

Mask Tools (2D Tools)

| | | | |
|-----------------|---|---------------------------|--|
| | Zoom/Pan | | |
| Zoom In | | Zoom Out | |
| | | Zoom Percentage | |
| Zoom To Fit | | Pan Image | |
| | Auto Mask | | |
| Regenerate Mask | | Shrink-wrap Mask | |
| | | Masking Slider | |
| | <input checked="" type="checkbox"/> Holes | Allow Holes | |
| | <input checked="" type="checkbox"/> Shadows | Compensate For Shadows | |
| Region Select | | Clean Mask • Unmask Image | |
| | Paint Mask | | |
| Paint Mask | | Unpaint Mask | |
| | | Brush Size | |
| Round Brush | | Square Brush | |
| Fill Mask | | Fill Polygon | |

Click the **Regenerate Mask** button to initialize **Auto Masking** and to activate the **Masking Slider**. This can be done on the entire image or with a specific area using the **Region Select**. If the object does not contain holes, uncheck the **Allow Holes** checkbox for better automasking results.

If you would like the shadows on a colored backdrop to be ignored, then make sure the **Shadows** checkbox is selected before initializing **Auto Masking**.

Model Tools (3D Tools)

| | | | |
|-------------------|--|------------------------------|--|
| | Viewpoint | | |
| Rotate Model | | Spin Model | |
| Zoom Model | | Move Model | |
| Last View | | Reset View • Next View | |
| | Display | | |
| View Wireframe | | View Shaded • View Textured | |
| | <input checked="" type="checkbox"/> Show Mat | Toggle Calibration Mat | |
| | <input checked="" type="checkbox"/> Light Source | Use Light Source | |
| | Window | | |
| | | Align Image Tools | |
| | | Zoom • Pan • Full Image | |
| | Triangles | | |
| | <input type="text" value="4000"/> | Setup Decimation | |
| | | | |
| | Edit Geometry | | |
| Create Silhouette | | Move Clip Plane • Clip Model | |
| | Edit Texture | | |
| Copy View | | Paste View | |

Click the **Move Clip Plane** button to show the **Clip Plane** in your **Model Display**. Click and drag the **Clip Plane** in the **Model Display** to adjust its height. Any geometry below the **Clip Plane** will be trimmed away when the **Clip Model** button is clicked.

The **Clip Model** command resets the texture coordinates. Be sure to use the **Clip Model** command **before creating textures**.

Keyboard Shortcuts & Tips

File Menu

| | |
|--------|-----------|
| New | Control N |
| Open | Control O |
| Save | Control S |
| Print | Control P |
| Export | Control E |

Edit Mask/Model Menu

| | |
|-------------------|-----------|
| Undo | Control Z |
| Redo | Control Y |
| (Edit Model Only) | |
| Copy | Control C |
| Paste | Control V |

View Menu

| | |
|---------------|----|
| Mask Palette | F2 |
| Model Palette | F3 |

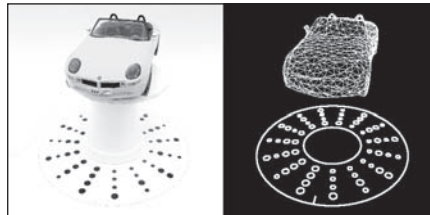
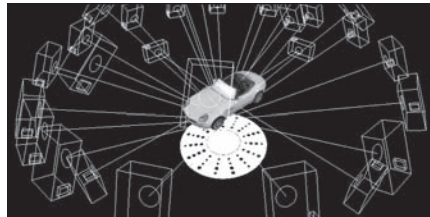
Processing Menu

| | |
|----------------------|-----------|
| Mask All | Control M |
| Generate Wireframe | Control G |
| Generate Texture Map | Control T |

Helpful Tips

The **Model Tools > Display Mode > Display Cameras** menu item toggles the display of camera positions used in the project. This is helpful to determine if any key camera positions were missed.

