Frame Size pull down menu, 27
- Camera Type pull-down, 28
 - Mono
 - Stereoscopic
 - Red/Blue Stereo
- Render Quality Features, 28
 - Transparency
 - Reflection
 - Motion Blur
 - Textures/Shaders
 - Shadows
 - Anti-Alias
- Environment Settings color chit, 28
 - X, Y, Z Coordinates

Chapter 3–Tool Palette

The Tool Palette, 29

Tool Icons and Groups, 29

- Selector, 30
- Rotation, 30
- Hand, 30
- Magnifier, 30
- Lighting, 30
 - Point Light
 - Parallel Light
 - Spot Light
 - Projector
- Camera, 31
- Microphone, 31

The Selector Tool, 32

- To Select an Object or Event Mark
- To Modify an Object's Location
- To Scale an Object

The Tool Palette (continued)

The 2-D Rotation Tool, 33

- To 2-D Rotate a Model Object
- To Relocate a Model Object's Center Point Interactively

The 3-D Rotation Tool, 33

- To 3-D Rotate a Model Object

Hand Tool, 34

- To Scroll a View

Magnifier Tool, 34

- To Magnify or De-magnify in Even Increments
- To Magnify Using a Marquee

Info dialog boxes–General, 35

Include Parental Influences check box, 35

Velocity/Time Curves, 35

- To Make a Custom Velocity/Time Curve

Attributes, 36

- To Set an Attribute
- To Remove an Attribute

Color boxes, 37

- To Pick a Color Intuitively

Check boxes, 37

Animation Curves button, 37

- Straight in - Straight out
- Curve in - Straight out
- Straight in - Curve out
- Curve in - Curve out (smooth)

Cast Shadows, 37

Lighting Tools, 38

- To Delete a Light After Placing It

Point Light, 38

- To Add A Point Light
- To Edit a Point Light's Location
- To Edit a Point Light's falloff Radius

Point Light Info dialog box, 39

Lighting Tools (continued)**Parallel Light, 39**

- Fall-off
 - To Add a Parallel Light
 - To Edit a Parallel Lights Direction and Fall-Off Distance
 - To Edit a Parallel Lights Location while Maintaining Direction
- Parallel Light Info dialog box, 40**

Spot and Projector Lights, 41**Spot Light, 41**

- Spot Light Info dialog box, 41

Projector Light, 42

- To Place a Spot or Projection Light
 - To Edit a Spot or Projection Light's Location
 - To Edit the Spot or Projector Light's Field of View
 - To Edit a Spot or Projector Light's Direction and Target Point
 - To Edit the Spot or Projector Light's Location Maintaining Direction,
 - To Project a PICT or Quicktime Movie through a Projector
 - To Intuitively Set the Soft Edge Angle
- Projector Info dialog box, 43**

Camera Tool, 44

- To Place a Camera
 - To Delete a Camera After Placing It
 - To Edit a Camera's Field of View
 - To Edit a Camera's Line of Sight and Target Point
 - To Edit a Camera's Location while Maintaining Line of Sight, Targeting Field of View
- Camera Info dialog box, 45**

Microphone, 46

- To Add a Microphone
 - To Delete a Microphone After Placing It
 - To Edit a Microphone's Location
 - To Edit a Microphone's Range of Sensitivity
- Microphone Info dialog box, 47**

Chapter 4—Object Geometry and Surface Attributes**Object Info Dialog Box, 49****Base Information, 49****Geometry, 49****Surface, 50****Rotation Order, 50****Color dialog boxes, 51****Opacity 51**

- To Intuitively Set the Object opacity
- To Make the Object Transparent to "Red" Light
- Specular (Ks)
- Specular Size
- Specular Color
- Reflectivity
- Refraction Index
- Glow (Ka)
- Diffuse (Kd)
- Surface Attributes Table

Appendices**Appendix A—Using Animators****Appendix B—Quick Reference****Appendix C—Index****Presenter Tutorials**