NEW PROJECTION FEATURES FOR



A TUTORIAL

Copyright 2002



New Projection Features for Deep Paint 3D, version 2.0

What it is….

3D artists can now save, load and restore projections while in Projection Mode, and even after leaving Projection Mode. This includes restoring the paint as well as any change to position. Other new projection options are Lock Paint Layer Size and the ability to restrict the channels used by the paint and reference layer.

What it does….

This Tutorial will take you through the new Projection features of Version 2.0. It's designed for the user who is already familiar with Deep Paint 3D.

If you are not familiar with the Deep Paint interface, then begin by reading Chapter 1, Interface Overview in the Deep Paint 3D on-line help.

Conventions

- Menu and Sub-menu choices are separated by the greater than sign, as in the example, **View>Palettes**.
- Commands and selections are displayed in **bold** typeface.

Specific keystrokes are represented with in caps with angle brackets e.g. **<ESC>**.

Tutorial Roadmap – Features

This tutorial highlights the new projection features of Deep Paint 3D, version 2.0.

Reenter a Projection

Save/Load and Restore a Projection

Projection Options

Reenter a Projection

Description: A projection can now be reentered when Abort Projection has been pressed.

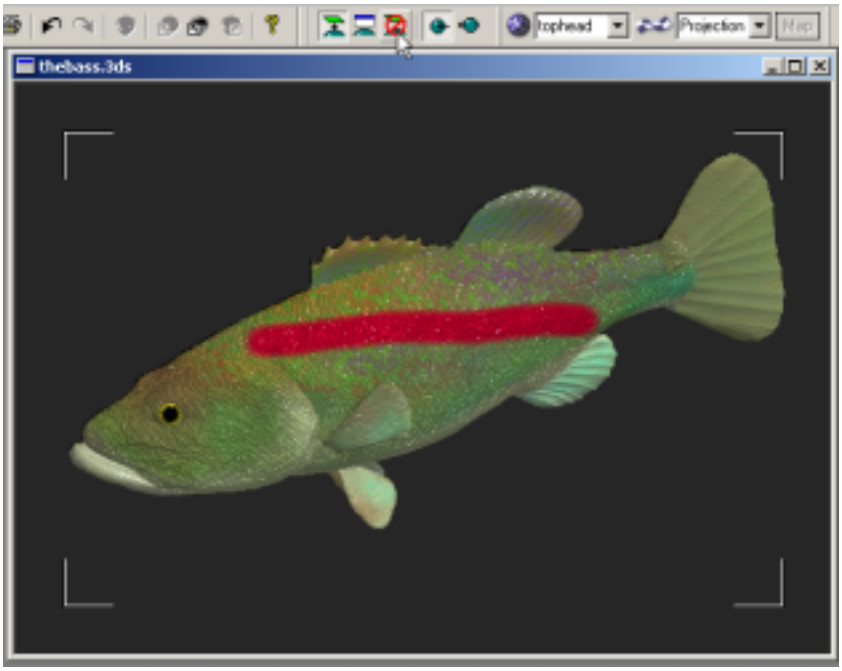
Features and Options

To understand the following, we will define some terms:

- On Surface mode refers to the non-projection mode, where paint is applied directly to the model texture.
- Projection mode includes two sub modes: Paint mode and Navigation mode. Projection mode is entered and exited using the Projection Paint button in the Projection bar.
- Paint mode is indicated by white corners in the view, and is entered by selecting a paint tool such as the freehand tool or the eraser while in Projection Mode.
- Navigation mode is indicated by blue corners and is entered by selecting a navigation tool while in Projection Mode.

To demonstrate the reenter feature, start in Projection Paint mode, with a paintstroke applied but not yet projected back onto the model.

Abort the paintstroke by pressing the **Abort Projection Paint** button on the toolbar.

