

Getting Started Guide

'...visual communication and collaboration'

Getting Started Guide

Deep Creator

Deep Exploration: CAD Edition and Standard Edition

Deep Paint 3D

Deep Publish

Deep UV

Deep View

Included modules for Deep Exploration CAD Edition:

- **PDF Publishing Module**
- **PMI Module**

Separate Module for Deep Exploration Standard Edition:

- **JT PMI Module - to enable users to read PMI data by virtue of the legacy library.**

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Introduction

Welcome to the Right Hemisphere® Getting Started Guide.

This manual is a quick start guide for the Right Hemisphere products:

- Deep Creator™
- Deep Exploration™
- Deep Paint 3D®
- Deep Publish™
- Deep UV™
- Deep View™

It contains the information you will need to install and begin using each application.

After installing and starting your product, you can continue to learn about it with the assistance of the application's User Reference, accessed from the product menu or by pressing F1.

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Assumptions

Certain assumptions have been made regarding the use of the product:

- You should be familiar in the use of the Microsoft Windows interface.
- You should be familiar with 3D concepts.
- You should be familiar in the use of your 2D painting applications if you wish to use any 2D application plugins. For example, Adobe Photoshop.

  Note: This is for users of 2D software applications only.

- You should be familiar in the use of your 3D modelling applications if you wish to use any 3D application plugins. For example, 3ds max.

  Note: This is for users of 3D software applications only.

- You should be familiar in the use of Word, PowerPoint, Excel, and FrameMaker if you want to use these applications with Deep Publish (http://www.righthemisphere.com/deeppublish) or Deep View (http://www.righthemisphere.com/deepview).

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Documentation

The following documentation is included with Right Hemisphere products:

Getting Started Guide

A guide to getting started for all Right Hemisphere applications and modules.

User Reference

In the form of online Help, this reference contains detailed information about all the features and capabilities of the application. It is organized mainly by functional areas. Note that there may be more than one reference available depending on the application you are using.

Quick Reference Card

A list of the keyboard shortcuts may be provided depending on the product you have purchased.

Note: Only the online Help is available if you downloaded your product from the Internet.

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Documentation Conventions

Certain conventions are used within the documentation to make it easier to use:

- Commands, tools, and selections are displayed in **bold** typeface. For example, click **OK**.
- Menu and submenu commands are separated by the greater-than (>) sign. For example, **File > Open**.
- Specific keystrokes are represented in capitals. For example, DELETE.
- Instructions are displayed as numbered steps.
- Related section headings are displayed in *italic* typeface if the section is within the current Help topic.
- Related section headings are linked (underlined), to the appropriate section if it is located in another Help topic.
- Where the word 'the application' is mentioned, the content relates to the application that you are using.
- Where the word 'image' is mentioned, the content relates specifically to a 2D representation.
- Where the word 'scene', 'model', or 'object' is mentioned, the content relates specifically to a 3D representation.
- Where words are displayed within square brackets [ ], substitute the relevant text for the described action.
- Where the plus (+) and minus (-) keys are mentioned, they relate to the number pad and not the QWERTY section of the keyboard.
- Where modules are mentioned, the term refers to products for which modules may be purchased.

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Support

Online

Our online support page contains technical support information relating to all of the Right Hemisphere products. It provides access to the latest patch releases, tutorials, links to the registration pages, and the Right Hemisphere Forum including newsletters, FAQs, and tips and tricks.

Please take the time to check the support page (http://www.righthemisphere.com/support/contact_support.php) if you have any queries **before** sending us an email, in particular, you should check the Knowledgebase http://www.righthemisphere.com/support/kb/. It is most likely that the answer is right there!

Registration and Activation

If you require assistance with registration or activation, please contact us using our support form (http://www.righthemisphere.com/support/contact_support.php).

Help

The application User Reference is accessed from the product menu and, depending on the product you are using, by pressing F1. It contains detailed information about all the product features and capabilities and includes guides to the program controls.

Silver Support

Right Hemisphere Client Customers who purchase the Silver Support Plan will get high priority & fast resolution to the technical queries. In addition to the complimentary technical support, we provide the following supplementary technical support:

- Direct response to technical queries within one business day
- Support Availability Monday through Friday 11AM - 6 PM EST
- Direct contact with our customer support personnel via e-mail AND telephone
- Software Upgrades - 50% off Retail
- BETA Program Participation

To learn more about the Silver Support Plan, please see the Silver support http://www.righthemisphere.com/support/support_overview.html page on our website.

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Secure Online Ordering

Right Hemisphere products can be purchased through re-sellers or from the Right Hemisphere Store (http://www.righthemisphere.com/store/).

Our Secure Online Ordering services ensure that your confidential information remains confidential. Products delivered via our Web site (http://www.righthemisphere.com) are processed as soon as your payment is received, while orders for boxed products are usually processed within one business day.

With your Right Hemisphere product, you receive a Serial Number/Order ID used to register and activate the product. For download sales, this is sent via email.

If you make a payment but do not receive confirmation with your Serial Number/Order ID within a reasonable amount of time (two business days for credit card payments or two weeks for other payments), please contact us (http://www.righthemisphere.com/support/contact_support.php).

For information on multiple pricing (five or more licenses), purchase orders, wire transfers and educational discounts, please contact us (http://www.righthemisphere.com/support/contact_support.php).

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Installation

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Installing Products using Electronic Software Delivery

To install the software from electronic software delivery:

1. Go to the Right Hemisphere product download page (http://www.righthemisphere.com/support/downloads/download.php).
2. Enter your details and select the check boxes for the products you want to download, and then click **Submit**. You will receive a support email detailing the product serial numbers.
3. In the support email, click the link located below the product serial number. The product download page is displayed.
4. Click **Download**.
5. Do one of the following:
   - Click **Save**, navigate to and select a location to save the file, and then click **OK**.
   - Click **Run** to install the file automatically once it is downloaded.
6. If you saved the file, double-click the saved file and then click **Run**. You are then guided through the product's installation.
7. Repeat steps 4 through 7 for each product.
8. Register and activate (on page 13) the product.

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Installing Products from CD-ROM

To install the software from CD-ROM:

1. Close all applications and insert the CD-ROM into the CD-ROM drive. The Right Hemisphere Product Suite dialog is displayed.
2. Select the check boxes for the products you want to install.

   Note 1: To install a Deep Exploration module, you must have the current version of Deep Exploration installed.

3. Click **Install**. The installation begins.
4. Follow the instructions as they appear on your screen, making sure you accept the Right Hemisphere License Agreement, and then click **Finish**.
5. If you selected to install more than one product, complete step 4 for each installation.

   Note: Each product installation begins automatically after the previous installation has completed.

6. Register and activate (on page 13) the products.

   Note 1: If you are installing Deep Paint 3D or Deep UV, ensure the font setting is set to the default size in the Windows Control Panel. This ensures the screen displays correctly.

   Note 2: If you choose to begin using the application without registration or activation, the 30-day trial period begins. When the trial period expires, you must register and activate the program to continue using the application.

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Installation Deep Exploration

Deep Exploration can be installed directly from the CD-ROM, or it can be downloaded and installed from the Right Hemisphere Web site. After installation, you can install any purchased modules.

