

TRISPECTIVES DEMO. THIS DEMO COVERS THE BROAD POWER AND CAPABILITIES OF TRISPECTIVES. THIS DEMO IS RECOMMENDED TO USERS WHO HAVE SPENT SOME TIME WITH TRISPECTIVES LEARNING THE TRISPECTIVES PRODUCT AND WHO ARE FAMILIAR WITH THE USER INTERFACE AND 3D PAGE. THE DEMO'S GOAL IS TO BROADEN THE USERS AWARENESS OF THE CAPABILITIES OF TRISPECTIVES AND TRISPECTIVES PROFESSIONAL.

**NOTE:** THE DEMO IS FOR USE WITH TRISPECTIVES PROFESSIONAL. YOU MAY RUN THE DEMO WITH TRISPECTIVES BUT YOU WILL NOT HAVE THE SMARTDIMENSION CAPABILITIES.

START BY GOING OVER THE TRISPECTIVES USER INTERFACE POINTING OUT DOCKING TOOLBARS AND OFFICE 95 MENUS. USE THE CAMERA TOOL TO ROTATE THE FLOWERS ON THE 3D PAGE.

1. Load the Workbook Demobook.tsb located in \samples\demo\maindemo
2. Load the Catalog Demo\_cat.tsc located in \samples\demo\maindemo
3. You will see a mock up of the TriSpectives Box Front. The goal of the demo is to go through the five sections of the box front 3D page and showing all the breakthrough features of TriSpectives and TriSpectives Professional.

4.

#### **5. 3D/EYE Logo**

6. Double click on the partially finished 3D/EYE logo on the 3D Page.
7. The scene loads for editing. Double click on the "3D Eye" text. A little window appears. Edit the text in the window to say "3D EYE" (all caps, ignore quotes). Make sure you have two spaces between the 3D and EYE. When done, click outside the text editing window and the 3D text will automatically update.
8. Right mouse click on the sphere and add a distance SmartDimension. Attach the loose end of the dimension to the top of the first letter E.
9. Right mouse click the dimension value and add "/2" to the value which divides it by half. This will position the sphere half way between the ellipse and the top of the E.
10. Change the scale of the texture on the ellipse by editing the Style properties (right click on the ellipse in model mode, select Style Properties), color, SETTINGS, height to be 15.
11. Right mouse select the sphere and edit its Style properties, setting the Finish Reflection intensity to full.
12. Right mouse select the scene background and set the rendering mode to Realistic Shading with Shadows and Ray Tracing and the Show Lights on.
13. Position the lights to get the best shadow effect. Turn off Shadow Effects on the rear lights that get in the way.

14. Change the Scene Properties to de-select Show Lights, return to the scene, position the logo for rendering.
15. After viewing the logo in different positions turn off the Realistic Rendering mode and lower SmartRender to Smooth Shading with textures.

### **Architectural Design and Layout**

16. Open the room scene for editing by double clicking on it.
17. Using the Walk and Dolly camera tools move through the doorway to the other side. Once there turn around until you are looking back through the doorway.
18. Drag and drop the dining table from the Demo\_cat catalog into the center of the room. Add a chair and make three additional copies around the table using the TriBall.
19. *Hint: Select the chair and turn on the TriBall tool. Position the TriBall at the center of the table to act as the center of rotation for the additional copies. Click the vertical handle on the TriBall so it turns yellow. This will lock the handle so you may rotate around the TriBall accurately. Using the right mouse button begin to rotate the chair and then let go of the mouse button. Select Link Here in the menu that appears. In the Link/Copy dialog box type in 3 copies/links at a 90 degree angle.*
20. Close the scene and return to the BoxFront Illustration page.

### **Powerful Modeling**

21. Select the Phone Model page in the Workbook.
22. Turn on Draw Edges by right clicking in the scene, and select scene properties. Select the rendering tab. Click the check box next to Draw Edges in the Model Edges section.
23. Select the base of the phone in model mode.
24. Using the TriBall push the base away from the upper casing. Keep base selected,
25. Zoom in on the base of the phone
26. While in **Edit IntelliShapes mode** Drag and drop in the Rib shape found in the demo catalog onto the center of the area between the two existing ribs using SmartSnap.
27. Align the ends and top with the other existing ribs. Deselect.
28. Zoom out until you can see the base and the top part of the phone together
29. Rotate the phone so you can see the top.

