

Tools

NewOpenSaveCutCopyPasteUndoRedoConvertGroupUngroup

Reshape/Edit — Edit

View Move — Object Move

View Rotate — Object Rotate

View Magnify — Object Scale

Lathe — Extrude

Sphere — Cube

Cone — Rounded Cube

Cylinder — Pyramid

Text — Bézier Pen Tool

Rectangle — Oval Tool

Rounded Rectangle — Regular Polygon

Point Light — Spotlight

Camera Object — Grid

Break Joint — Joint

Attribute Detach — Attribute Attach

Rendering Tool

Rendering Presets — Stack Palette

Dock Palettes — Object Properties • Environment • Extensions

Hide/Show Palettes — Status • Project Window • Resource

Double-clicking a tool will invoke the Tool Settings Dialog.

LineRegion

CustomOpenGLToonScanlineRaytracingRaydosity™PhotonsSoft ShadowsPhotoshop®

Extensions & Object Properties

Extensions

CommandsTools

A B C D E F G H I

J K L M N O P Q R

Commands Tab

A Align

B Re-center

C Alight Handles

D Make First Point

E Smooth Mesh

F Drop A Curve

G Meld

H Unmeld

I Alight To Path

J Unboolean

K Burn UV

L Hull

M Unhull

N Fillet

O Flip Faces

P Subdivide

Q Unsubdivide

R Thickness

Tools Tab

A Path Extrude

B Intersect

C Union

D Subtract

E Cut

F Convert To Path

G Deform

H Jiggle

I Mirror

J Linked Mirror

K Bones

L Skin

M Unskin

N Snap

Object Properties

ObjectTransformTexture & FX

Sphere

One sided (refractive)

Complexity

Absolute

Object Tab (Standard Objects)

Object name

One sided checkbox for refractive objects

Complexity slider - low to high detail

The Expert Settings may provide additional controls

Transform Tab

Move, rotate, and scale objects - numerically

Transform objects relative to world, object, or grid

Restrict transformations - numerically

Convert animation path type

Texture & FX Tab

List of applied Textures - drag to re-order

Mapping Styles, Tiling Styles, Mixing Rules

Texture repetition, coverage or size - numerically

Texture editing buttons

Environment

Environment

LightsAirBackgroundGround

95.0 %

Intensity

Color

Add

Delete

FX

Gel

Cast shadows

Construction

100.0 %

0.0

Intensity

Rotation

Ambient

Reset

Enable

Lightdome: LD - Cloudy Day

Environment

LightsAirBackgroundGround

Visible: HQ - St. George 1

Vis.

Reflect: LD - Cloudy Day

Refl.

Lights Tab

Directional

lights (top left) provide lighting similar to the sun - sharp light with crisp shadows.

Click on the small disc to select or rotate the light(s) around your model.

Command/Control Click

will toggle the light direction between front and back.

Select a Directional light to modify its Intensity, Color, FX, Gel, Cast Shadows, and Construction status.

Enable the Construction checkbox to make the Directional light visible in your modeling view only, and not rendered in your scene.

Background Tab

In addition to being used for Lightdomes, Backgrounds can be applied to your model as a visible image to appear in your renderings behind the objects and/or as images to reflect in the surface of objects that have reflective textures applied to them.

Use the pop-up menus to select a Background from the Resource library, or you can create new Backgrounds using the New command from the menu. You can also create and load Backgrounds by using the Backgrounds tab of the Resource palette.

Lightdome

lighting (lower left) is similar to light cast by an overall environment - such as the sky and clouds or an illuminated room.

Choose a Background to light your scene from the pop-up menu.

Lightdomes only cast shadows with Raydosity or the Soft Shadows rendering presets.

Ambient

light (lower right) provides an overall wash of light.

Ambient sets the minimum amount of light that will show in the darkest areas of your model.

Use Ambient cautiously as it may reduce the realism of your renderings.

QUICK REFERENCE CARD
STRATA 3D CX

Keyboard Shortcuts (Macintosh/Windows)

File Menu			
New	Command/Ctrl	N	
Open	Command/Ctrl	O	
Close	Command/Ctrl	W	
Save	Command/Ctrl	S	
Import	Command/Ctrl	I	
Print	Command/Ctrl	P	
Quit	Command	Q	

Edit Menu			
Undo	Command/Ctrl	Z	
Cut	Command/Ctrl	X	
Copy	Command/Ctrl	C	
Paste	Command/Ctrl	V	
Duplicate	Command/Ctrl	D	

Selection Menu			
Select All	Command/Ctrl	A	
Select None	Command/Ctrl	1	
Hide Selected	Command/Ctrl	3	
Show Hidden	Command/Ctrl	4	
Make Shy	Command/Ctrl	5	
Make Shy Normal	Command/Ctrl	6	
Make Construction	Command/Ctrl	7	
Make Const. Norm.	Command/Ctrl	8	
Hide Animation Paths	Command/Ctrl	9	
Show Animation Paths	Command/Ctrl	0	

Rendering Menu			
Render	Command/Ctrl	R	

Modeling Menu			
Reshape	Command/Ctrl	L	
End Reshape/Edit	Command/Ctrl	E	
Align	Command/Ctrl	/	
Group	Command/Ctrl	G	
Ungroup	Command/Ctrl	U	

Scripting Menu			
Smaller Font	Command/Ctrl	;	
Larger Font	Command/Ctrl	'	