You must have administrator privileges to install this software.

Once the installation is complete, registration and activation (on page 13) should be completed before using the program. You can also choose to begin using the program without registration or activation, in which case the 30-day trial period begins. When the trial period expires, you must register and activate the program to continue to use it.

Procedures

To install Acrobat 3D Toolkit from the CD-ROM:

1. Insert the CD-ROM into the CD-ROM drive.
2. Use Windows Explorer to locate the Setup.exe file.
3. Double-click the Setup.exe file to start the installation.
4. Follow the instructions as they appear on your screen.

You can now register and activate Acrobat 3D Toolkit.

To install the modules from the CD-ROM:

1. Insert the CD-ROM into the CD-ROM drive.
2. Use Windows Explorer to locate the Setup.exe file for the module you want to install.
3. Double-click the Setup.exe file to start the installation.
4. Follow the instructions as they appear on your screen.

You can now register and activate the module.

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Registration and Activation

After installation, products should be registered. After registration, all product licenses must then be activated. Registered users receive information about the latest version of the application via email. Any problems that might arise are given priority by our technical team.

Registered users also receive a user name and password with which to access the Updates Section of the Right Hemisphere Web site. This page contains product updates and the latest plugin and patch downloads.

Note: You are not sent a user name or password for Deep View. This product does not require registration or activation.

This section describes how to register and activate the Right Hemisphere applications and modules described within this guide.

If you require assistance with registration or activation, please contact us using our support form (http://www.righthemisphere.com/support/contact_support.php).

Note: If you have purchased multiple copies/licenses, you will need to repeat registration and activation for each product Serial Number/Order ID you own.

Before registering your product, ensure you have an active Internet connection.

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Product Registration

Before registering your product or any purchased modules, ensure you have an active Internet connection. If not, you can register the product offline.

Procedures

To register the application or a module online:

1. Go to the Right Hemisphere registration page (http://www.righthemisphere.com/support/register/).
2. Select the product you want to register.
3. Enter the Serial Number/Order ID, as sent to you with your product purchase, in the Serial Number/Order ID field and click **Next**.
4. Enter the required information in the appropriate fields ensuring all mandatory fields (*) are complete.
5. Click **Next**.

Registration is now complete. If you are registering an application, a Product Authorization Code, user name and password are sent to you via email, and you can now activate the product license. If you are registering a module, you are sent a user name and password via email.

To register the application or a module offline:

Contact support using our support form (http://www.righthemisphere.com/support/contact_support.php).

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License Activation

After product registration, you must activate the product from within the application itself.

Deep Exploration and Deep Exploration Modules

To activate the Deep Exploration or a Deep Exploration module:

1. Click the Windows **Start** button, choose **All Programs > Right Hemisphere > Deep Exploration** then click **Deep Exploration**.
2. Do one of the following:
   - If you are activating Deep Exploration, choose **Help > Activate Deep Exploration** on the menu bar.
   - If you are activating a module, choose **Help > Activate Modules** on the menu bar.
3. Enter your Serial Number/Order ID and Authorization Code in the appropriate fields.
4. Do one of the following:
   - Click **Current user only** to make the application available only to the user activating the product.
   - Click **All users** to make the application available to all users on this computer.

   Note: Administration rights are required to activate the application using this option.
5. Click **Activate** and restart Deep Exploration.

Activation is now complete.

Deep Creator

To activate Deep Creator:

1. Click the Windows **Start** button, choose **All Programs > Right Hemisphere > Deep Creator** then click **Deep Creator**.
2. Choose **Help > Activate Deep Creator** on the menu bar.
3. Enter your User Name/Serial Number/Order ID and Authorization Code in the appropriate fields.
4. Click **Register**.
5. Click **OK**.

Activation is now complete.

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Deep Publish

To activate Deep Publish in Office applications:

1. Start PowerPoint, Word, or Excel.
2. Do one of the following on the Office application menu:
   - Choose **Deep Publish > Activate Deep Publish**.
   - Choose **Deep Publish > About Deep Publish** and then click the **Activate** button.
3. Enter your Serial Number/Order ID and Authorization Code in the appropriate fields.
4. Do one of the following:
   - Click **Current user only** to make the application available only to the user activating the product.
   - Click **All users** to make the application available to all users on this computer.

   Note: Administration rights are required to activate the application using this option.
5. Click **Activate** and restart the Office application.

Activation is now complete.

To activate Deep Publish in FrameMaker:

1. Start FrameMaker.
2. Do one of the following:
   - Open a document containing 2D or 3D content and double-click the content.
   - Open a document containing 2D or 3D content, right-click the content, and then click **Edit 3D Model Object.**
   - Open a document,choose **File > Import > Object**, select **3D Model**, click **OK**, navigate to and select a file, and then click **Open**.
3. Do one of the following:
   - Right-click in the viewport and click **Activate Deep Publish**.
   - Right-click in the viewport and click **About Deep Publish**, and then click the **Activate** button.
4. Enter your Serial Number/Order ID and Authorization Code in the appropriate fields.
5. Do one of the following:
   - Click **Current user only** to make the application available only to the user activating the product.
   - Click **All users** to make the application available to all users on this computer.

   Note: Administration rights are required to activate the application using this option.
6. Click **Activate** and restart FrameMaker.

Activation is now complete.

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Deep Paint 3D and Deep UV

To activate Deep Paint 3D and Deep UV

To activate the product:

1. Click the Windows **Start** button, choose **All Programs > Right Hemisphere > Deep Paint 3D** then click Deep Paint 3D.
2. Do one of the following:
   - If you are activating Deep Paint 3D, choose **Help > Activate Deep Paint 3D** on the menu bar.
3. Enter your Serial Number/Order ID and Authorization Code in the appropriate fields.
4. Do one of the following:
   - Click **Current user only** to make the application available only to the user activating the product.
   - Click **All users** to make the application available to all users on this computer.

   Note: Administration rights are required to activate the application using this option.
5. Click **Activate** and restart Deep Paint 3D.

Activation is now complete.

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Trial Period

For all applications except Deep View, a 30-day trial period is available during which most functionality enabled. Depending on the application installed, either the trial period begins automatically or you can choose to trial the product during the activation process.

At any time during this trial period, you can register and activate the product license, or you can wait until the trial period is complete. Both your Serial Number/Order ID and Product Authorization Code (on page 13) establish the license type.

When the trial period expires, certain functionality is disabled, the application cannot be started, or content you create includes watermarks, again depending on the application. You must now complete registration and activation (on page 13) to license the product.

Deep Creator

During the trial period, all functionality is available except for publishing to a .rhi or .exe file.

Deep Exploration

Deep Exploration is sold in two forms: the CAD Edition and the Standard Edition. After installation of either product, a 30-day trial period begins during which full functionality is available including:

- Opening standard and CAD supported file types.
- Saving to standard and CAD supported file types.
- Full CADTools, Illustration, Realight, and UV Mapping functionality.
- Full error reporting.

