

# Anarkik3D Design

## 3D Haptic\* Modelling package

**Anarkik3D Design** is Cloud9 software bundled with a Falcon haptic device.

This is about getting started on 3D modelling using this package.

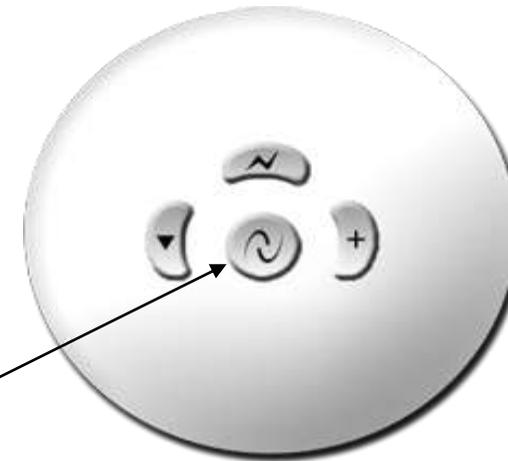
\*Haptics: from the Greek "haptesthai," meaning to touch, is any form of interaction involving touch.

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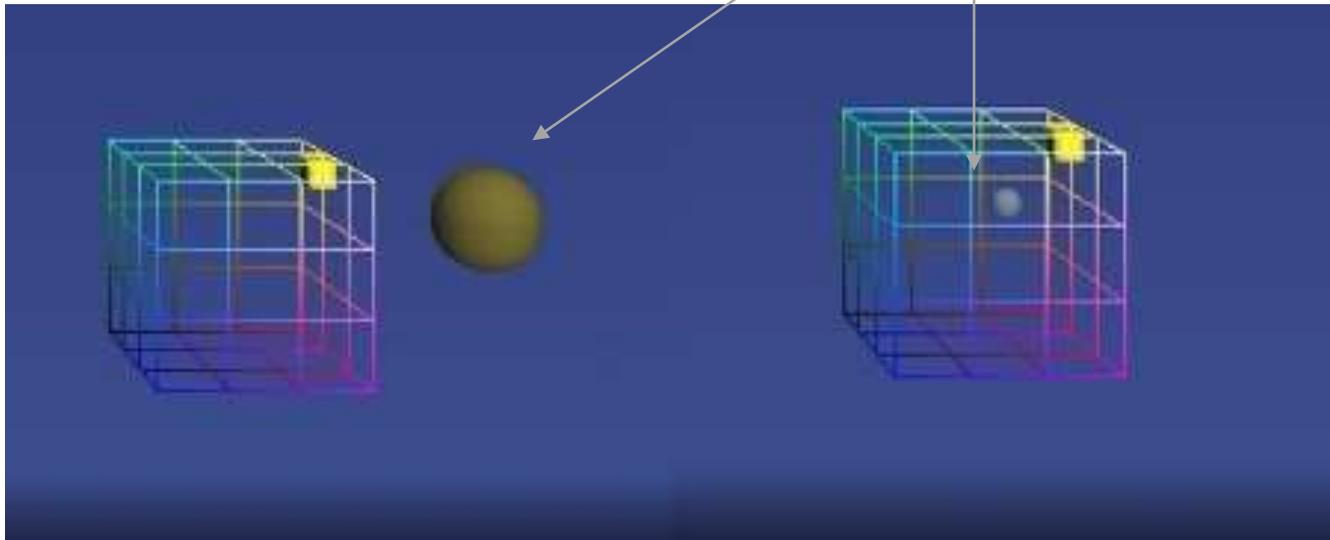
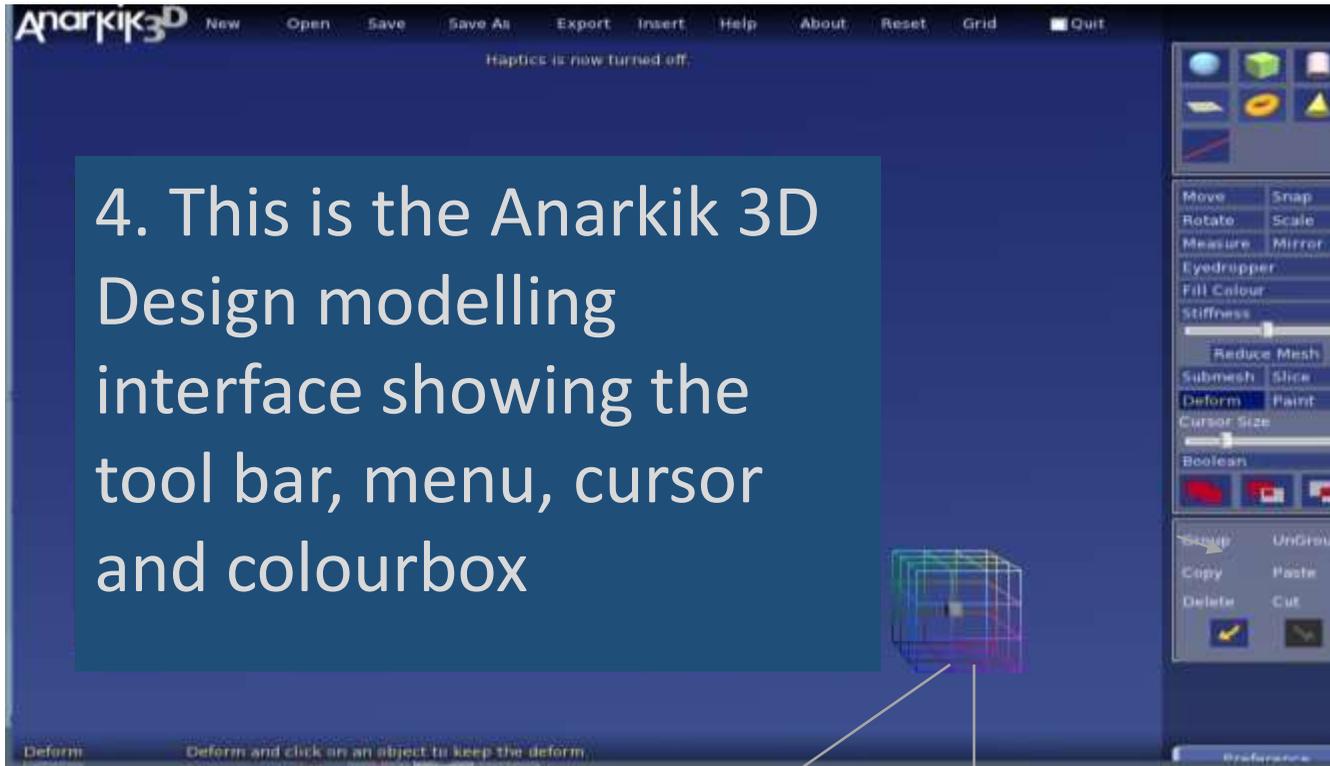
1. The first time: with the Falcon haptic device connected, you use the setup wizard to put in your activation codes. At the 'splash screen' move the Falcon grasp in and out to release the cursor and Cloud9 will open ....



2. Gently push and pull the Falcon grasp until the black arrow moves.



3. Otherwise click the centre button on the Falcon grasp to open Cloud9. This button functions like a left mouse button.



5. Is using colour important to you?

If so, then move the cursor into the colourbox (the cursor will change its size/colour), click and hold down the centre Falcon button.

The small 'colour cube' will jump to your cursor and you can move it in 3D to select a colour. Release Falcon button.

