Deep Exploration 5.0 Tutorial

Creating Vectorized Callouts

Welcome to the world of 3D with Right Hemisphere!

Right Hemisphere's Deep Exploration 5.0 CAD Edition is the world's most advanced visual product communication and collaboration desktop application.

Right Hemisphere's Deep Exploration 5.0 CAD Edition lets you:

- Transform CAD models into lightweight product graphics.
- Easily author a range of 2D and 3D product graphics and publish them.
- Augment high volume, 2D and 3D graphics processes.

Aim

The aim of this tutorial is to learn how to use **Deep Exploration 5.0** to:

- Convert billboard style callouts to a vectorized equivalent, creating separate objects for each callout.

Assumptions

Certain assumptions have been made regarding this tutorial:

- You should be familiar with 3D concepts.
- You should be familiar in the use of Microsoft Windows.
- Note that the model displayed on your screen during this tutorial may be different depending on the graphics card you have installed in your computer, the screen geometry, and the colors and placement of objects that you choose.

Features Covered

- Creating callouts in file formats that do not support the billboard callout method, e.g. U3D.
- Publish the 3D model to PDF format using Adobe Acrobat.

Requirements

The following software and files are required for this tutorial are:

- Deep Exploration version 4.1.28 or higher.
- Adobe Acrobat Professional version 7.0.x or higher or Acrobat 3D 7.0.7 or higher.

The files required for this tutorial are:

- A file accessible to your computer.

Completion Time

This basic introduction should take approximately 15-20 minutes to complete.

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Create Vectorized Callouts

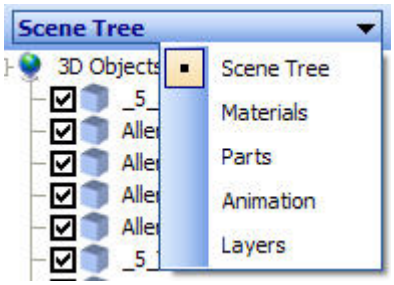
Procedure: Create Callouts

To create callouts in a 3D model:

1 Open an existing 3D model.

2 Position the model in the viewport.

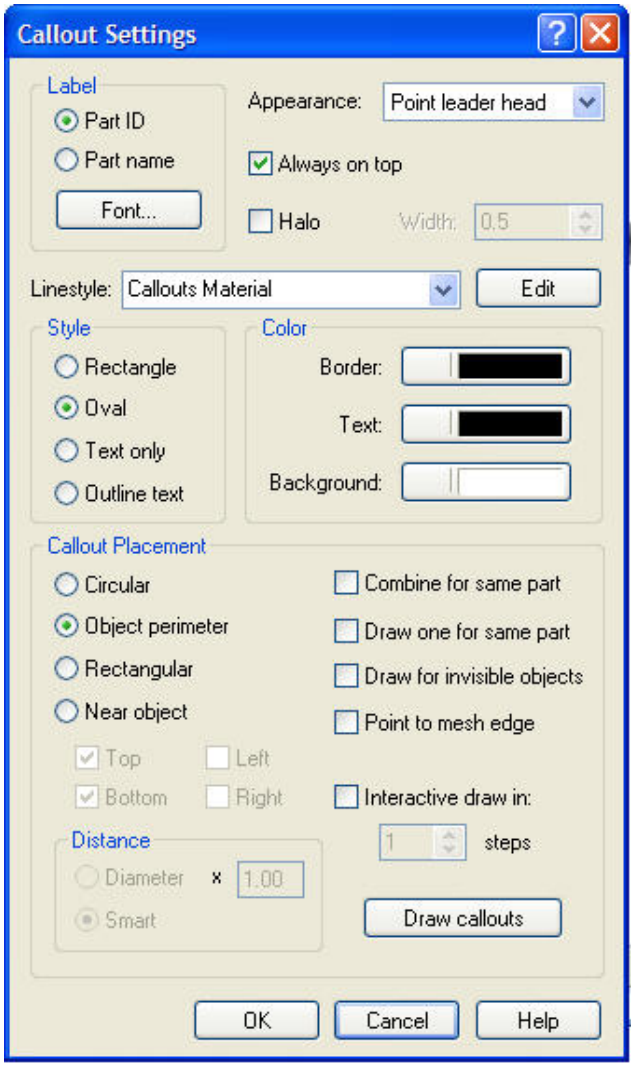
3 From the Scene Tree window, using the down arrow,  select **Parts**.