Standard and CAD Editions

The Standard Edition supports all functionality excluding:

- Opening and importing all supported CAD file types.
- Saving to supported CAD file types.
- CADTools, Illustration, Realight, and UV Mapping functionality.
- PDF Publishing Module and PMI Module functionality.

To obtain the above functionality, you should purchase Deep Exploration CAD Edition (on page 8).

Trial Period Expiry

Please note that when the trial period expires:

- 3D models are view only; all exporting capabilities are disabled including rendering to file, raytrace rendering, and batch conversion.
- CAD file load functionality is disabled.
- The CADTools and Illustration toolbars are disabled in Deep Exploration CAD Edition.

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Deep Paint 3D

Deep Paint 3D is fully functional during the trial period. However, when you try to start the application after the trial period expires, you are required to complete registration and activation.

Deep Publish

All content created with the product during the trial period includes a watermark. After activating the product license, you can re-save content to remove the watermark.

When the trial period expires, 3D content and 3D PDF files can no longer be created. However, 3D content can still be viewed.

Viewing Content

Either Deep Publish or Deep View is required to view 3D content:

- Content created with Deep Publish in PowerPoint, Word, or Excel is seen as a 2D image in the absence of either product.
- Content created with Deep Publish in FrameMaker is seen as a 'grey box' in the absence of either product.

Deep UV

Deep UV is fully functional during the trial period. However, when you try to start the application after the trial period expires, you are required to complete registration and activation.

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Updating

The update procedure differs depending on the product you want to update:

- Manual and automatic updates via the individual application's Help menu. This method uses Right Hemisphere's Cortex utility (http://www.righthemisphere.com/support/help/cortex/cortex_readme.htm), which is installed by default when the application is installed.
- Manual updates from within the Cortex utility.
- Manual updates via the Patches section (http://www.righthemisphere.com/support/register/all_reg2.php?ara=1) of the Right Hemisphere Web site. This method should be used if you do not have an Internet connection.

Please see the individual product Help references for further information.

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Starting an Application

Deep Creator, Deep Exploration, Deep Paint 3D, and Deep UV can all be started either from the Windows Start menu, your desktop or Windows Explorer. Deep Publish is started from within Word, PowerPoint, Excel, or FrameMaker.

Deep View (on page 40) is a viewing application only and, if installed, starts automatically when you view content created with Deep Publish.

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Deep Creator, Deep Exploration, Deep Paint 3D, and Deep UV

To start Deep Creator, Deep Exploration, Deep Paint 3D, or Deep UV, do one of the following:

- Click the Windows **Start** button, choose **All Programs > Right Hemisphere > [application]**, and then click the application name.
- Double-click the application icon on your desktop.

The application interface is displayed and you can begin using the program. See the sections Deep Creator, Deep Exploration, Deep Paint 3D, and Deep UV.

Note: You can also start the applications from Windows Explorer by double-clicking the relevant [application].exe file within the default installation folder. For example, C:\Program Files\Right Hemisphere\Deep Exploration.

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Deep Publish and Deep View

To start Deep Publish or Deep View:

Open a new or existing PowerPoint presentation, Word document, FrameMaker document, or Excel spreadsheet.

If you installed Deep Publish, the Deep Publish menu is displayed in Office application.

If you installed Deep View, you can now view 3D content created with Deep Publish. Click the Windows **Start** button, choose **All Programs > Right Hemisphere > Deep View 5** then click **Deep View**.

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Applications

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Deep Exploration

Overview

Deep Exploration is a desktop application with a Windows Explorer-like interface used to manage 2D, 3D, animation, video and audio files residing on a computer or network.

It enables you to quickly translate and convert graphics, create high-quality renderings of 3D objects and scenes for use in other graphic applications. An SDK is available to create custom graphics, management and manipulation tools.

Key Features

- Familiar interface: Windows Explorer and Microsoft Internet Explorer-style interface.
- Model organization: Effortless organization of 3D models.
- Tools: Straightforward zoom, rotate and pan tools.
- Search: When searching for files or folders, you can continue with other activities.
- Web search: 3D model and texture Web search.
- Images list: Recently viewed or favorite images list.
- Clipboard: Copy images to clipboard as .bmp images.
- Import: Rapid import process.
- File history: File history browse facility.
- Browse facility: 3D objects and materials and 2D and 3D file format browse capability.
- Full-screen mode: Includes auto-hide toolbars.
- Add: Ability to add comments, cameras and lights.
- View facility: View object details, sub-objects and textures.
- Click-to-zoom and Drag-zoom: Instantaneous exploration of 3D objects.
- Hide: Show and hide separate objects.
- Detailed image information: Able to view information such as the number of model vertices and where the model is used.
- Slide Show creation.
- Thumbnail generation.
- Export: Built-in export features.
- Batch processing.
- 3D Editor toolbar: Includes undo and redo functionality, translation that lets you move selections in x, y, z axes, and a rotation tool.
- Animation timeline.
- Object grouping and ungrouping: You can create groups of objects, for example, to help with animation and assemblies.
- Advanced shader support: Enables support for shaders.
- Change pivot point: Object pivot points can be changed.
- Clip plane: Displays a transparent clip plane that can be moved to 'slice' though a 3D model and it can be moved in x, y and z axes in addition to using the Rotation button.
- Collapse object hierarchy.

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- Plugin Manager: A utility that lists plugins, their versions, import and export settings where appropriate and any conflicts, which you can then resolve.
- 3D manipulation widget: Translation and rotation are handled by the addition of this widget.
- Render Auto Fly-around: Renders a 2D image and let's you save it in a number of file formats.
- Detail views for detail and locator view graphics
- Cross section cutting plane
- Quarter and half - Box section cutting
- Improved callout layout and presentation
- 2D and 3D Symbol workflows
- Improved partslist functionality, including DragnDrop renumbering, support for external BOMs, and multicolumn metadata support
- New geometry functions, including copy/paste and mirror workflows
- New version of cortex for automatic updating
- Automated parts and assemblies worklflow
- New drawing tools added and workflows enhanced
- DX8, DX9 illustration linestyle display support (OpenGL too)
- Paper sizes allow for aspect ratios and dpis to be transparently supported for multiple views
- WebCGM export including automatic hotspot creation
- 2D line styles in 3D viewer
- 2D vector illustration output enhancements to minimize extra lines and make lines more efficient and easier to edit
- Reordering of layers
- Improved markups and notes functionality more types, easier workflows
- Support for 3dConnexion spacemouse
- Improved realight light maps
- Enhanced auto UV mapping of all models
- Updated JT file import options
- Improved JTPMI functionality
- Google SketchUp import and export
- FiLMBOX import and export
- Support for Catia 4 and 5 PMI data
- OpenFLT support with improved LOD support and dynamic display
- Collada import and export
- Silo3D import and export
- 3D XAML export support
- DWF import and export
- Binary SAT (SAB) support
- Easy Thrustline creation including animation
- Improved color palette/selector
- New 2D alpha channel tools

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- Camera trajectory interactive visual editing
- Keyframing extensions to include colours and other data types
- Thumbnails in Microsoft Windows Explorer
- Universal metadata support and browser
- Improved measurement functionality including angles and display focusing on relevant measurements
- Ability to calculate surface area and volume of a model
- Improved Illustration module functionality
- New PDF publish module using Acrobat interface with much improved control and capability

System Requirements

You must have the following software and hardware installed on the computer for Deep Exploration to function correctly.

