



EXPLORE THE MAGIC TOOL

AB3Dedu



Step List of Tutorial Video 1

Step list for EXPLORE THE MAGIC TOOL VIDEO -01



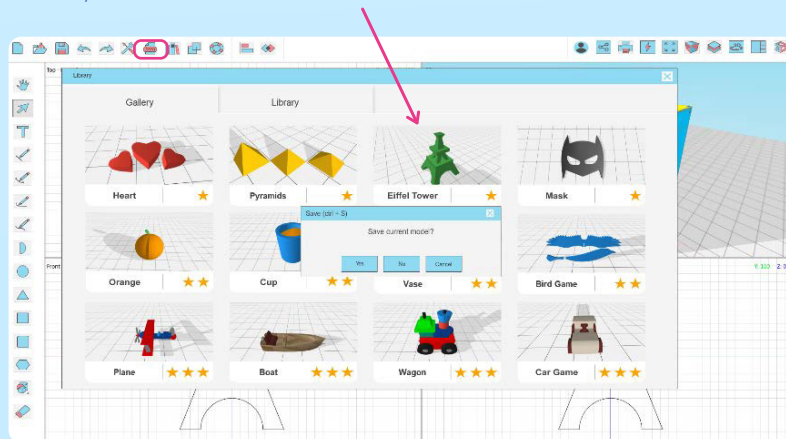
This is simplest to use and easiest to learn 3D design SW, You have less than 40 keys all in all, if you know them you will master 3D design, In this 2-minutes video you will learn about 16 of them:

Most of them are from the top menu bar, and 3 from the drawing tools menu



1- Let us first import a design from the gallery as a demo example




Here is the gallery menu, let us choose one of the gallery shapes to help us in our explanation, let it be the Eiffel tower.

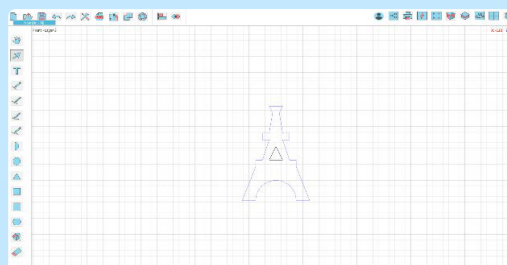
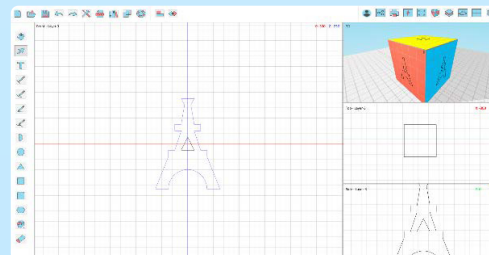
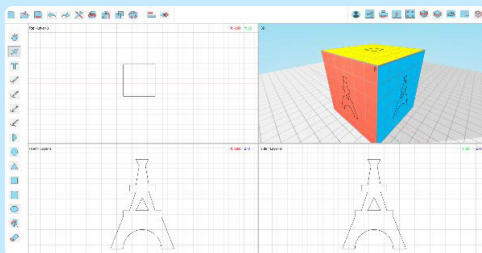


2- Here at the top second right key, you may toggle between 3D and 2D views

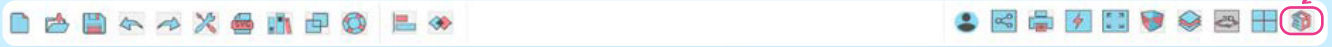


While you are in the 2D view mode you may toggle between 3 options:

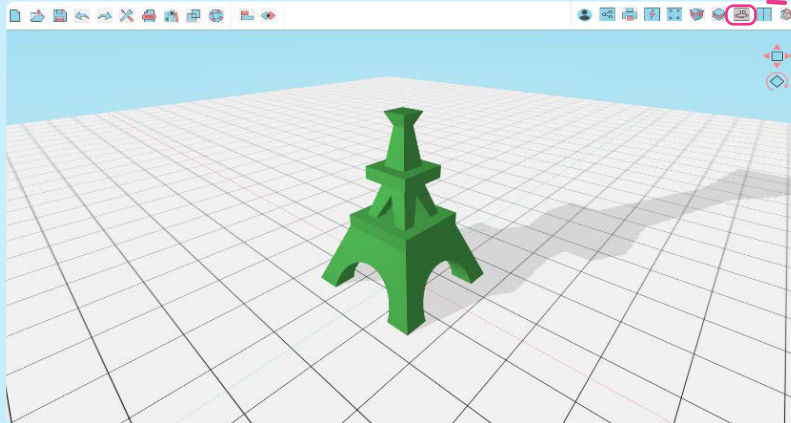
-  4 equal view ports: Top – Front – Side and 3D.
-  4 view ports: but one selected to be the major view with one click.
-  One view port made Full screen with double clicks.



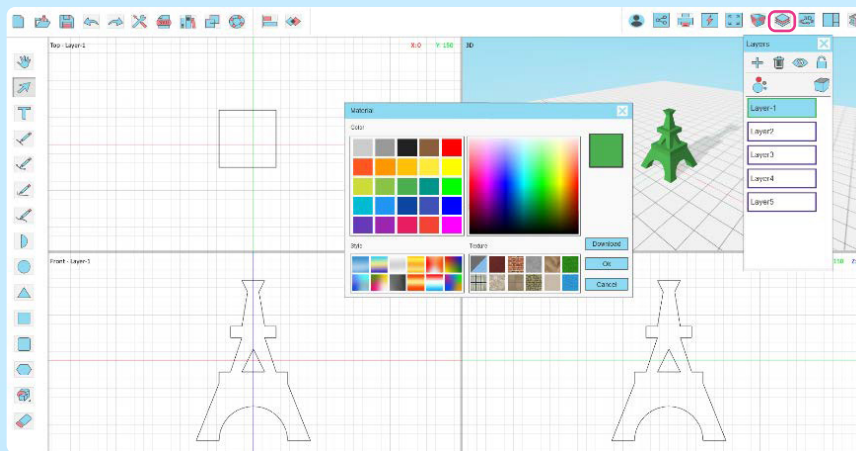
3- The most-right top key is the solve key, use it to render your 2D drawings in 3D.



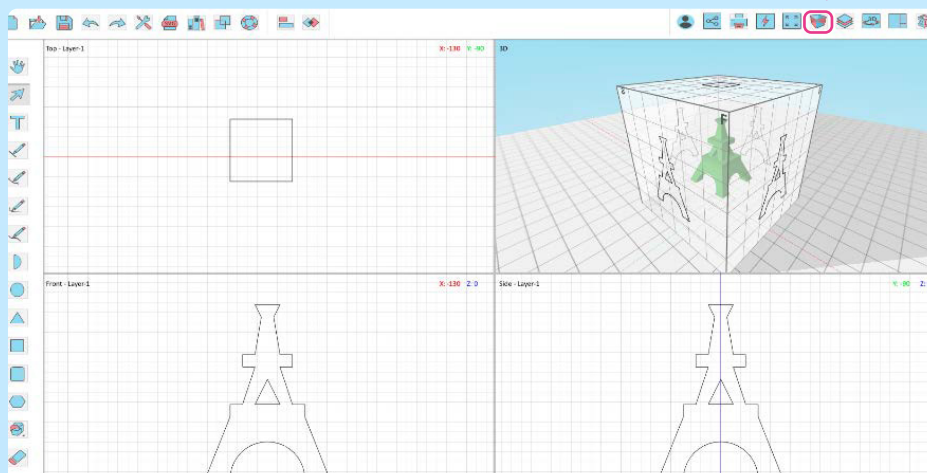
4- The whole page will be showing your Model , by clicking the 3D Mode key.



5- The layer menu contains the color palette to color your 3D shape or choose a texture for it, we will go deeper in all its features in another video.



