

Using the Object Viewer

The Object Viewer is a 3D window built upon the o2c ActiveX control. It enables you to view your model in a 3D interactive window, complete with material properties and light sources, and can save out an object or a rendered image with shadows that you can then email to a client. To launch the Object Viewer and display your model, choose “Object Viewer” from the “View” pull-down menu, or click the “Display model in Object Viewer” button on either the “Rendering” or the “Viewer” toolbar. The Object Viewer cannot render a single polygon or lines have no depth to them.

Navigation

There are several keyboard shortcuts you can use to navigate within the Object Viewer. One set of shortcuts can be used in “Standard” mode when you are moving around the object. Another set of shortcuts can be used in “Walk-through” mode when you are moving through the object.

Standard Mode



When your model first appears in the Object Viewer, you are in “Standard” mode. The default viewing cursor is displayed.

If you press the left mouse button and move the cursor from side to side the model will spin left and right. If you press the left mouse button and move the cursor from top to bottom the model will spin up and down. You can use a combination of these movements to move all around.

Instead of using the mouse, you can use the corresponding keyboard shortcuts. Pressing the left and right arrow keys will spin the model left and right. Pressing the up and down arrow keys will spin the model up and down.

You can reset to the default view at any time using the [Home] key on the keyboard, or “Show All” in the Right-click context menu.

Zoom



Some movements require a combination mouse button and keyboard press. To zoom in and out in Standard mode, press the [Ctrl] key and the left mouse button at the same time.

The zoom cursor appears. Moving the cursor toward the top of the screen zooms out and moving the cursor toward the bottom of the screen zooms in.

The [+] and [-] keys on the numeric keypad also zoom in and out respectively. The [/] key on the numeric keypad zooms toward the current position of your cursor.

You can also press the right mouse button to access the zoom cursor. Moving the cursor toward the top of the screen zooms out and moving the cursor toward the bottom of the screen zooms in.

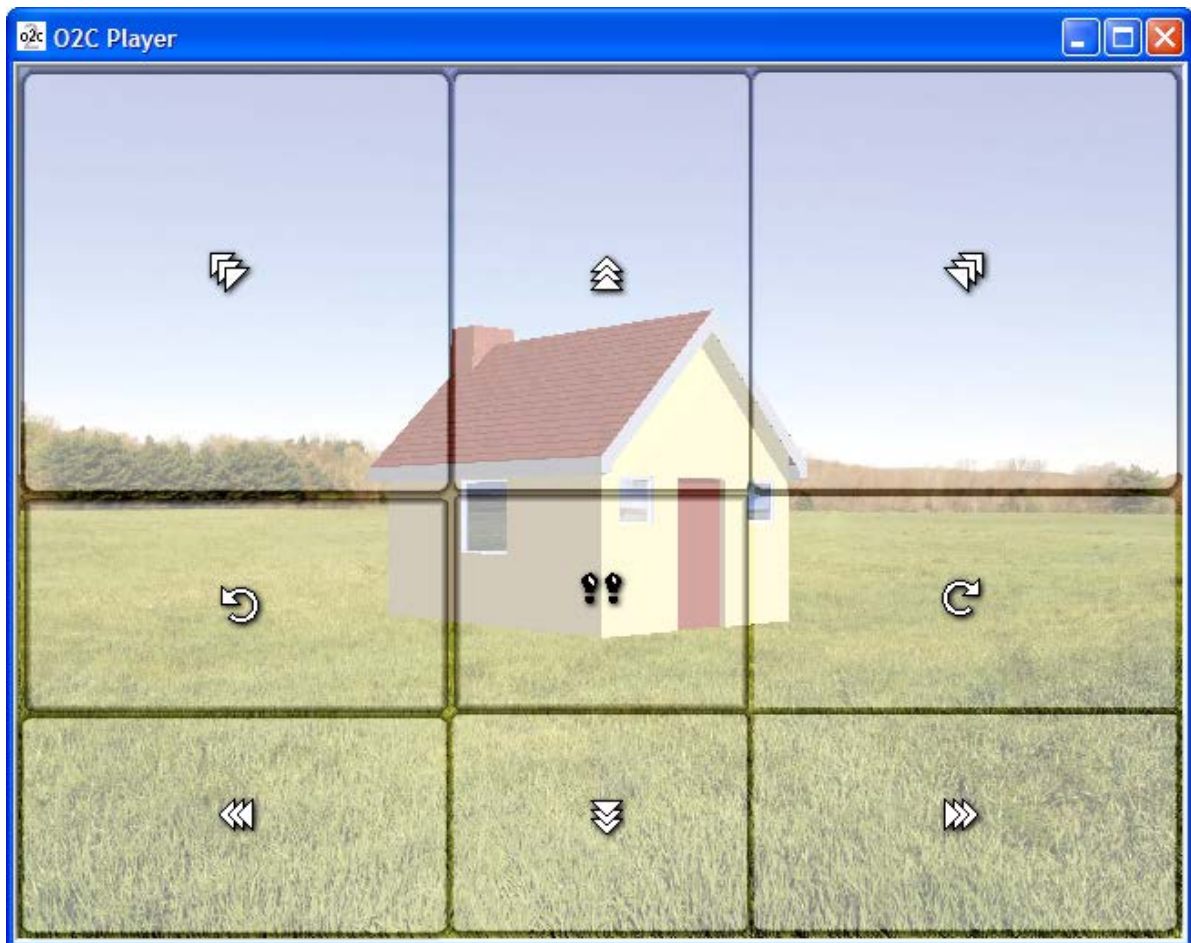
In Standard mode you can zoom in very close to your model but you cannot pass through it. To navigate inside of your model you'll need to use the "Walk-through" mode controls.