4 The Parts menu will be displayed.



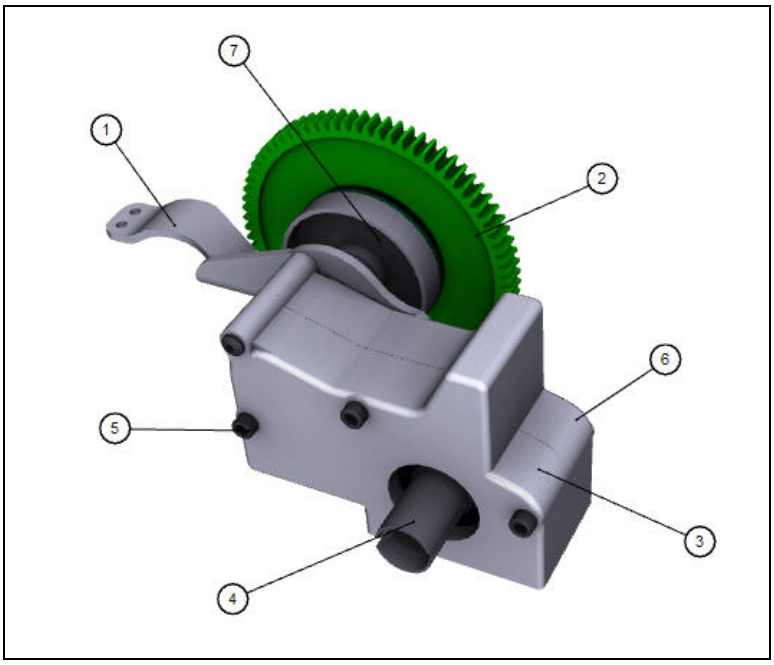
5 From the menu bar choose **Callout Settings**, .



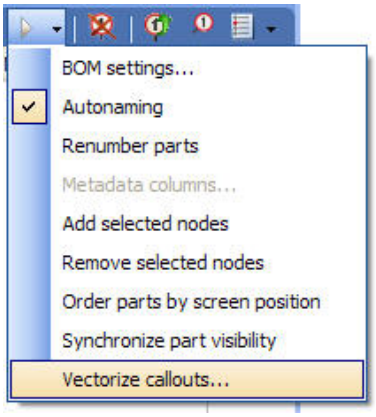
6 Select the appropriate settings for your callouts, then click **OK**.

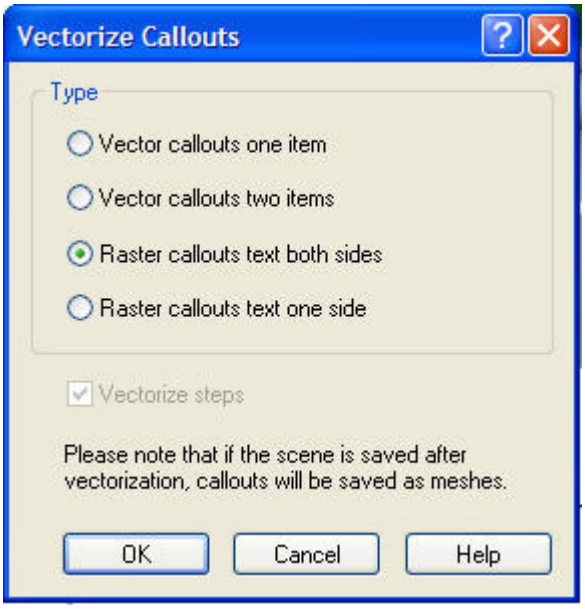
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7 Click the Draw Callouts icon,  from the menu bar. The callouts will be displayed in your model.



8 From the parts menu select **Action**, , Vectorize Callouts.

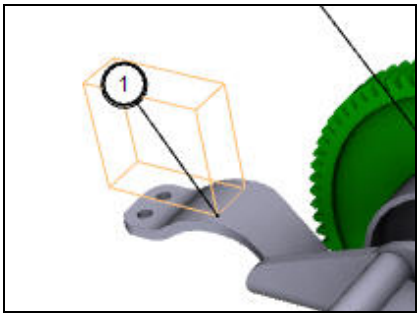




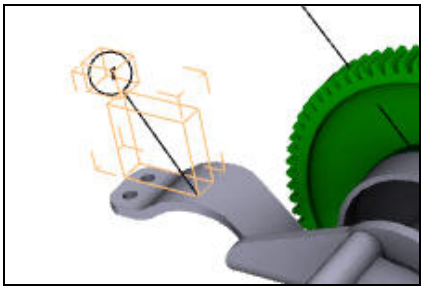
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9 From this dialog select one of the following callout types:

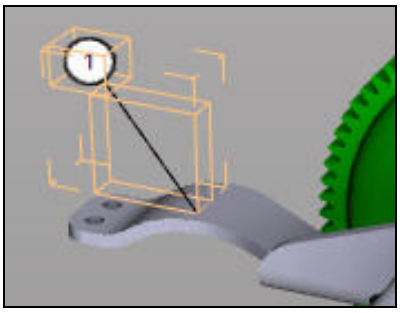
- **Vector callouts one item**—Create an outline callout font, with a transparent background, with the callout and leaderline as one object.