Minimum

- Windows 2000 SP4 operating system.
- Pentium III 266 processor.
- 128MB of RAM (more for large model and texture sizes).
- Microsoft DirectX version 8.
- Internet Explorer version 6.0.
- Graphics card, with the latest drivers, capable of displaying 24-bit color.
- Pixel and vertex shader support on graphics card.
- Shaders located in the Shaders folder.
- 3D hardware accelerator video card.

Recommended

- Windows XP operating system.
- Pentium III 733 processor or higher.
- 256MB of RAM (more for large model and texture sizes).
- Microsoft DirectX version 9 or higher.
- 3D hardware accelerator video card with 128MB of RAM.

Additional

- An Internet connection is required for 3D Web searches and Cortex updates.
- A copy of 3ds Max must be installed to view and save 3ds Max files.
- A copy of Maya must be installed to view and save Maya files.
- To view 3D content in a HTML Document with 3D (.html) file:
  - Deep Publish or Deep View must be installed.
- Shockwave Player must be installed to view 3D content in a Shockwave Web Page (.html) file.

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PDF Publishing Module (included in Deep Exploration)

The PDF Publishing Module is required to publish to PDF documents. This module requires the following:

- Deep Exploration CAD or Standard Edition.
- Microsoft DirectX version 8.1 or higher.
- Adobe Reader 7.07 or higher is required to 'read' .pdf files.
- Adobe Acrobat 3D 7.0.7 or Adobe Acrobat 7.0 or higher.
- Ensure that the PDF Template Designer checkbox is ticked during the installation process for Deep Exploration.
- The PMI Module is required to view PMI data.
  - The JT Module is required to be able to read PMI data in JT files.

JT PMI Module (included in Deep Exploration)

The JT PMI Module is required to view PMI data. This module requires the following:

- Deep Exploration CAD Edition.
- Microsoft DirectX version 8.1 or higher.
- The PDF Publishing Module is required to publish PMI data to PDF documents.
- The JT Module is required to be able to read PMI data in JT files.

Modules

The following modules are included with Deep Exploration and enhance the functionality of Deep Exploration CAD and Standard Editions.

Note: Deep Exploration is sold in two forms: the CAD Edition and the Standard Edition. The CAD Edition supports opening and importing all supported CAD file types. To obtain CAD file support, you can either purchase (on page 8) Deep Exploration CAD Edition, or purchase the individual CAD modules to use with the Deep Exploration Standard Edition.

PDF Publishing Module: Enables you to open, view, and save PDF documents containing 3D content.

JT PMI Module: Enables you to extract and display all the Product Manufacturing Information (PMI), and any metadata associated with CATIA 5 and JT files.

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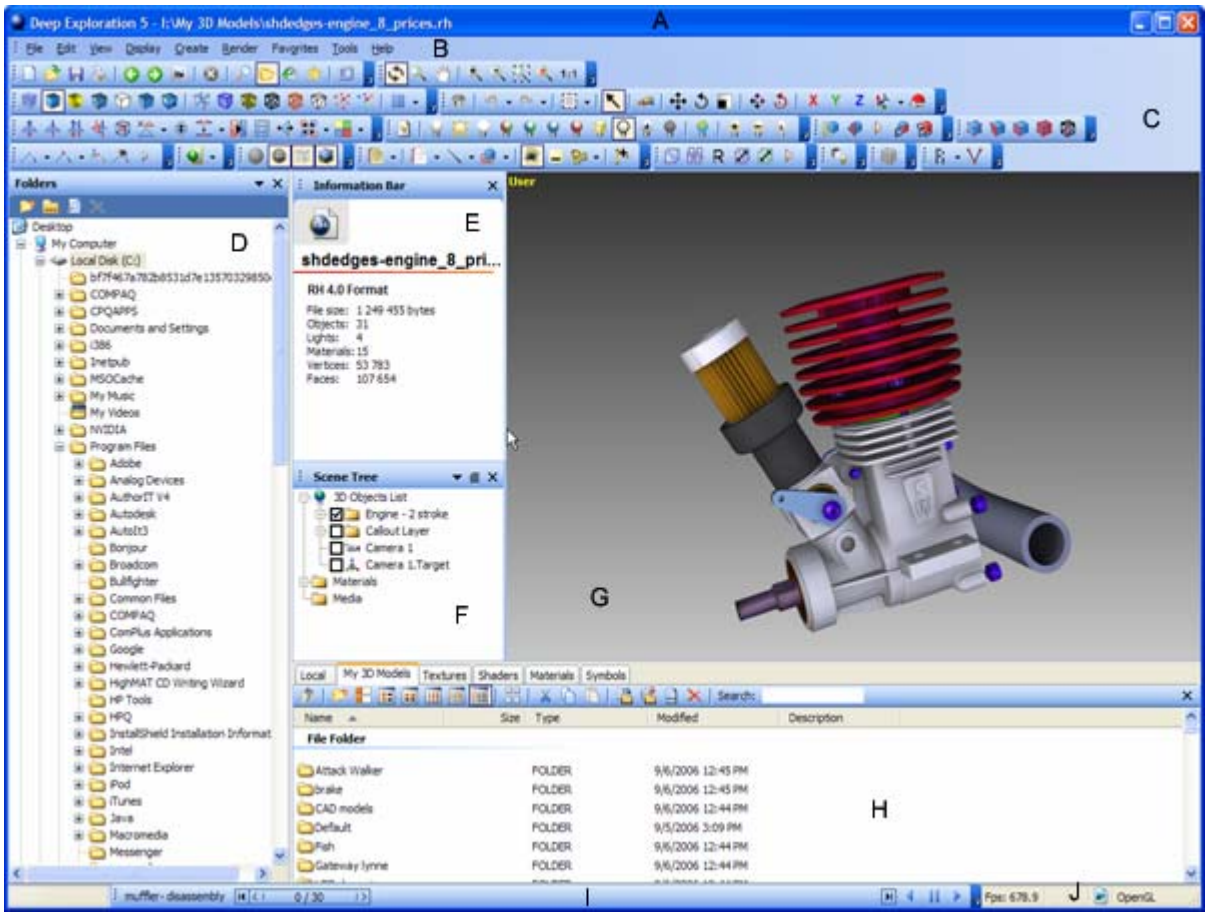
User Interface

The software's user interface provides multiple ways to achieve the same goals. It consists of a number of components including the menu bar, the Explorer bar, Information bar, File list, Status bar, and Animation controls. There are also a number of different toolbars, a viewport, and various right-click menus.

Many of the components can be resized, moved, floated, docked, rearranged, and closed similar to the functionality in most Windows applications. For example, you can resize the Explorer bar by dragging the bar's edges, and you can drag files and folders within the Folders panel. Components are displayed as docked by default and have a Windows-type interface.

See the topics referenced below for detailed information on all of the user interface components.