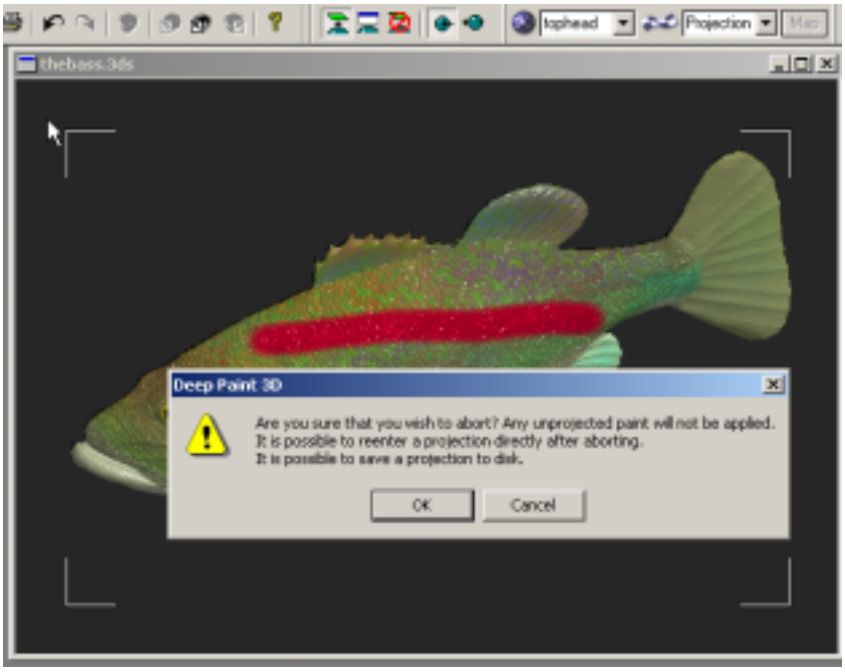


Features and Options

A warning is displayed before abort is performed.

Previously, Abort would take you entirely out of Projection mode. Now, it will leave you in Navigation mode.

Note: You can also enter Navigation mode by selecting a navigation tool, but this would also apply the paint. You would probably want to undo the paint before reentering in this case.



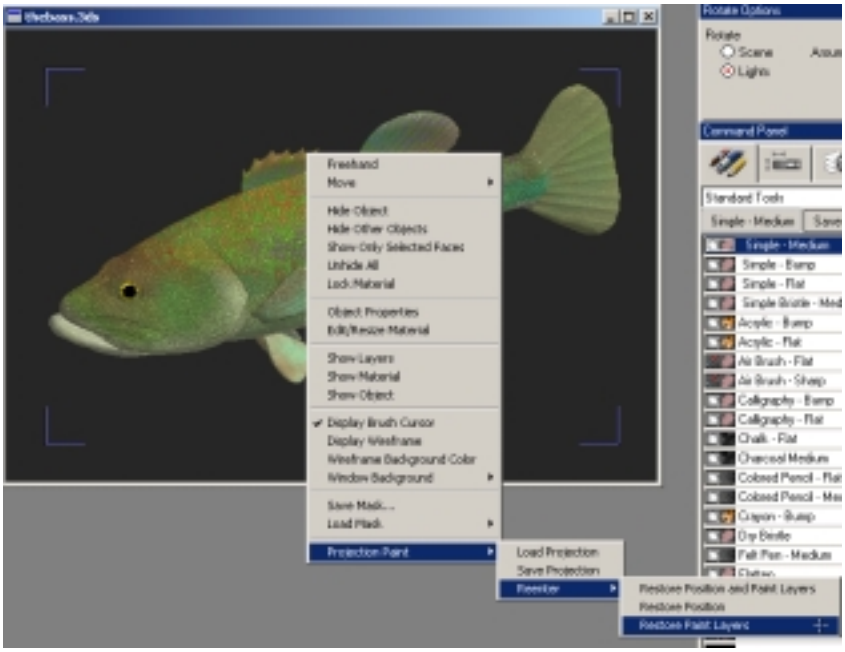
While in Navigation Mode, it is possible to return to the layers and/or position of the most recent Paint mode.