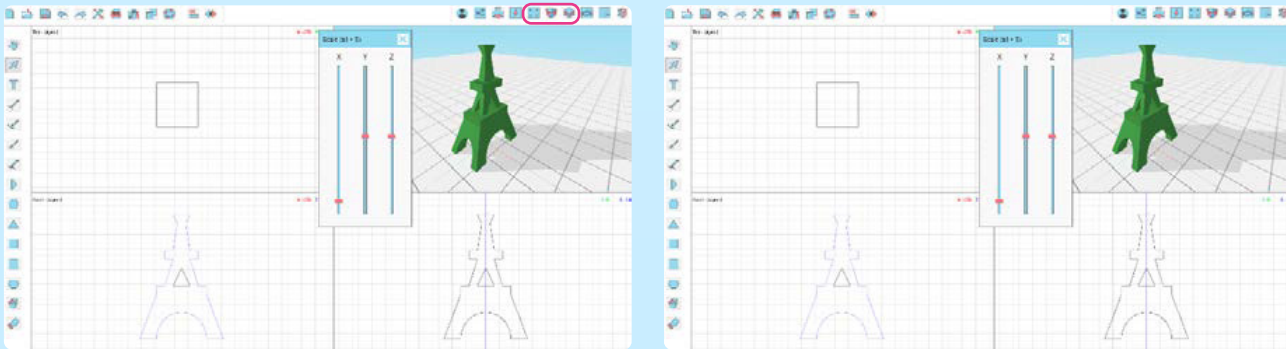
6- This transparent guiding cube is a good helper to review your projections.



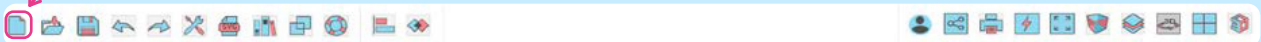
3- The most-right top key is the solve key, use it to render your 2D drawings in 3D.

7- The auto sizing control adjust the x, y and z dimensions of your 3D shape for quick views.

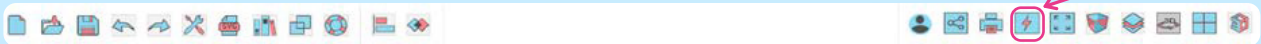
- Let us play with the x,
- then the y and
- finally, with the z dimension of our shape.



8- The top most left is the new page by clicking it, you will delete all your drawings and open a new page.

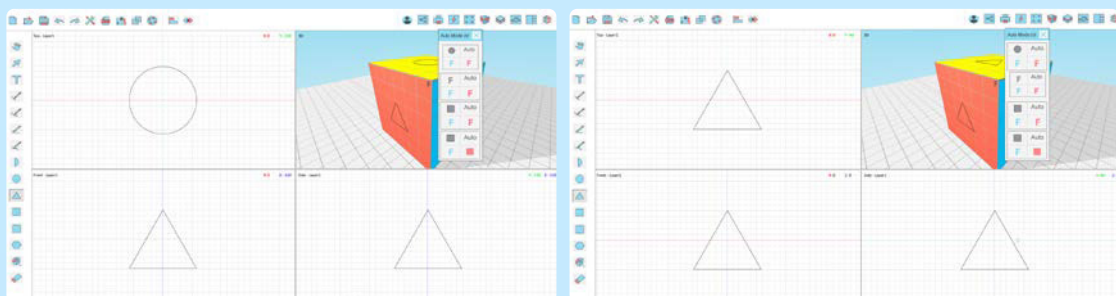


9- The auto modes are easy ways to make 3D shapes from a selected front:

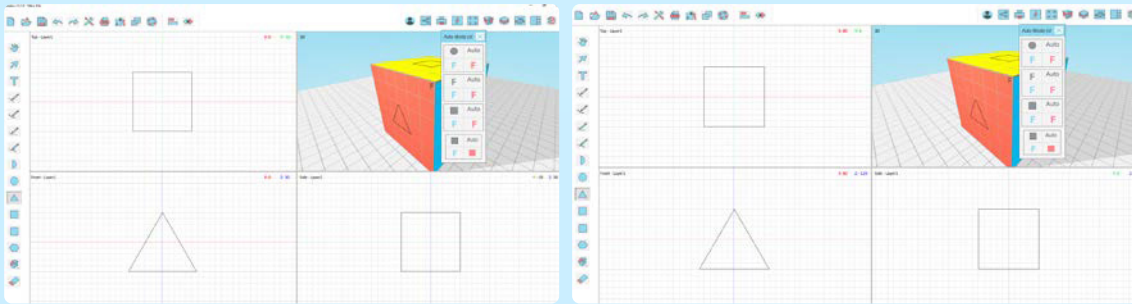


First, draw a triangle in the front and see by clicking the different auto modes what each one will give you

- a- The first will duplicate the front in the side and draw a circle on top so as to give you a cone.
- b- The second will duplicate the triangle in all other views to give you a tetrahedron.