A: Application title bar
B: Menu bar
C: Controls and toolbars
D: Explorer bar
E: Information bar
F: Scene Components panel
G: Workspace
H: File list
I: Animation controls
J: Status bar

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Interface

Application title bar—The current file name, path, and protection status.

Menu bar—Provides access to the main menu commands.

Controls—Tools that give you added functionality for managing and modifying files and file display.

Toolbars—Sets of buttons for commands relating to standard and additional module (on page 28) functionality.

Explorer bar—Used to display the Folders panel, the Favorites and History lists, the Search panel, and the File list tabs.

Information bar—Displays various file, object, and material information relating to the current file depending on the viewport selection.

Scene Components panel—Comprises a number of components including the Scene and Animation trees, the Materials list, and the Parts and Layers panels. It presents, and is used to control all of the scene's 3D objects, materials, parts, animation, and layers from within a tree-view hierarchy.

Workspace—Comprises one or more viewports used to view and modify the currently opened file. For example, a 3D scene or 2D image.

File list—Displays all files and folders contained within the current folder, all files that match the search criteria after performing a search, all files contained within the 'My 3D Models' folder, and all the available material, texture, symbol, and shader files. It can be used to perform a number of functions including establishing file properties, refining searches, dragging textures, symbols, and shaders onto models, and generating thumbnails.

Status bar—Displays various information relating to the current file and display renderer.

Animation controls—Provides controls for animated scenes.

Right-click menus—Sets of commands relating to the standard functionality.

Plugin Manager

The Plugin Manager is a utility that lists the following information:

- Plugins.
- Plugin versions.
- Import and export settings, where appropriate.
- Plugin conflicts.

It is used to view current plugins and files, establish import and export settings, and resolve plugin conflicts.

Plugin conflicts are highlighted in orange on the File Formats tab.

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Plugin Tab

The Plugins tab displays the plugin name, version, description, status, size, the supported import and export formats, and the plugin extensions.

When Acrobat 3D Toolkit starts for the first time, the status of each plugin is listed as 'loaded' and a system file is created that informs Acrobat 3D Toolkit which plugins are used. Whenever the application is started again, this file is used to reference the plugins that are used so that the application opens without delay, and the status of each existing plugin is listed as 'defer'.

From this point, only new plugins and the plugins that you select to view in the application are listed as loaded indicating that:

1. New plugins have yet to be added to the system file for future reference.
2. The plugins selected for viewing have been loaded into the application.

File Format Tab

The File Format tab displays a list of formats with various information including the format name, extension, type, whether files are import and export in nature, and their related plugin.

The tab is used to resolve any plugin or format conflicts (highlighted in orange), and modify and restore the default import and export properties. You can also move the format rows up and down within the list to view any plugin or format conflicts more easily.

Most file extension conflicts are resolved automatically; if one plugin cannot load a file with the supported file extension, the other plugin tries to load the file.

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Deep Creator

Overview

Deep Creator is an extremely powerful program for creating real-time, interactive 3D scenes and 3D games; it is a true 'What You See Is What You Get' (WYSIWYG) editor.

Key Features

- Full 3D editing environment including a very powerful modeler.
- Over 60 primitive 3D objects including lines, spheres, boxes, stairs, gears, and arches.
- Over 50 3D object alterations. For example, bend, twist, and taper.
- Over 50 3D object animations.
- Character animation including key framing.
- Skinning and bones.
- Procedural image creation for 2D menus or 3D textures.
- Texture creation by mixing and blending more than 166 procedures; each one with an infinite number of possible settings.
- 2D geometry drawing including lines, polylines, arcs, circles, ellipses, splines, rounded rectangles, polygons, stars, and triangles.
- Infinite 2D pen adjustment including the adjustment of width, density, skipping, hardness, pen shape, and line type.
- Grid, angle snapping, and object snapping.
- Extensive 3D object settings including opening and thickness.
- Axis transforms for easy object moving, scaling and rotation.
- Shape Editor to edit the 'shape' of animation, selections, and objects.
- Multiple object selection methods by window, circle, polygon, inside, outside, and crossing.
- Antialiasing.
- MIP mapping.
- Point, spot, directional, and ambient lights.
- Cameras.
- Gravity objects.
- Level of detail.
- Shadows.
- Light maps.
- 3D boolean operations.
- Real-time physics with rigid body dynamics.
- Atmospheric currents including wind and water.
- Single or multiple 3D views of the scene.
- Lisp scripting language including 349 functions.
- Built-in script editor.
- C++ interface to 3D scenes and 2D menus via a linkable library.
- Particle systems (planer and point).

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- Explosion animations.
- Reference object copies.
- 3D sounds.
- Unlimited undo and redo.
- Full clipboard support (cut, copy, paste).
- Shapeable object selections.
- Bump mapping.
- Collision testing for all object types.
- Player selectable objects.
- Image pushing for fast terrain creation.
- Mesh simplification.
- Texture blending.
- Vertex coloring.
- 'Pickup-able' objects (inventory).
- Scene reports.
- Object, face, edge, and vertex editing.
- Scenes can be 'played' directly in the Scene Editor without first creating a .rhi file.
- VCR-like commands for scene play.
- Asset browser.
- Easy 3D tree creation (branches and leaves).
- Frustum, bounds, tree, and distance culling.
- Fog.
- Material and object opacity.
- Automatic UV wrapping (planar, face, box, sphere, shrink wrap, cylinder, cylinder capped, XYZ to UVW, object defined, and face center).
- UV Editor for manual manipulation of UV mapping.
- Reflection maps.
- Powerful object grouping tools, including drag-and-drop in and out of groups.
- Extremely compact user files.
- W and Z buffer support.
- Object helpers ID and distance.
- Convert text to speech.
- Newton based Physics engine.
- Upgraded to use DX9.0c.
- Improved RH4 Import/Export support.
- Deep Server Gateway plug-in.
- New scene creation Wizards.
- Clipping Plane alteration.
- Get/SetMaterialStageVarByDesc functions to c++ / lisp API's.
- Lisp function (getobjectboundsbox).

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- Lisp functions to match C dc_GetObjectLispCode, dc_SetObjectLispCode, dc_GetSceneLispCode, and dc_SetSceneLispCode.
- AlignObject c++ and lisp API functions.
- "dc_PlayScene" api function.
- Improved imported steps playback through new lisp / c++ API addition "ActivateStep".
- New animation "Physics Mouse Tug" to allow physics objects to be tugged with the mouse.
- New animations "Joystick Key" and "Joystick Push Control".
- Ability to have breakable joints.
- New scene variables "Doppler"(float), "FallOff"(float), "DistFactor"(float), "ShowObjectNames"(bool), "ShowDistanceCamera"(bool), and "ShowLinerVelocity"(bool).
- Added the ability to move a group of screen blits with an animation of the parent group.
- "Object Slide" option to Object Key Move animations.
- Additional shaders, including basic texture bump specular map shader, and 3 new post-processing shaders (blur, bloom, and bloom-blur)

System Requirements

You must have the following software and hardware installed on the computer for Deep Creator to function correctly.