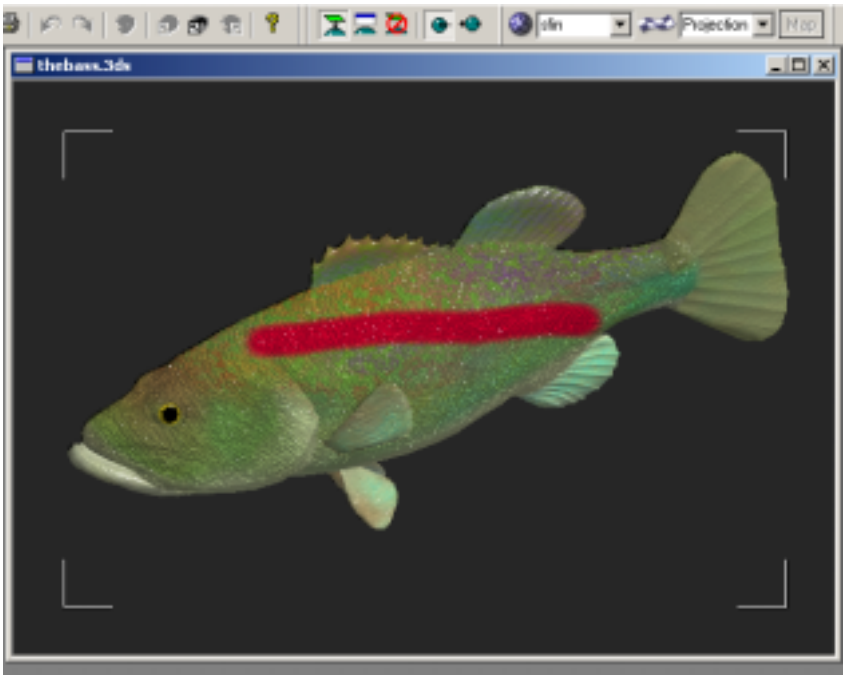
These options are accessable by **right-click** on the model in the 3D view and selecting the **Projection Paint>Reenter** submenu.

Note that restoring the layers implies reentering Paint mode.

From Navigation Mode, indicated by the blue corners, you can reenter Paint Mode by **right-clicking** on the model and selecting **Projection Paint>Reenter>Restore Position and Paint Layers.**

Alternatively, you could



Features and Options	
choose **Restore Paint Layers**. This is useful if you wish to navigate to a new postion, and then reenter with that postion. Thirdly, you could merely **Restore Postion**. This snaps you back to your orientation when you exited Paint mode, but leaves you in Navigation mode.	
When the projection is restored, the mode automatically changes to Projection Paint mode.	

Save/Load and Restore a Projection

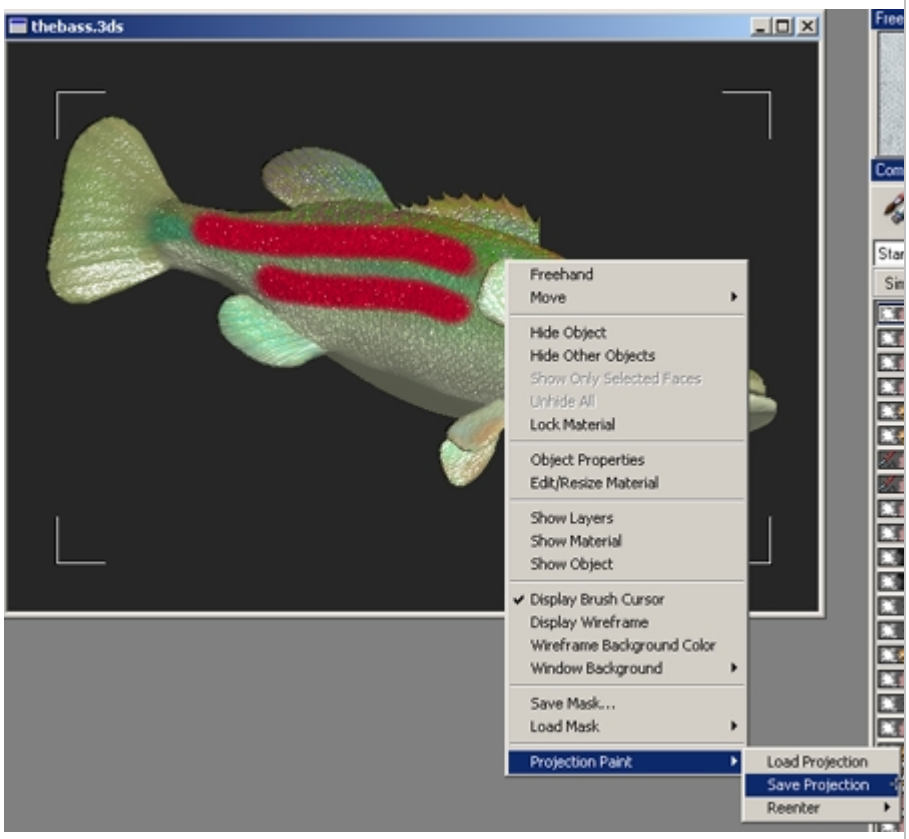
Description: Projection(s) can be saved to disk for use as desired after leaving Projection Mode or in an entirely different painting session.

