



Undo and redo respectively



Load scenes. Create new scenes. **Import Artist3D scenes.** Choose filename with extension a3d: *.a3d **Import scenes (*.wrl, *.obj).**



Save scenes (*.a3d), export to VRML97 (*.wrl), **OBJ (*.obj)** or OpenGL files (*.c). **Upload to 3D printing service (*.zip).**



Modify a box. Create a box on the right side of the screen. (in each case constrained by the distance and angle tool)



Modify a roof. Create a roof on the right side of the screen. (in each case constrained by the distance and angle tool)



Modify a rotational solid by creating, changing or removing circles. Create a rotational solid on the right side of the screen. (in each case constrained by the distance and angle tool)



Modify a prism by creating, changing or removing segments. Create a prism on the right side of the screen. (in each case constrained by the distance and angle tool)



Sketch the outline of an object by drawing a **non intersecting** curve.



Rotate the scene around the touched polygon with one finger. Move the scene. Scale the scene at the right side of the screen. **In each mode move, rotate or scale with two fingers. Use three fingers to rotate around a touched polygon.**



Look perpendicular onto a plane for easing painting operations



Load an image file (png oder jpg). The **new icon** facilitates showing the scene from the image's view.



Paint on polygons. Choose the color (or trace photo mode) at the left side of the screen. Move your finger away from there while touching the display to pick-up colors from the rest of the screen. Adjust the size of the brush at the right side of the screen. **Select polygon symbol at the left side to select or deselect polygons by painting or to cancel selection by touching background (since Artist3D 1.4).**



Color polygons. Choose the color (or trace photo mode) at the left side of the screen. **Select polygon symbol at the left side to select or deselect polygons or to cancel selection by touching background (since Artist3D 1.4).**



Fill in unicolored areas. Choose the color (or trace photo mode) at the left side of the screen. **Select polygon symbol at the left side to select or deselect polygons or to cancel selection by touching background (since Artist3D 1.4).**



Color objects. Choose the color (or trace photo mode) at the left side of the screen. **Select polygon symbol at the left side to select or deselect polygons or to cancel selection by touching background (since Artist3D 1.4).**



Divide or remove edges. Move vertices (in each case constrained by the distance and angle tool). **Extrude selected polygons. Refine and smooth selected regions (since Artist3D 1.4)**



Scale and mirror (yellow), Scale uniformly (green), rotate (red) and move (orange) objects **or selected polygons** respectively **(since Artist3D 1.4)**



Deform an object with one finger. Adjust the operating range at the right side of the screen. **In each mode deform objects with four fingers.**



Copy objects **or selected polygons (since Artist3D 1.4).**



Remove objects, photos, projections of boxes **or selected polygons (since Artist3D 1.4).**



Change visibility. Only visible objects can be modified.



Define a reference point by selecting any vertex. Cancel the reference point by selecting the background. Define the distance by selecting an edge in the case that a reference point is defined. Calibrate the scene after selecting an edge in the case that no reference point is defined. Adjust the distance at the right side of the screen.



Define a reference line by selecting any edge. Cancel the reference line by selecting the background. Define the angle by selecting two faces successively. Adjust the distance at the right side of the screen. When scenes are exported the reference line is defining the x-axis of the reference coordinate system, the y-axis is pointing upwards.

Move the box vertices on the photo. Enable or disable box edges. (Only active edges affect adaption.) Rotate, move or scale the scene in relation to the photo.



Artist3D - Controls