Minimum

- Windows 2000 operating system.
- Pentium 166 MHz processor or higher.
- 32MB of RAM.
- Graphics card, with the latest drivers, capable of displaying 24-bit color
- 100 MB of available hard disk space.
- Microsoft DirectX, version 9 or greater compliant video card with hardware accelerated 3D rendering, and at least 4MB RAM.
- Microsoft DirectX, version 9 or greater compatible mouse.
- Microsoft DirectX, version 9 or greater compatible sound card.

Note: If you experience poor scene performance and you feel that your system meets all of the above requirements, check with your video card manufacturer for updated drivers and confirm that your video card is DirectX 9.0b compliant.

Recommended

- Windows XP operating system.
- Pentium 1 GHz processor or higher.
- Microsoft DirectX, version 9 or greater compliant video card with hardware accelerated 3D rendering, and at least 128MB RAM.

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User Interface

The application interface consists of a number of components including the menu bar and status bar. There are also a number of different toolbars and windows, the Scene Editor, and various right-click menus.

Many of the components can be resized, moved, floated, docked, and closed similar to the functionality in most Windows applications.

See the topics referenced below for detailed information on all of the user interface components.

Interface

Application title bar—Displays the current file name, path, and registration status.

Menu bar—Provides access to the main menu commands.

Toolbars—Sets of buttons for commands relating to the standard functionality.

Windows—Displays the selected window in either a docked or floating manner in the application interface. These windows include the Scene Maker, Image Maker, Asset Browser, Animation Track Editor, and Lisp Editor.

Scene Editor—Displays a view of the completed project. It function as the editing area for 3D scenes, and the workspace when editing 2D menus. It is used in conjunction with the Scene Maker.

Status bar—Provides various information including information about the current scene, currently selected objects, X, Y, and Z coordinates for the creation of 3D objects, and the currently active command.

Mouse controls—Provides controls for selection and is the main means of interacting with Deep Creator.

Right-click menus—Sets of commands relating to the standard functionality.

Configuration Settings

Global Configuration Settings

A number of global settings can be established including the number of backup files to keep, and the time Deep Creator takes between automatically saving files.

Search Path Configuration

The search paths required by Deep Creator to load an image, sound, or scene can be set manually; each of the different type assets (bitmaps, sounds, scenes, and plugins) have their own search path.

Default Values

Each object, alteration, animation, and stack item setting has a default value that can be customized.

Limit Device Capabilities

You can 'turn off' certain video card capabilities to check what a scene will look like on lesser cards.

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Deep Publish

Overview

Deep Publish is an authoring tool that enables you to insert 3D models into Adobe FrameMaker documents, and Microsoft PowerPoint presentations, Word documents, and Excel spreadsheets. You can also convert 3D content into PDF document format, and view 3D content within Right Hemisphere HTML documents created using Deep Exploration.

Complex engineering and animation data can be used for sales presentations, training material, technical documentation and online catalogues.

Note: Deep Publish and Deep View cannot coexist on the same computer. To uninstall either application, click the Windows Start button, choose Programs > Right Hemisphere > [application] and then click Uninstall.

Key Features

- Microsoft Office integration: Excel, PowerPoint and Word.
- Adobe FrameMaker integration.
- Drag and drop: Used to insert files into PowerPoint and Word documents.
- Linking and embedding: Files can be linked, embedded or a combination of both in PowerPoint, Word, and FrameMaker.
- Resizing and moving images and models.
- Rotate, pan and zoom: Available for 3D models.
- Converting files to 3D PDF
- Animation toolbar: Used to control model animation and includes a frame slider, a locking button and animation options.
- Adding markups to images and scenes.
- Adding measurements to scenes.
- Viewing steps and model views.
- Scene settings: Available for 3D model manipulation including outlines, smoothing, lights and graphics display mode.
- Transparency: Hide and show parts or add transparency to 3D presentations.

Display Renderer

When you first insert a file into a document, the Default Rendering Mode dialog displays a list of the available display renderers for the graphics card that is installed on your computer. The display renderer determines how scenes are rendered while you work, and the best renderer for your graphics card is automatically detected as the default.

We recommend using the default renderer. However, you can modify it at a later date if required.

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System Requirements

You must have the following software and hardware installed on the computer for the application to function correctly.

Note: This application is certified for Office XP (2002) and Office 2003.

Minimum

- Windows 2000 SP4 operating system.
- Pentium III 266 processor.
- 128MB of RAM (more for large model and texture sizes).
- Microsoft Office for Windows 2002 if you are using the application with Office applications.
- Adobe FrameMaker version 7.1.x of higher if you are using the application with FrameMaker.
- Graphics card, with the latest drivers, capable of displaying 24-bit color.
- 3D hardware accelerator video card.
- Microsoft DirectX version 8.

Recommended

- Windows XP SP2 operating system.
- Pentium III 733 processor or higher.
- 256MB of RAM (more for large model and texture sizes).
- Microsoft Office for Windows XP or Office 2003 if you are using the application with Office applications.
- Adobe FrameMaker version 7.1 or higher if you are using the application with FrameMaker.
- 3D hardware accelerator video card with 128MB of RAM.

Additional

- Adobe Acrobat Professional version 7.0.x or higher, or Acrobat 3D 7.0.7 or higher is required to convert content to the .pdf format.

Real Time Shaders

- Microsoft DirectX version 9 or higher.
- Pixel and vertex shader support on graphics card.

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User Interface

The application interface in Office applications consists of the Deep Publish menu. In FrameMaker, these commands are accessed via the right-click menu. Certain other interface elements and tools become available once 3D content is created.

See the topics referenced below for detailed information on all of the user interface components.

Interface

Deep Publish menu—Provides access to the main Deep Publish menu commands.

Viewports—Comprises one of two viewports that are used to view and modify the currently opened file. For example, a 3D scene or 2D image. The viewport type depends on the current Deep Publish mode:

- **Image mode**: Displays 2D content in the 2D viewport.
- **Interactive mode**: Displays 3D content in the 3D viewport.

Scene Components panel—Comprises a number of components including the Scene tree, the Materials list, the Parts List and Steps Information. It presents, and is used to control all of the scene's 3D objects, materials, parts and steps from within a tree-view hierarchy.

Drawing and Markup toolbar—Used to display the Drawing, Markup and Measurement control tools.

3D Editor toolbar—Used to display various view modes, clipping and pull apart tools.

Steps and Model Views toolbar—Used to display the Model Views and and Steps control tools. This toolbar also contains right-click access to the Animation toolbar.

Animation toolbar—Provides controls for animated scenes.

Note: The above four toolbars are not displayed when content is viewed in Internet Explorer.

3D PDF toolbar—Used to convert 3D content to 3D PDF.

Note: The toolbars Fade effect will be automatically turned off when you switch to the OpenGL renderer.

Right-click menus—Sets of commands relating to the standard Deep Publish functionality.

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Working Modes and Inserting Files

Two modes are used to work with 2D images and 3D models once a file is inserted into a document:

- **Image mode:** Presents a 2D representation which can be moved and resized using controls. The Information bar and other toolbars are not displayed in Image mode.

Note: You cannot move images in Word documents.

- **Interactive mode:** Presents a 3D representation which can be rotated, panned, scaled, or zoomed. The 3D viewport menu, Teamwork toolbar, Information bar, and Animation toolbar, can be used to control scene settings, objects, materials, and animation.