Features and Options

Here's our Bass model again with two stripes. The position was changed from the original prior to painting.

While in Projection Paint Mode (note the white corners), the projection can be saved.

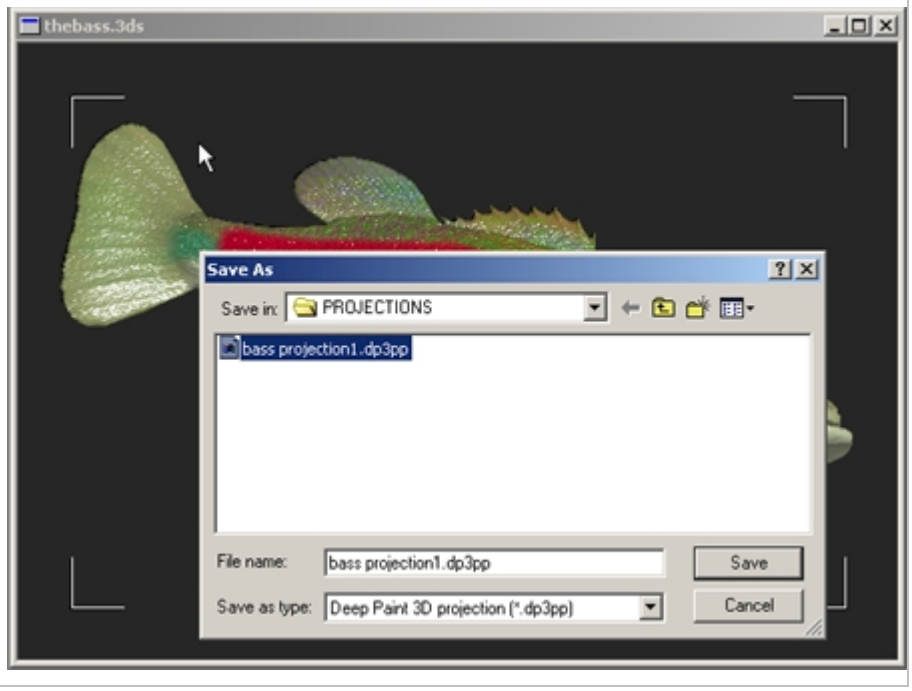
The projection can also be saved while in Navigation mode, but what you will be saving is the position and layers from the previous Paint mode.



