

Anarkik3d Design V3.1. Tutorial 1:

Interface and Menu (Goes with Video Tutorial1)

Complex organic forms can be swiftly created using standard primitive shapes (i.e. a cone), tools (i.e. deform, copy/paste, move, rotate), 3D touch, plus movement in 3D, to easily and playfully explore and experiment.

Interface: opens with the cursor in the centre of the 3D working space. The cursor is controlled by the movement of the Falcon grasp. The cursor is a sphere in the working space, changing colour with different functions. It changes to a 2D arrow when on the top and side menu bars

TOP MENU BAR:



1. **NEW:** opens a clean object-free 3D space
2. **OPEN:** opens a window to folders and previously saved and imported models. .cr8 is the default format. To see files in other formats (.stl, .obj) click on the arrow on the extensions box.
3. **SAVE:** saves model(s) to its file
4. **SAVE AS:** opens a window to select a folder and give the model a name. Formats for saving: .cr8, .stl, .obj and .wrl (for 3D printing in multi colours).
5. **EXPORT:** opens window for naming and saving only the selected model(s) in the same formats as at 4.
6. **INSERT:** opens window to select a file of a model to insert into current workspace and models.
7. **HELP:** opens a comprehensive introduction and manual for Anarkik3D Design including the list of the most used short cut keys and what the buttons on the Falcon grasp do. Help opens in a separate tab for easy reference.
8. **RESET:** returns the rotated 3D space to the original position with the 'world rotation axis' in the centre of the 3D space with the 'y' axis in the vertical, 'x' as side-to-side, and 'z' as front to back.
9. **GRID:** brings up the grid plane in vertical 'y' axis across the screen. The default unit per square of 1 cm can be changed to millimetres and meters in PREFERENCE. Use PgDn key to switch plane to horizontal and again to switch to vertical /front to back. Use up and down arrow keys to nudge grid one mm unit at a time. This is useful for dimensioning an object.
10. **QUIT:** Click here to end session.

SIDE MENU

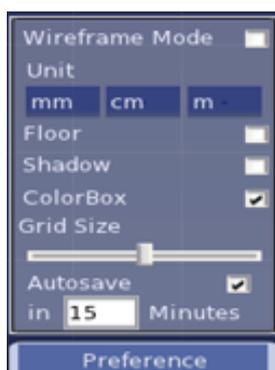


PRIMITIVES: sphere, cube, cylinder, cone and torus. These are used for object modelling. The plane is used as a construction tool (it has no substance!). The line thickness can be sized using the cursor size slider bar and for straight lines use the x, y and z keys.

11. **FUNCTIONS:** the use of all the functions (move, rotate, snap, measure, scale, slider bars for stiffness and cursor size, etc) is covered in different tutorials.

12. **EDITING:** Group/ungroup (covered in Tutorial 5), copy/paste, delete/cut plus arrows for undo/redo

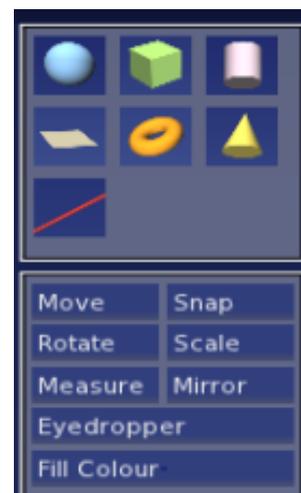
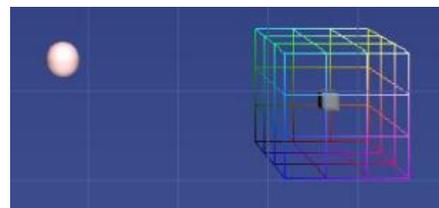
13. **PREFERENCE** (only POP UP MENU): set preferences - turn on/off wireframe mode, select units (mm, cm, m), show floor, colour box, manage grid size, time between autosaves



14. **BAR ALONG BOTTON:** text on left side shows the active function and the rest of the text gives instructions and tips

Now try some basic functions: **CREATE, COLOUR, MOVE, ROTATE WORLD, RESET**

15. Pre-select a colour: push the cursor inside the colour box – the cursor will change colour and size
16. Hold down the Falcon centre button to capture the colour marker and move it in 3D to select a colour.
17. To create an object: click on the Sphere icon, for example, in the side menu, using the Falcon centre button. Bring the cursor into the working space and holding down the Falcon centre button, push, pull the Falcon Grasp to scale the object. Approximate size shows in the text in the top right corner
18. To create the oval form, hold down the x key while still holding down the Falcon centre button. Let go both buttons.
19. Push the cursor into the oval to touch and feel the form.
20. Repeat the previous steps to create the cube and cone in different colours.
21. To select and object: touch the object (cursor turns red) and press the Falcon back button
22. MOVE: select cube, select MOVE on Menu (or use M key), hold down the Falcon centre button and move grasp to move cube in 3D.
23. ROTATE WORLD: hold down the Falcon right side button and move grasp in all directions to rotate and roll the working space with all the models to see them from all angles.



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