- **Vector callouts two items**—Create an outline callout font, with a transparent background, with the callout and leaderline as two separate objects.



- **Raster callouts text both sides**—Create a flat callout with two meshes, on a colored background, so that the callout numbers read correctly from the front and from the back, when rotated, with the callout and leaderline as two separate objects.



- **Raster callouts text one side**—Create a flat callout with a single mesh, on a colored background, so that the callout numbers read correctly from the front only, with the callout and leaderline as two separate objects.

10 Click **OK**, the callouts will be vectorized as per your selection.

Note: Once you have vectorized the callouts the only way they can be removed is by undoing the vectorizing process, choose **Edit > Undo Callout Conversion** (Ctrl+Z), then remove the callouts by selecting the **Remove Callouts** button, .

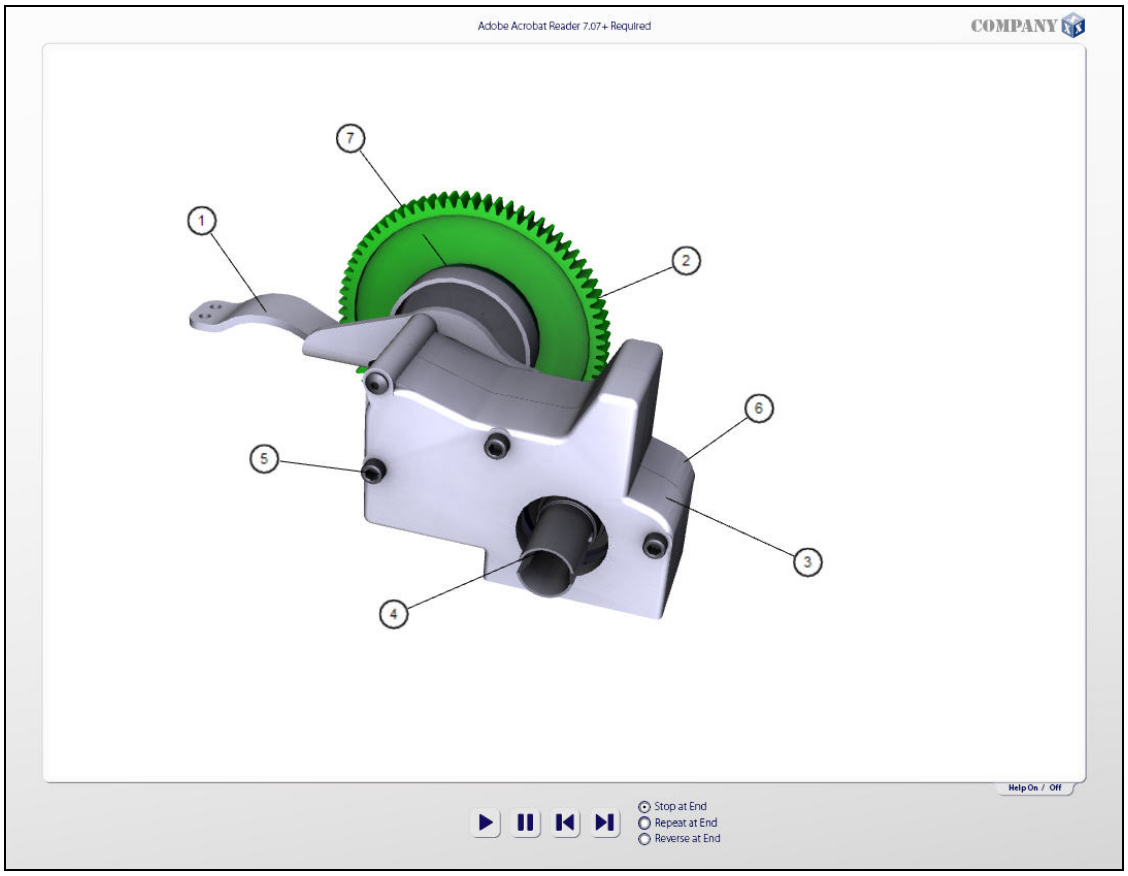
11 Rotate the model to see the effects of the callout vectorization process.

Note: That if you save the scene after vectorization, the callouts will be saved as meshes (objects) .

12 Choose **File > Save As**, enter a filename and select type as **Universal 3D export** (.u3d).

13 Alternatively, to save as a PDF (ensure that the PDF Publishing Module is installed), select save as type Adobe Portable Document 3D (.pdf). The file will be saved in PDF format and automatically displayed on screen.

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Congratulations! You have just created callouts, vectorized them and saved the 3D file in U3D format and published to an Adobe PDF file.

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