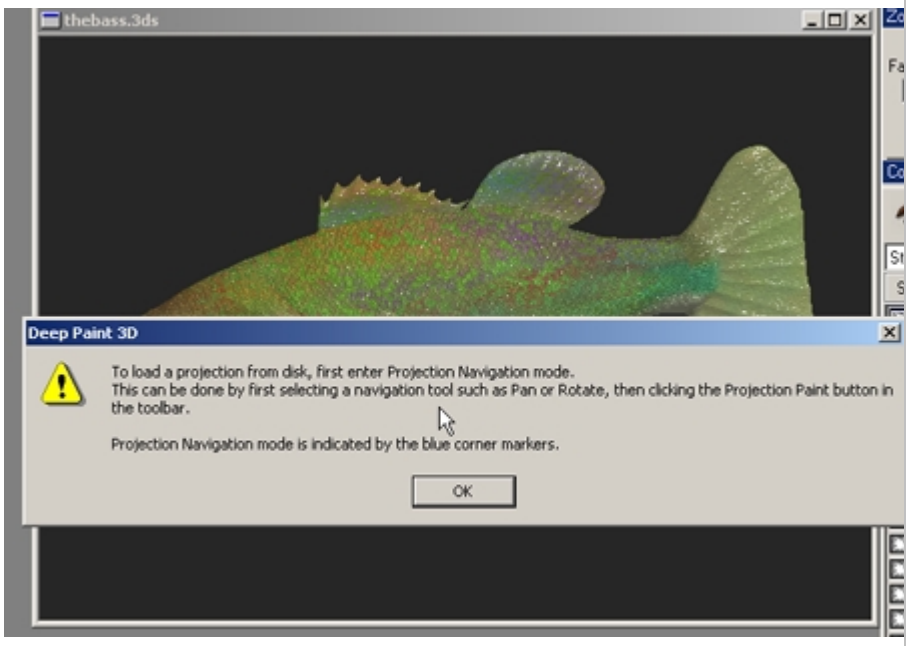
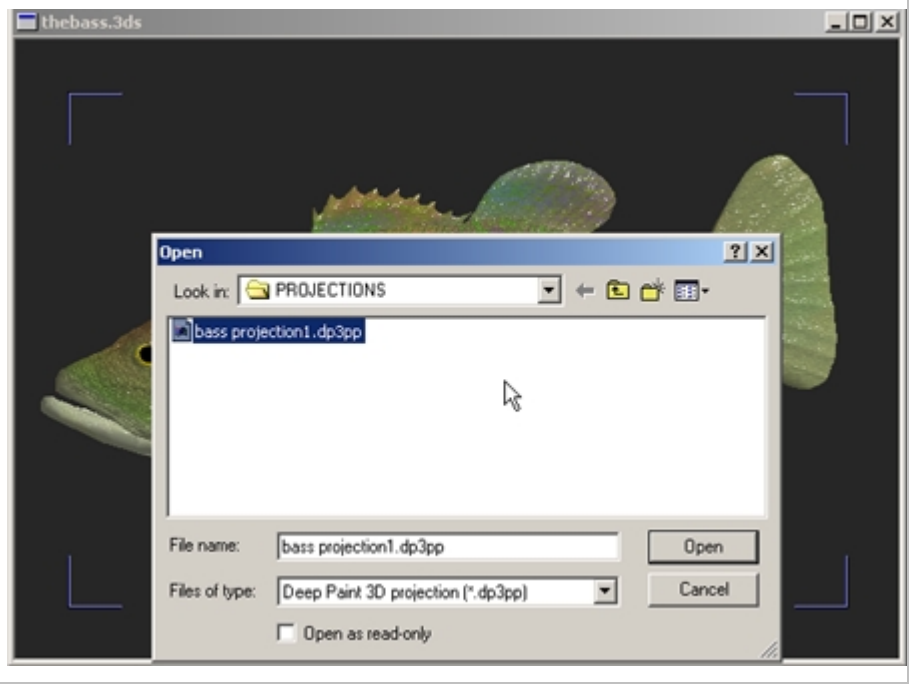
A new sub-folder is created for projections.

Two files are created, *.dp3pp and *.PSD.

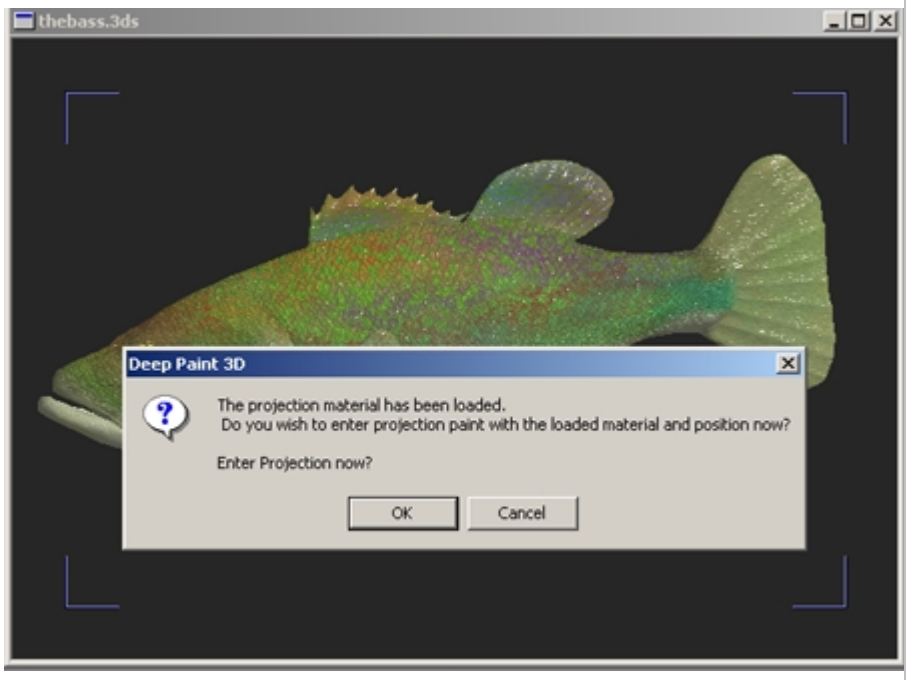
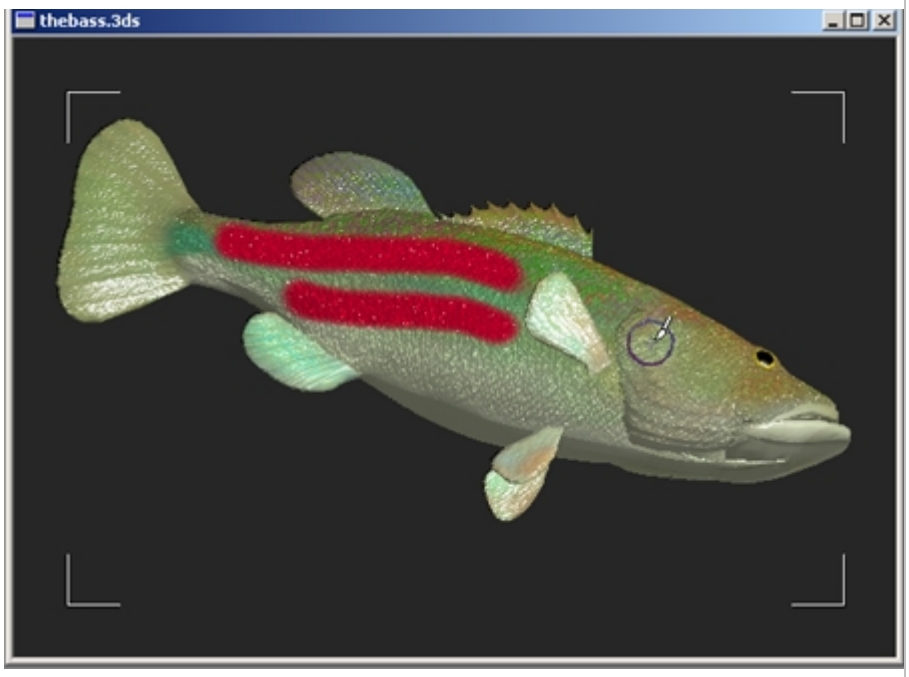
The *.PSD file is editable in Photoshop.