30. While in **Edit IntelliShapes mode** drag and drop the Antenna Base shape out of the Demo\_cat catalog onto the top of the phone.
31. Right click on the shapes handles. Set the length, width, and height to 1 unit.
32. Attach two SmartDimensions to the antenna base, attach the end of one of the SmartDimensions to the front of the phone and the other SmartDimension to the side of the phone. Using the SmartDimensions, position the antenna base 3 units from the side and 1.25 units from the front of the phone. Do this by right clicking on the SmartDimension's value, selecting Edit Value and entering a new value.
33. Go to the antenna base properties: Set the following IntelliShape properties:
  - 34. Under the Bevel tab**
  35. Intersection blend: 0.2
  36. Side blend: 0.1
  - 37. Under the Surface Reshaping tab**
  38. Side taper: -5 degrees
  39. End capping: 0.5
  - 40. Under the Shelling tab**
  41. Select the check box next to Shell this shape
  42. Set Wall thickness to: 0.1
  43. In the End Conditions section deselect End section open
  44. In the Multi-shape shelling section set Start offset to: 0.2
  45. Rotate the phone around to show the offset shelling by allowing the user to see inside the casing.
  46. Rotate the phone around again so you can see the top of the antenna mount. Zoom in on the mount.
  47. Drag and Drop the antenna from the catalog onto the mount.
  48. Position the camera so you can see the whole phone again.
  49. Drag and Drop the Flipper from the Demo\_cat catalog onto the phone model. Make sure you release the mouse button when the phone's attachment point is highlighted (the dark blue line at the bottom of the phone model). It will highlight when you move the mouse over it when doing a drag and drop operation.
  50. Use the TriBall to position the flipper.
  51. Do a Fit Scene command.
  52. Create a new catalog by going to the Catalog menu and selecting New.
  53. Drag and drop the Phone Model scene into the catalog by selecting the scenes tab and moving it to the new catalog.

54. Switch back to the BoxFront Layout Illustration page.
55. Drag and drop the Phone Model scene in the catalog onto the BoxFront Layout so it appears in a similar position as on the TriSpectives box.
56. Size the scene as appropriate. Use the camera tools to position the phone the way you desire.
57. Right click on the scene and select Embedded Scene Properties. In the property dialog select the Drawing Style tab and select Make Background Transparent. Click OK.

### **Powerful Animation**

58. Open the Earth scene for editing by double clicking on it. Uncheck shape edit mode
59. Drag and drop the Spacestation from the Demo\_cat catalog into the scene position it as desired.
60. Drag and drop a height animation onto the space station
61. Activate the animation timeline by hitting the on button, then play the animation by hitting start. The Spacestation will revolve around its axis.
62. Turn off the Timeline toolbar by hitting the on button again. Alter the appearance of the animation by dragging and dropping a shrink icon onto the Spacestation then replay the animation. *Don't rewind yet.*
63. Explain that you would like the Spacestation to rotate for a while before shrinking. You can create this effect by switching on the SmartMotion Editor from the View menu and double clicking on the animation track of the Spacestation.  
*resize the SmartMotion Editor smaller in upper left corner of scene*
64. Move the start point of the shrink track in line with the mid-point of the height spin. Then go to the property sheet of the shrink SmartMotion and set Time Effects to accelerate.
65. Rewind & Replay the animation with SmartMotion Editor still open.
66. Close the scene and return to the BoxFront Illustration page.
- 67.

### **Powerful Business Graphics**

**Note:** This part of the demo requires Microsoft Excel 5.0 or higher.

68. Open the spreadsheet scene for editing by double clicking on it.
69. Double click on the embedded Excel spreadsheet to activate Excel.
70. Activate the connection between Excel and TriSpectives by double clicking on the embedded hammer and nails scene that is contained in the now active Excel spreadsheet.
71. Rotate the hammer using the Orbit Camera , and select each nail to show handles.

72. Select outside the embedded TriSpectives scene.
73. Edit one of the values on the spreadsheet and watch the appropriate nail suddenly appear and change size to match the value.
74. Close Excel and return to the BoxFront Illustration graphic page.