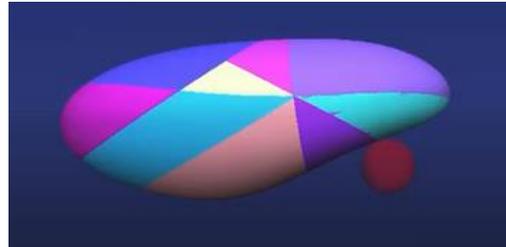


## Anarkik3d Design V3.1. Tutorial 4b:

### Deform, stiffness, cursor size, inside out, control with xyz keys (Goes with Video Tutorial4)

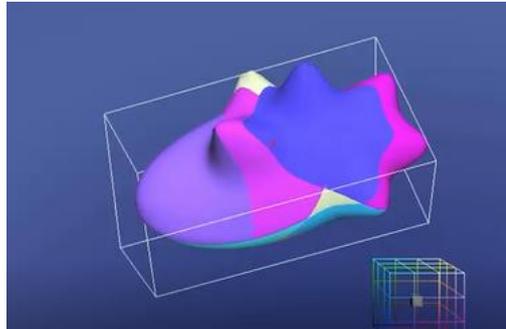
Complex organic colourful forms can be swiftly created using standard primitive shapes (i.e. sphere), tools (i.e. scale, deform), 3D touch, plus movement in 3D, to easily and playfully explore and experiment.

1. Click on deform button in side menu using centre button on Falcon handle/grasp (or use 'H' key on keyboard). The object does not have to be selected for 'deform' button to work.
2. Gently push on the object. Don't click the centre button on Falcon handle/grasp just yet. Explored this function and try different spots. And rotate the space (Falcon right button and move grasp\*) to see and deform all sides



3. Click when happy with the result. There are always the undo/redo arrows to play with and the 'save as' function to keep all options open.

4. To deform from inside hold down the 'Esc' key and gently move the cursor inside the object. 'Esc' key turns haptics off. Release the key once inside the object which can now be deformed by incrementally pulling the surface out and clicking the Falcon centre button.



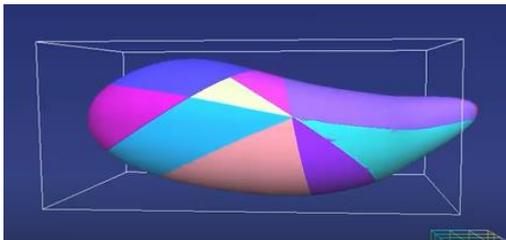
5. Be warned that it is very easy to create very ugly objects! Use undo if you have!
6. Different deformations can be made by experimenting with the 'Stiffness' slider bar (the object needs to be selected for this function). 'Very hard' is far right and 'very soft' is to the left. Use this in conjunction with the Cursor Size slider bar: small cursor/soft object = spikes, larger cursor/soft object = bumps, larger cursor/harder object = gentle indentations.

7. Select the Reset button in top menu and also zoom the object closer by holding down the right Falcon button and pulling the Falcon grasp out.

8. Still in Deform hold the Esc key down and gently manoeuvre the cursor inside the object

9. Hold down either one of the x, y and z keys to control deforming on one axis at a time: 'x' for horizontal, 'y' for up/down and 'z' for front to back,

10. If and when you are happy with a form, save it with a different name or number.



\*when rotating the space there is a sweet spot for the position of the grasp when the movement for rotating becomes smooth.

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