

Artist3D: Tips ´n tricks

1.) File exchange

a.) via cloud

Import or export Artist3D scene files via iCloud. Install Cloud Apps on your device to use other cloud services (e. g. DropBox).

You may as well import or export OBJ files or VRML files via a cloud service.

Since you can only import a single file, copy multiple interdependent files into a single zip archive (e. g. wrl file with textures or obj file with mtl file and textures). Import this zip file.

Choose a file with zip extension to export VRML files to a cloud service.

Choose a file with obj.zip extension to export OBJ files to a cloud service.

You may import images from the cloud, too.

b.) via iTunes

Connect iPad and computer via iTunes. Choose iPad in iTunes. In iTunes choose “Apps” from pull down menu. Then select Artist3D-app. Drag files you want from your computer to “documents” in the iTunes window to provide them for the app.

Analogously, just copy files from iPad to the hard disk of your computer for further processing by using other tools

Use png or jpf files for modeling from images. Find examples („tutorial2_1.png“ „tutorial2_2.png“ and „grass.png“) on <http://www.artist3d.de>.

Note: When dragging VRML97 files into the documents area copy all referenced image files as well. Avoid absolute paths in VRML97 files.

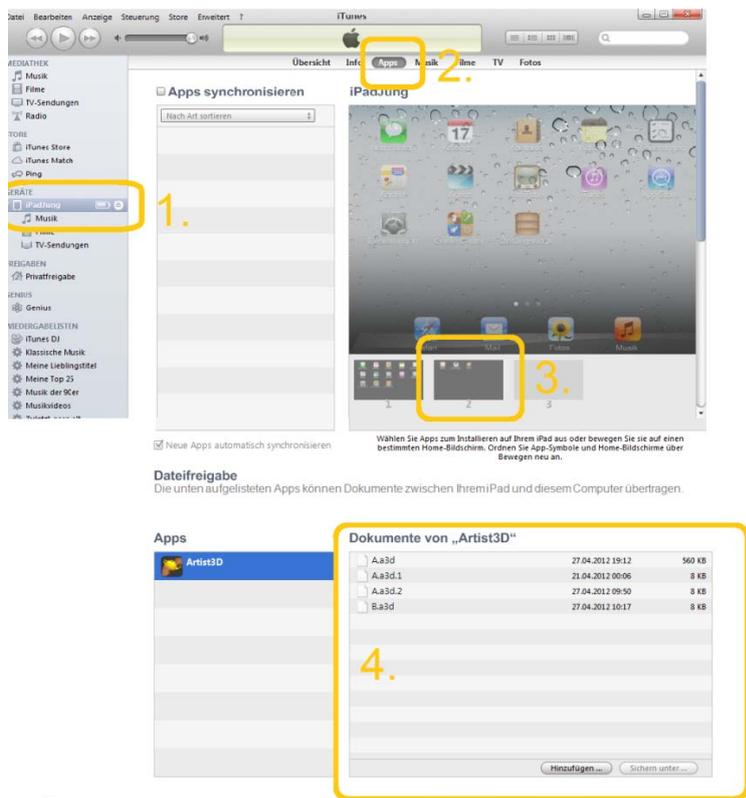


Fig. iTunes screenshot

2.) Disable Multitasking Gestures on your iPad

Select Settings → General → Multitasking Gestures-on your iPad. Switch it off to enable four-finger deformations in Artist3D.

3.) Save frequently to avoid losing data

Artist3D has extensively been tested. However, memory shortage may cause crashes. When the system sends a *low-memory warning* to Artist3D the work is immediately saved in "emergency.a3d". When there is no warning changes that were made after the last save are lost.

4.) Color selection

Choose non-included colors from the image background by lifting the finger on the color you want. Select particular colors (e.g. different shades of grey) by loading an image providing the color you want. (check http://commons.wikimedia.org/wiki/Category:Color_palettes?uselang=em)

5.) Selecting objects/details

Avoid selecting wrong objects, vertices or polygons by making all other objects invisible or zoom in into the scene.

6.) You may import images from camera roll and from Photo Library. It takes a while to list all images. Selected images will be downscaled (max. 1024 pixels) and copied to the App folder. Enable or disable import from Camera roll and Photo Library via "Settings-> Privacy ->Photos -> Artist3D" (ios6) or "Settings->Location Services->Artist3D" (ios5) respectively.

7.) Files in the Documents directory

Currently, Artist3D does not support file deletion. Delete files via iTunes (see 1.). If you overwrite an Artist3D file by mistake copy backup files to the disk of your computer. These backup files have numbers as extensions. Rename these files by choosing an a3d extension only and copy them back to your ios device.

8.) 3D Printing Service

Version 1.2 enables the 3D print of Artist3D scenes at the push of a button by the help of the Shapeways service. Use the distance tool ahead to define the scale in meters. Register at www.shapeways.com. Please check out if the scene is printable. Textured surfaces are only generated by using the material "full color sandstone". Fancy details in textures are currently not supported. Find more information: <http://www.shapeways.com/materials>. Watching the video tutorial is highly recommended. Large scenes with textures rich of details may cause memory shortage.