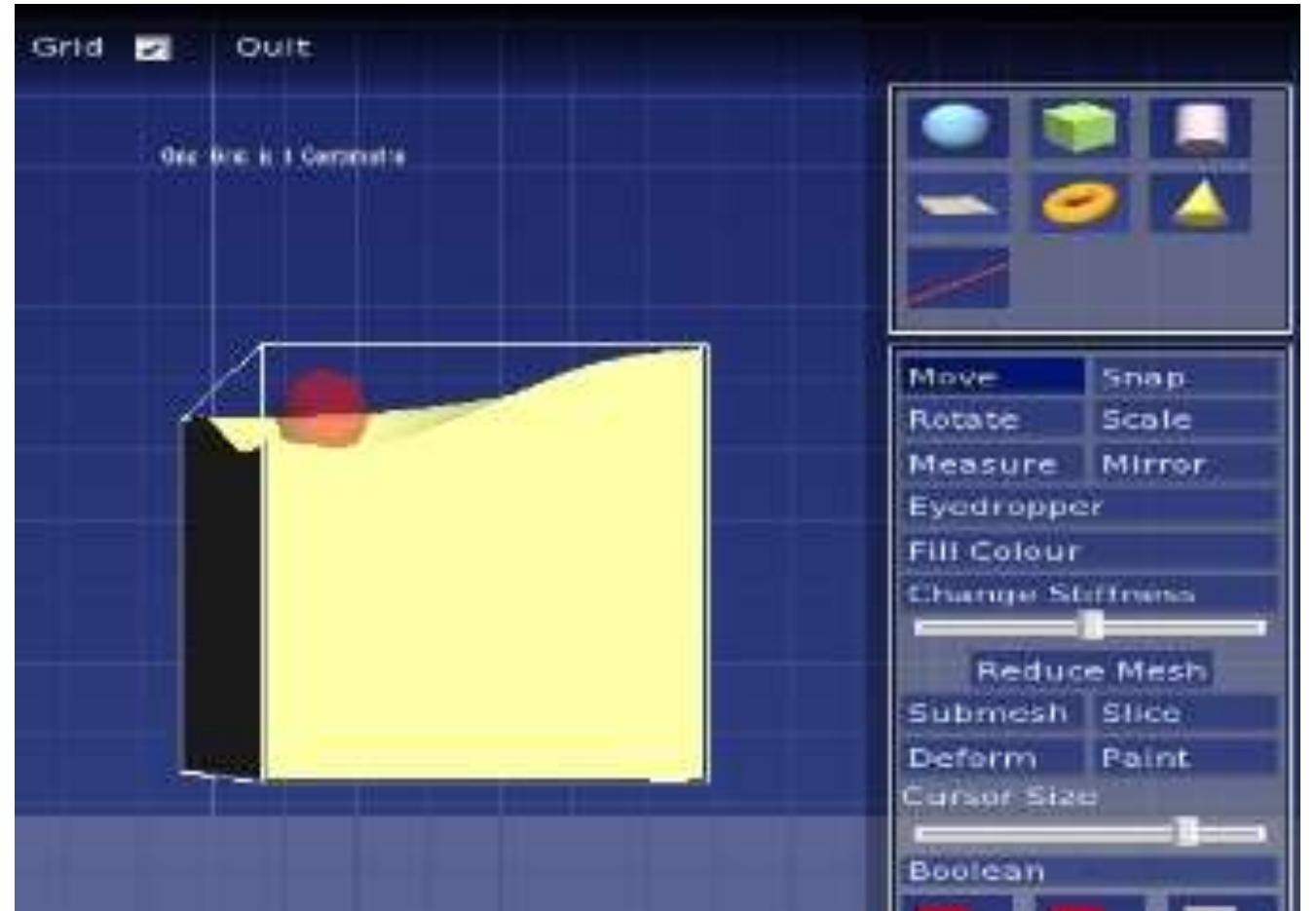
Remember, it is a 3 dimensional environment.

