

TriSpectives Professional Reference Guide



©1995 3D/EYE, Inc. All rights reserved.

3D/EYE is a registered trademark, and TriSpectives, IntelliShape, SmartSnap, SmartRender, SmartDimension, and SmartMotion are trademarks of 3D/EYE, Inc.

- Adobe Illustrator and Postscript are trademarks of Adobe Systems Inc.
- Microsoft, MS-DOS, Windows, Windows NT and Visual Basic are registered trademarks, and Windows 95 and Excel are trademarks of Microsoft Corporation.
- TIFF is a trademark of Aldus Corporation, an Adobe Company.
- ACIS is a registered trademark of Spatial Technology, Inc.
- AutoCAD and 3D Studio are registered trademarks and DXF is a trademark of Autodesk, Inc.
- DXE is a trademark of SoftSource Inc.
- TARGA is a registered trademark of Truevision, Inc.
- StepTools is a trademark of STEP Tools, Inc.
- Apple and Macintosh are registered trademarks of Apple Computer Corporation.
- The Graphic Interchange Format is the copyrighted property of CompuServe Incorporated. GIF is a service mark of CompuServe Incorporated.
- The ITI ACIS/IGES Translator is the copyrighted property of International TechneGroup Incorporated: ©1995 International TechneGroup Incorporated. All rights Reserved.
- The Kodak Photo Access CD is the copyrighted property of, and Kodak is a registered trademark of Eastman Kodak Company.
- Libtiff is the copyrighted property of Sam Leffler and Silicon Graphics, Inc.: ©1988-1995 Sam Leffler; ©1991-1995 Silicon Graphics, Inc.



- Netpbm is the copyrighted property of its individual authors.
- This software is based, in part, on the work of the Independent JPEG Group.
- 3D/EYE acknowledges the School of Architecture Property and Planning, University of Auckland, as the source of many of the image scans contained in the TriSpectives™ image library.
- 3D/EYE acknowledges the following sources for software included with TriSpectives™ 1.0:
 - qvlib VRML reader Silicon Graphics
 - NETPBM Library Jef Poskanzer, et al.
- All other products or name brands are registered trademarks or trademarks of their respective holders.

TriSpectives Professional Reference Guide

Copyright 1995 3D/EYE Inc. 1050 Craft Rd. Ithaca, NY 14850



Table of Contents

CHAPTER 1:TriSpectives at a glance	1
Overview of TriSpectives	2
Drag and drop model building	2
3D illustration	3
TriSpectives and the outside world	3
3D documents	4
Types of documents	4
The scene	5
The page	5
The WorkBook	6
Catalogs	7
IntelliShapes	8
Working with IntelliShapes	8
Holes	9
Custom shapes	10
Text shapes	18
Models	19
Selecting the parts of a model	19
Combining shapes to form a model	24
Working with groups of models	25
Making copies of models	26
Making negative models	27
Positioning shapes and models	28
Measuring the position of an object	28
Basic positioning using the mouse	29
Changing the position and orientation of the anchor	29



The Move From-To tool	30
SmartSnap	31
SmartDimensions	32
The TriBall	34
Attachment points	36
The scene grid	36
Annotation dimensions	38
Toolbars	40
Standard tools	40
The Text Tools	42
The 2D Drawing tools	43
The 3D Shapes tools	44
The Camera tools	46
The Selection tools	47
The Timeline tools	47
The scene and the page	48
Lights	48
SmartRendering	50
Text boxes	51
Embedding a page in the scene	51
Embedding a scene on the page	53
Technical illustrations	54
Animation	57
Using SmartMotions	58
Using the SmartMotion Editor	58
CHAPTER 2: Menus	61
Main menu options	62
Pop-up menus	71



CHAPTER 3: Dialog boxes	85
Common features	86
Dialog boxes and property sheets	99
Wizards	182
CHAPTER 4: Formulas	183
Introduction to formulas	184
Formulas and property sheets	189
Formula example	191
Formula reference	192
TriSpectives Variables	196