Features and Options

Here we start with the original, unchanged model. A warning message displays if you are not in Projection Navigation mode when loading a projection.	
Loading the file.	

Features and Options

Restoring the saved projection. For convenience, the option is provided to reenter Paint mode immediately. Alternatively you may wish to cancel so that you can select to restore only the paint layers or only the postion.	
Here's the saved projection in Projection Paint mode showing the stripes and the change in position.	

These new features make a variety of new workflow options possible. Experiment and see what works for you.

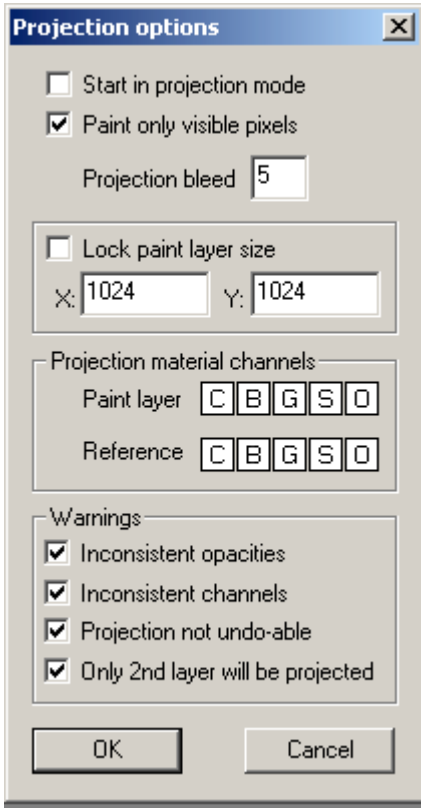
Projection Options

Description: Projection Options can be displayed from **File>Preferences>Projection Paint** and from the icon on the Projection bar.

Lock paint Layer Size

In the Projection Options dailog when **Lock Paint Layer** is selected, the projection material is locked to values in associated X/Y edit boxes.

This is useful if you wish to project an image larger than the screen. If this option is not selected, the projection material defaults to the screen size.



We encourage you to experiment with these features, and to submit your work to http://righthemisphere.com/community/gallery/index.htm for inclusion in the Right Hemisphere gallery. We are even accepting objects for display in our new 3D Interactive Gallery!

If you have any questions regarding these features, contact Customer Support at http://www.righthemisphere.com/support.htm