Pan



Pressing the [Shift] key displays the panning cursor.

Click the left mouse button and move the cursor around the window to pan the current view left, right, up, and down.



Walk-through Mode



Press the [F2] function key on your keyboard to toggle between "Standard" and "Walk-through" modes. After you press [F2] the first time, move your cursor near the middle of the player window. You will see the "Walk-through" cursor.

If you move your cursor around the player window (without pressing any mouse buttons) you'll notice there are several different cursors. You'll also notice that each appears in a particular zone of the window.

It is important to note that these zones determine not only the type of movement, but also the speed. When your cursor is closer to the center or middle of the screen, the movements are slower. As you move the cursor farther from the center of the screen, the movements get progressively faster.

Move Forward



In the upper-middle zone you'll see the move forward cursor.

If you click and hold the left mouse button when this cursor is visible, you'll move forward. You can also use the [Up Arrow] to move forward. [Ctrl] + [Up Arrow] moves you forward more quickly.

Move Backward



In the lower-middle zone you'll see the move backward cursor.

If you click and hold the left mouse button when this cursor is visible, you'll move backward. You can also use the [Down Arrow] to move forward. [Ctrl] + [Down Arrow] moves you backward more quickly.

Move Left



In the lower-left zone you'll see the move left cursor.

If you click and hold the left mouse button when this cursor is visible, you'll move toward the left.

Move Right



In the lower-right zone you'll see the move right cursor.

If you click and hold the left mouse button when this cursor is visible, you'll move toward the right.

Turn Left



In the middle-left zone you'll see the turn left cursor.

If you click and hold the left mouse button when this cursor is visible, you'll turn toward the left. You can also use the [Left Arrow] to turn toward the left. [Ctrl] + [Left Arrow] turns you toward the left more quickly.

Turn Right



In the middle-right zone you'll see the turn right cursor.

If you click and hold the left mouse button when this cursor is visible, you'll turn toward the right. You can also use the [Right Arrow] to turn toward the right. [Ctrl] + [Right Arrow] turns you toward the right more quickly.

Move Forward Left



In the upper-left zone you'll see the move forward left cursor.

If you click and hold the left mouse button when this cursor is visible, you'll move forward and to the left.

Move Forward Right



In the upper-right zone you'll see the move forward right cursor.

If you click and hold the left mouse button when this cursor is visible, you'll move forward and to the right.

Move Up



If you hold the [Shift] key while in the upper-middle zone you'll see the move up cursor.

If you click and hold the left mouse button when this cursor is visible, you'll move up. You can also use [Shift] + [Up Arrow] to move up. [Ctrl] + [Shift] + [Up Arrow] moves you up more quickly.

Move Down



If you hold the [Shift] key while in the lower-middle zone you'll see the move down cursor.

If you click and hold the left mouse button when this cursor is visible, you'll move down. You can also use [Shift] + [Down Arrow] to move down. [Ctrl] + [Shift] + [Down Arrow] moves you down more quickly.

Look Around



If you place your cursor in the center of the player window and hold the right mouse button you'll see the look around cursor.

You might have to move the cursor slightly for the glasses to appear.

This is the toughest navigation cursor to master but once you get the hang of it, you can look up, down, left, right, and all around while standing in one place.

While holding the right mouse button, move the glasses around the center of the player window. Your direction of view will move in the same direction. As with all of the controls, the farther the glasses are away from the center of the screen, the faster your view will change.