Note: 2D content added with the 'Insert 2D for Collaboration' command can also be displayed in Interactive mode???

The mode in which files are inserted depend on the application in use; these are called the 'working modes'. When documents are reopened, the files are displayed in a working mode particular to the current application, regardless of how the document was last saved. You can switch between the modes as required.

Note: PowerPoint presentations are always displayed in Interactive mode.

Working Modes

Application	Inserting Content	Opening Files
PowerPoint normal view	Image	Image
PowerPoint slide show view	Interactive	Interactive
Word	Image	Interactive
FrameMaker	Interactive	Image
Excel	Interactive	Interactive

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Deep View

Overview

Deep View is a viewing tool that enables you to view content created with Deep Publish. It has no interface and if installed on your computer, the application starts automatically whenever you view 3D content created using Deep Publish.

Note: Deep View and Deep Publish cannot coexist on the same computer. To uninstall either application, click the Windows Start button, choose Programs > Right Hemisphere > [application] and then click Uninstall. However, when you install Deep Exploration a standalone version of Deep View is installed.

Key Features

- Microsoft Office integration: Excel, PowerPoint and Word integration.
- Adobe FrameMaker integration.
- Rotate, pan and zoom: Available for 3D models.
- Animation toolbar: Used to control model animation and includes a frame slider, a locking button and animation options.
- Scene settings: Available for 3D model manipulation including outlines, smoothing, lights and graphics display mode.
- Transparency: Hide and show parts or add transparency to 3D presentations.

System Requirements

You must have the following software and hardware installed on the computer for the application to function correctly.

Note: This application is certified for Office XP (2002) and Office 2003.

Minimum

- Windows 2000 SP4 operating system.
- Pentium III 266 processor.
- 128MB of RAM (more for large model and texture sizes).
- Microsoft Office for Windows 2002 if you are using the application with Office applications.
- Adobe FrameMaker version 7.1.x of higher if you are using the application with FrameMaker.
- Graphics card, with the latest drivers, capable of displaying 24-bit color.
- 3D hardware accelerator video card.
- Microsoft DirectX version 8.

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Recommended

- Windows XP SP2 operating system.
- Pentium III 733 processor or higher.
- 256MB of RAM (more for large model and texture sizes).
- Microsoft Office for Windows XP or Office 2003 if you are using the application with Office applications.
- Adobe FrameMaker version 7.1 or higher if you are using the application with FrameMaker.
- 3D hardware accelerator video card with 128MB of RAM.

Additional

- Adobe Acrobat Professional version 7.0.x or higher, or Acrobat 3D 7.0.7 or higher is required to convert content to the .pdf format.

Real Time Shaders

- Microsoft DirectX version 9 or higher.
- Pixel and vertex shader support on graphics card.

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Deep Paint 3D

Overview

Deep Paint 3D is a real-time materials-based 3D painting system. While Deep Paint 3D can be used as a stand-alone program to paint pre-existing objects or to create 2½D images from a blank canvas, it is designed to integrate closely with your existing work-flow, passing images back and forth between your 3D application, Photoshop, and Deep UV.

Key Features

- Brush cursor: Displays an outline of the current brush shape on the object or material.
- Stroke preview: Displays an example stroke of the selected brush and paint combination or 'preset'.
- Print preview: Only applies to 2½D mode and gives a preview of the image as it would appear printed.
- Pressure-sensitive digitizing tablet support: An electronic tablet and a cursor or pen that enables you to enter drawings and sketches into the computer that enable response to changes in pressure, pen angle, direction or speed of movement.
- Export to Photoshop: Allows you to save a material and all its layers as a PSD file as a more measured and robust way of communicating with Photoshop.
- Splines: Splines (curves) can be used to create selection masks to define the path of a brush stroke with more accuracy than by hand or to repeat the same brushstroke with different settings.
- Batch operations: Allows the application of operations across the selected materials such as adding and deleting layers, changing material properties and applying some filters making it easier to manage large numbers of materials.
- Lock paint layer: Used to specify the size of the projection for projecting images larger than the screen.
- Projection paint: Used to project a layer of paint onto an object so that unsightly scenes are eliminated. Projections can be saved, loaded and restored.
- Image stamp: Allows you to define a temporary image stamp by capturing a piece of the current material. The modify feature allows the user to change the image size, rotation, etc., interactively in the viewport.
- Save all maps: Used to customize the names of saved maps.

Working with Photoshop

Deep Paint 3D includes a companion plugin for Photoshop. Although Deep Paint 3D can be used stand-alone, it is designed to complement Photoshop by adding tools to Photoshop's powerful image processing capabilities.

- Materials can be passed between Deep Paint 3D and Photoshop.
- Uninterrupted work-flow.

For a complete guide to Photoshop plugins, refer to the Photoshop documentation.

Note: It may be possible to use the Deep Paint 3D plugin with other software that supports Photoshop plugins.

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System Requirements

You must have the following software and hardware installed on the computer for Deep Paint 3D to function correctly.

Minimum

- Windows 2000 operating system.
- Pentium III 450 processor or better.
- 64MB of RAM (more for large model and texture sizes).
- Internet Explorer 6.0.
- Graphics card, with the latest drivers, capable of displaying 16-bit color.
- Minimum resolution of 800x600 pixels.

> Note: Ensure the font setting is set to the default size in the Windows Control Panel. This ensures the screen displays correctly.

Recommended

- Windows XP operating system.
- Pentium III 500 processor or better.
- 128MB of RAM (more for large model and texture sizes).
- Graphics card capable of displaying 24-bit color.
- Wacom Intuos or similar pressure-sensitive tablet.

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User Interface

The user interface provides multiple ways to achieve the same goals, and comprises a number of components including the menu bar, 2D canvas, 3D workspace, Tools palette, Tools Options palettes, and the Command Panel. There are also a number of additional palettes, different toolbars, and various right-click menus.

The components and menu commands that are displayed depend on the mode in which you are in: 2D, 2½D, or 3D mode.

Many of the components can be resized, moved and closed similar to the functionality in most Windows applications. For example, you can resize the windows by dragging the windows' edges. All palettes, the Command Panel, the Projection Paint toolbar, and the Information toolbar can float in the workspace, and they can be docked, moved, and hidden.

See the topics referenced below for detailed information on all of the user interface components.

Interface

Application title bar—Displays the current file name.

Menu bar—Provides access to the main menu commands.

File toolbar—Provides quick access to many of the tools of some of the most common tasks in Deep Paint 3D.

Canvas—Used to edit all images and models. It is displayed with a white background by default and a black background when editing a 3D object. The background can be modified with another color or with an image.

Workspace—The gray area surrounding your canvas in 2½D and 2D modes or areas of canvas not occupied by objects in 3D mode. It is used to open, and paint 3D files.

Tools palette—Provides access to most common tools.

Tools Options palette—Displays all the buttons and options that are available for the selected tool.

Command Panel—Used to access most of the painting features that are grouped into four sub-panels. Certain sub-panels comprise various rollouts that can be expanded and contracted.