- c- The third one will duplicate the front in the side and draw a square on top so as to give you a pyramid.
- d- The last one will draw a square on both the side and the top to give you a triangular prism.



You can now play around with these modes and see how helpful they are.

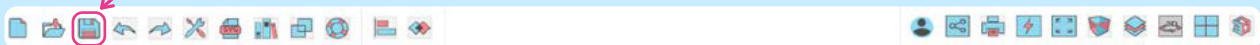
10- Draw a circle by mistake, the undo button will take you one step backward and eliminate the circle, you can redo it to cancel the undo.

You can undo up to 7 retro steps.

11- If you want to erase the circle you can do so with the eraser tool at the bottom left corner of the screen, just pick it and erase the circle.

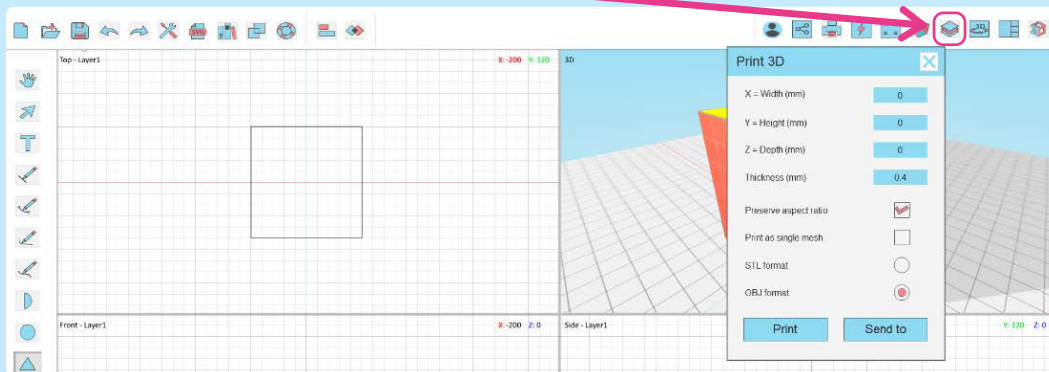
12- You want to save the file you have just made we can do so by two ways:

A- Saving it as a drawing file that you may open any time with the open tool to do further adjustments



or

B- Saving it as a printable file in .STL or .OBJ format, and that will be done from the print menu.



In the print menu you can:

- Select dimensions to your shape by entering values for x, y, z and thickness.
- Select with or without preserving its aspect ratio by selecting it.
- Print as single mesh if you have more layers.
- Save in STL or OBJ format by clicking on either one.

At the end click Print to save it where you want.

Here is the end of Tutorial Video One.

You have learned 16 tools out of 40.

In this tutorial we have used:

- 1- The library/gallery menu. (point to the key)
- 2- The toggle to the 2D modes views. (point to the key)
- 3- The solve tool. (point to the key)
- 4- The Toggle to the 3D mode view key. (point to the key)
- 5- The layers menu where we have the color palette.
- 6- The transparent cube. (point to the key)
- 7- The quick resizing tool. (point to the key)
- 8- The new page key to delete all.
- 9- The auto modes tool. (point to the key)
- 10- The undo key. (point to the keys)
- 11- The eraser key. (point to the key)
- 12- Save in drawing format. (point to the key)
- 13- Export to print file in STL or OBJ formats, from the 3D print menu where you have some more settings (point to the key and open it and then close it)
We looked as well to:
- 14- The redo key
- 15- The drawing tool for a triangle (point to the key)
- 16- The drawing tool for a circle (point to the key),