The **Images > View Camera** menu item will change the camera viewpoint in the **Model Window** to match the camera position of the selected image. A shortcut for this is to drag the **Thumbnail Image** into the **Model Display**.



Images Menu

| | |
|------------------|--------------|
| Select All | Control A |
| Load Thumbnails | Control L |
| Delete Images | Del |
| Paste Into Model | Control Drag |
| Mask Images | Control B |

Model Tools Menu

| | |
|----------------|-----------|
| Reset View | Control H |
| Wireframe | F5 |
| Flat Shaded | F6 |
| Textured | F7 |
| View Dependent | F8 |

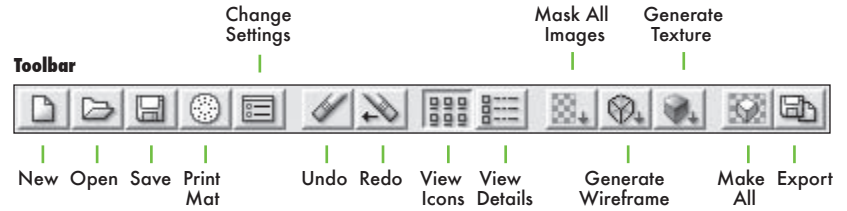
Mask Tools Menu

| | |
|------------------|-----|
| Hide Mask | F9 |
| Solid Mask | F10 |
| Transparent Mask | F11 |

Mask Tools

| | |
|---------------------------|---------|
| Zoom In/Zoom Out Toggle | Control |
| Paint/Unpaint Mask Toggle | Control |

Main Interface



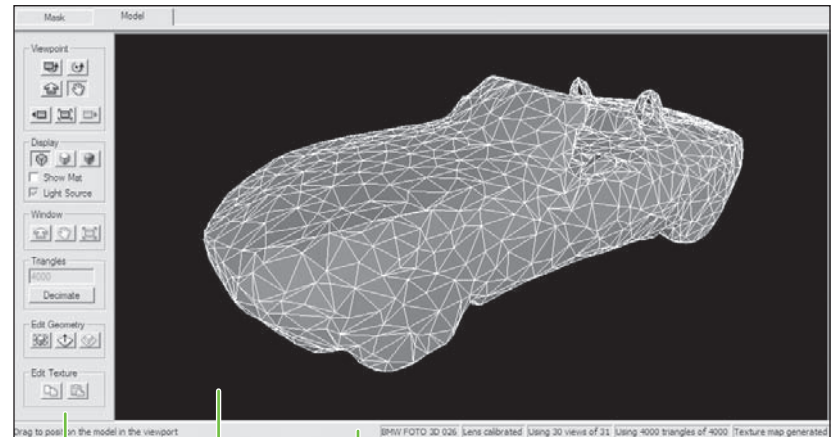
Thumbnail Window (View Image)



Thumbnail Window (View Image Details)

| Name | Type | Status | Camera | Mask Status | Order | Size |
|-----------------|--------|----------|-------------------------------------|--------------|-----------|--------------|
| BMW FOTO 3D 024 | normal | included | elevation 38 rotation 78 dist 1.01 | mask created | 23 [auto] | 1364 by 1020 |
| BMW FOTO 3D 025 | normal | included | elevation 38 rotation 56 dist 1.01 | mask created | 22 [auto] | 1364 by 1020 |
| BMW FOTO 3D 026 | normal | included | elevation 38 rotation 30 dist 1.01 | mask created | 10 [auto] | 1364 by 1020 |
| BMW FOTO 3D 027 | normal | included | elevation 38 rotation 6 dist 1.01 | mask created | 13 [auto] | 1364 by 1020 |
| BMW FOTO 3D 028 | normal | included | elevation 38 rotation 343 dist 1.01 | mask created | 27 [auto] | 1364 by 1020 |

Mask/Model Window



Tool Palette Display Area Status Bar