Palettes—Provide access to the Tools, Color, Color Swatches, and Shapes palettes tools and options.

Toolbars—Sets of buttons for commands relating to standard functionality.

Right-click menus—Sets of commands relating to the standard functionality.

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Working Modes

Deep Paint 3D operates in three distinct modes, 2D, 2½D, and 3D.

2½D mode: Used to paint two-dimensional images with color, bump and shine rendered in real time.

2D mode: Allows you to view and paint an 'unwrapped' bitmap of a single channel while painting a 3D model.

3D mode: This mode is active whenever a 3D model is loaded into Deep Paint 3D and allows you to paint your model in three-dimensional space with real-time rendering of color, bump, shine, glow, and opacity.

Tablets

Deep Paint 3D is greatly enhanced by pressure-sensitive digitizing tablets used in conjunction with certain features that respond to changes in pressure, pen angle, direction or speed of movement. Deep Paint 3D supports the use of WinTab compatible graphics tablets and styluses, including the Wacom Intuos airbrush and Intuos mouse.

Note: the Wacom Intuos series of tablets has individually numbered pens. Deep Paint 3D remembers and returns to the last preset used with a given pen.

Presets

Presets are combinations of brush and paint settings that are stored for quick retrieval. New presets can be created and edited, default presets can be customized and they can all be saved and organized into defined categories.

Deep Paint 3D Plugin

When used as a plugin, the application with which Deep Paint 3D operates uses a significant amount of RAM. This RAM is not released when running Deep Paint 3D through the Plugin Manager.

You can free-up RAM by running the program in stand-alone mode and loading your image or model file directly using the File > Open command.

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Working With Large Files

Unlike traditional digital paint systems, Deep Paint 3D treats painting as a complete material application process. It renders in 3D by modelling the true material characteristics of paint, including viscosity, thickness, opacity and shine, with every stroke.

Deep Paint 3D processes three to five times as much data as a traditional paint system. Consequently, it uses three to five times the RAM, and needs much more processing power than simpler programs; working with large images in Deep Paint 3D requires an appropriate amount of processing power and RAM. We recommend the following amounts of RAM to work effectively with large images.

Image Size (pixels)	Recommended RAM
1500 x 1500	64MB
2000 x 2000	128MB
3000 x 3000	256MB
4200 x 4200	512MB
6000 x 6000	1GB

Note 1: Figures are for stand-alone operation of Deep Paint 3D. When operating with another image-processing program, subtract 25% from each pixel value.

Note 2: Pixels equal dots. Therefore, a 10" x 10" image at 150 dpi is 1500 x 1500 pixels and at 300 dpi, it is 3000x3000 pixels.

Due to the random nature of natural paint, it is often not possible to work effectively at pixel resolutions two to three times lower than the target output resolution. The image can be scaled up later to a higher resolution without noticeable loss of quality.

We recommend re-scaling in Photoshop using the Image > Resize command or in Deep Paint 3D using the right-click menu command, Resize Image while in 2½D mode. The same applies to 3D texture maps. For example, a 1000 x 1000 image can be re-scaled to 2000 x 2000 in an acceptable state for final production, reducing the RAM requirements for editing in Deep Paint 3D.

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Deep UV

Overview

Deep UV is a set of tools for the creation and modification of UV mapping for polygonal models within an interactive 2D and 3D UV mapping environment. It can be used as a standalone application, or with Deep Paint 3D.

UV Mapping describes the relationship or 'projection' between a three-dimensional surface point (described by X, Y and Z values) and a two dimensional surface point described by U and V values. It is useful in describing the relationship between 2D texture maps and their position on a 3D model.

Deep UV provides enhanced mapping productivity and assists in the creation of distortion-free UV mapping. It allows multiple mapping types to be combined on a single material for optimum bitmap usage and minimizing distortions and seams.

Note: The font setting for your graphics card is set to the default size in the Windows Control Panel to ensure the screen displays correctly.

Key Features

- Interactive texture UVs: Used to manipulate texture UV's interactively on 3D models.
- Real-time UV editing: You can easily see real-time UV editing updates in 2D and 3D.
- Untangle UVs: Untangle overlapping UV's instantly.
- Relax tools: Minimize distortions by selection.
- Soft selection and feather tools: Interactive 2D, 3D soft selection and feather tools.
- UV packing algorithms: Efficient algorithms pack faster and closer.
- Merge materials: You can create a single material without quality loss.
- Speed loading: Place all objects from a scene on a single bitmap to speed load.
- Plugins: 3ds max, Maya, Softimage® XSI™ and Deep Paint 3D plugins have been added.
- Distortion free mapping: V.A.M.P creates distortion free mapping.
- Preserve textures: From one UV mapping to another and retain existing texture map information.
- Preview: Dynamically preview unwrapped UV coordinates while altering planar, cylindrical, and spherical mapping.
- UV map types: Apply UV map types to different object parts or materials.
- Soft selection: Move, scale, rotate, shear, and flip UV data with soft selection for precise control.
- Selection tools: Select UV points, polygons or groups in 2D or 3D with magic wand, lasso or rectangular selection tools.
- Advanced 3D selection: Select surface areas of objects by angle deflection from selected faces.
- Automatic mapping: For quick and easy mapping.
- Interactive mapping: Tools provide dynamic visual feedback on UV unwrapping of a material to obtain the best mapping for each type of shape.
- Auto unwrapping: For complex shapes outside a category.

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System Requirements

You must have the following software and hardware installed on the computer for Deep UV to function correctly.

Minimum

- Windows 2000 operating system.
- Pentium 200-MMX processor or higher.
- 64MB of RAM (more for large model and texture sizes).
- Internet Explorer 6.0.
- Graphics card, with the latest drivers, capable of displaying 16-bit color.
- Minimum resolution of 1024x768 pixels.
- An OpenGL compatible graphics card.

Recommended

- Windows XP operating system.
- Pentium III 266 processor or higher.
- 128MB of RAM (more for large model and texture sizes).
- Graphics card capable of displaying 24-bit color.

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User Interface

The user interface provides multiple ways to achieve the same goals. It consists of a number of components including the menu bar, main toolbar and the Tools Options shelf, the workspace (windows and viewports), the Command panel, two palettes, a status bar, and various right-click menus.

Many of the components can be resized, moved and closed similar to the functionality in most Windows applications. For example, you can resize the windows by dragging the windows' edges.

See the topics referenced below for detailed information on all of the user interface components.

Interface

Application title bar—Displays the current file name and path.

Menu bar—Provides access to the main menu commands.

Main toolbar—Provides quick access to the tools of some of the most common tasks in Deep UV.

Tools Options shelf—Displays all the commands that are available for the selected tool.

Workspace—Consists of file windows that are displayed in multiple viewports.

Viewports—Displays one 3D viewport, and multiple 2D viewports depending on the selected viewport layout. They are used to view and map the current objects and materials.

Command panel—A floating panel used to access most of the mapping features.

Tools palette—Provides access to most common tools.

Layout palette—Used to select the viewport layout.

Status bar—Displays the progress bar, and information about the selected tool.

Right-click menus—Sets of commands relating to the standard functionality.

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