Windows Menu			
New Window	Command/Ctrl	\	
Fit Views To All	Command/Ctrl	=	
Fit Views To Selection	Command/Ctrl	-	
Fit Views to Active Grid	Command/Ctrl	[
Reset Views	Command/Ctrl]	

Tool palette	Switch	Temporary	
Select Object Move	1		
Select Object Rotate	2		
Select Object Scale	3		
Select View Move	Shift 1	Space	
Select View Rotate	Shift 2	Shift Space	
Select Zoom (In)	Shift 3	Cmnd/Ctrl Space	
Select Zoom Out	Opt/Alt	Opt/Alt Space	

Palette Hotkeys			
Information palette	I		
Object Properties palette	O		
Project window	P		
Resource palette	R		
Environment palette	E		
Extensions palette	T		

Selecting Objects			
Extend Selection	Shift		
List objects on depth axis	Ctrl/Right Click		

Moving Objects			
Move origin point	Command/Ctrl		
Perpendicular to grid	Command/Ctrl	Shift	

Polygon Mesh Editor/Reshape Tool Palette			
Vertex Mode	Shift	.	
Edge Mode	Shift	/	
Face Mode	Shift	,	

Tools			
Move Tool	M		
Rotate Tool	J		
Scale Tool	K		
Magic Wand	W		
Extrude Tool	U		
Inset (use Extrude Tool)	Left & Right arrows		
Bevel Tool]		
Cut Tool	\		

Contextual Menu			
Face Mode			
Dissolve	Backspace		
Bridge	B		
Flip	L		
Mirror	Shift M		

Edge Mode			
Dissolve	Backspace		
Loop Select	L		
Ring Select	N		
Connect	C		
Bridge	B		
Fill	0 (zero)		

Vertex Mode			
Dissolve	Backspace		
Connect	C		
Gravity	V		

Selection			
Paint Select	Shift	Drag	
Paint Deselect	Option	Drag	

Working with Bézier Handles			
Hinge direction handles	Command/Ctrl		
Disjoint hinged handles	Option/Alt		

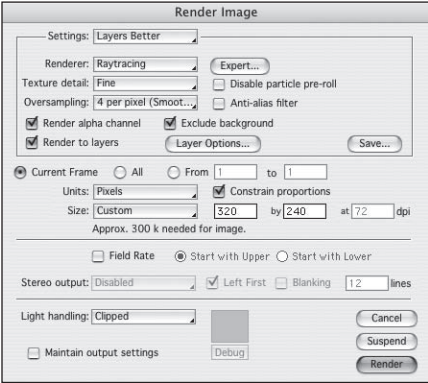
2D Reshape			
Add a vertex point	Option/Alt		

Nudging Objects (Relative To Active Grid)			
Negative Z direction	Up arrow		
Positive Z direction	Down arrow		
Positive X direction	Right arrow		
Negative X direction	Left arrow		
Positive Y	Cmd/Ctrl Shift Up		
Arrow			
Negative Y	Cmd/Ctrl Shift Down		
Arrow			
Accelerate Nudge	Cmd/Ctrl Arrow		
Decelerate Nudge	Option/Alt Arrow		

Changing View Orientation			
Left	4		
Front	5		
Right	6		
Back	7		
Top	8		
Bottom	9		
Isometric	/		

Changing Grids			
Make X Grid active	X		
Make Y Grid active	Y		
Make Z Grid active	Z		
Cycle forward all grids	+		
Cycle backward all grids	-		

Rendering Controls

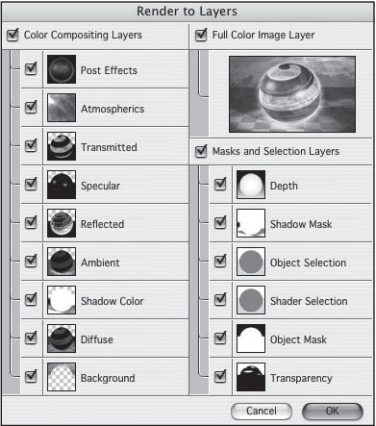


Render Image Dialog
At the top of the **Render Image** dialog is the **Settings** drop-down menu, which is identical to the Rendering tool Presets menu in the **Tool palette**.

These presets allow you to quickly switch from one rendering style to another, at varying quality levels, and even select special options for your renderings. Just selecting a preset will load its settings into all of the other areas of the Renderer Controls, and can be used to “reset” any of the options (including those hidden in **Expert** dialogs).

The **Frame** controls section of the **Render Image** dialog includes options for determining the pixel size and resolution of your image, which frames of an animation to render, and whether you want to render directly to interlaced video fields.

You can also adjust the number of dots per inch in the final rendered image. This setting determines the resolution of the final image. If **Pixels** is selected in the **Units** pop-up, the resolution is always 72 dpi and cannot be changed.



Render To Layers
To turn on **Render to Layers**, either check this option in the **Render Image** dialog, or choose one of the Photoshop® presets. The presets will automatically check the option and set certain options in the **Layer Options** dialog as well.

Once the **Render to Layers** option is checked, the **Layer Options...** button becomes active. Pressing this button opens the full **Render to Layers** dialog. In this dialog you can check which components of your rendering will be stored to individual layers in a Photoshop file when using Raytracing or Raydisoiity. The various components represent everything from individual texture attributes, to post-processing FX, to useful masks and modifier layers.

The reason behind rendering your image to **Photoshop Layers** is to aid in composing and controlling the scene **after** it has finished rendering.