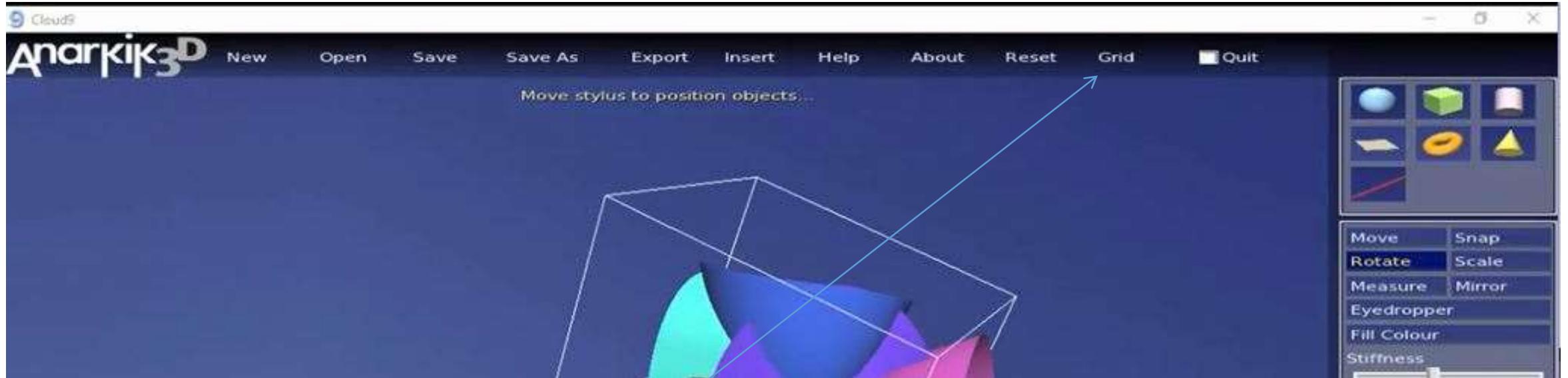
6. Spend time getting to know the 3D-ness of programme. Best way: create a cube by clicking on the cube icon. Move the cursor into the middle of the work space, i.e. the Falcon grasp is in the middle of its extension, then hold down the centre button ('select' button on Falcon grasp) while pushing/ pulling the grasp - this will scale the cube larger and smaller.

You have different ways to help you 'ground' yourself and your model in this vast 3D space.

You have haptics: you can touch and feel objects from all sides so you know you are there.

You can also see the interaction. The cursor changes to red and the cube visibly deforms when pushed into.





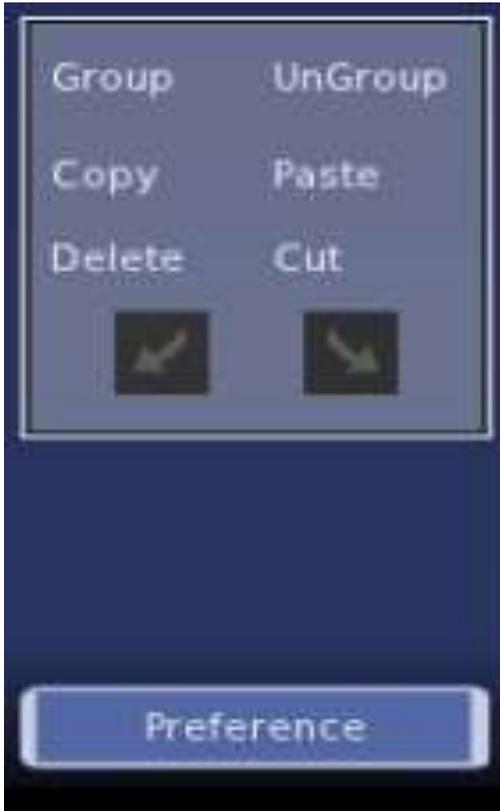
6.1. There is a grid: move the cursor to the top bar where it changes to an arrow.

Click on Grid's white square to see the grid in the vertical position across the screen.

6. 2. Toggle the Page Down key on keyboard to switch the grid to vertical (front to back), and then to horizontal.

Use the keyboard up/down arrow keys to move grid incrementally through space.

6. 3. The grid rotates when 'space' is rotated.



7. Click on 'Preference bar' to open the only pop up menu in the software. These functions are usually set before starting to model.

7.1. 'Floor': It appears across the bottom half of the screen. Objects can pass under the floor. It does NOT rotate when 'space' rotates.

7.2. 'Shadow': the cursor creates a shadow when close to an object.

7.3. Select or close 'Colourbox'.

7.4. Select 'Wireframe' mode, select 'units', select 'autosave' time (default is 5 minutes).

7.5. Select 'Grid size': magnifies/demagnifies the working space – useful for working on small details or large objects.

