Aurora 3D Text & Logo Maker - User Guide

Table of Contents

Part I

1   Welcom to Aurora 3D Text & Logo Maker

Aurora 3D Text & Logo Maker is easy tool for 3D Text, Button and Logo. You can easily to generate cool 3D Text, Button and Logo and export image as png (has alpha channel), bmp, jpg, tiff (has alpha channel), xpm, ppm, xbm format. This help is designed both as a course in using Aurora 3D Text & Logo Maker and as an ongoning reference while you are working with the program.

Getting started

- Study theIntroduction and Basic Working Procedures section to familiarize yourself with the basic of the program.

- You can find me in **Help** menu when you need. the help is available.

Part II
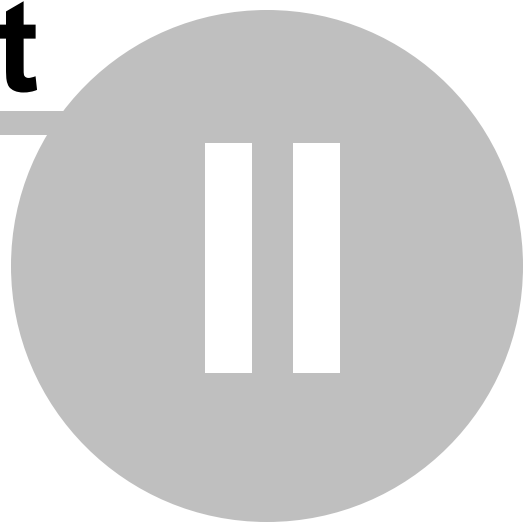
2   Introduction

The topics in this section provide some basic information about Aurora 3D Text & Logo

Maker, what it is for and what you can do with it.

- About Aurora 3D Text & Logo Maker
- Why Aurora 3D Text & Logo Maker
- The User Interface
- Keyboard and mouse functions
- Getting help
- How to buy Aurora 3D Text & Logo Maker

2.1   About Aurora 3D Text & Logo Maker

Aurora 3D Text & Logo Maker is easy tool for generate 3D Text, Button and Logo.

- **Easy 3D Text, Button, and Logo Maker**

  A large number of shapes and text template. There are reflections and texture animation eff

- **Freedom and flexibility of use**

  You can choose a variety of bevel and alignment, lighting can be adjusted, the shape can be i

- **Import and Export**

  Can import the font shapes, and you can import SVG, and converted into three-dimensional

2.2   Why Aurora 3D Text & Logo Maker

Create content from template easily. Design faster, more efficiently and have fun in

the process!

- **Incredible 3D effects**

  Aurora 3D Text & Logo Maker bring you cool 3D effects by easy design.

- **Save Time**

  Aurora 3D Text & Logo Maker helps you to create better content in seconds.
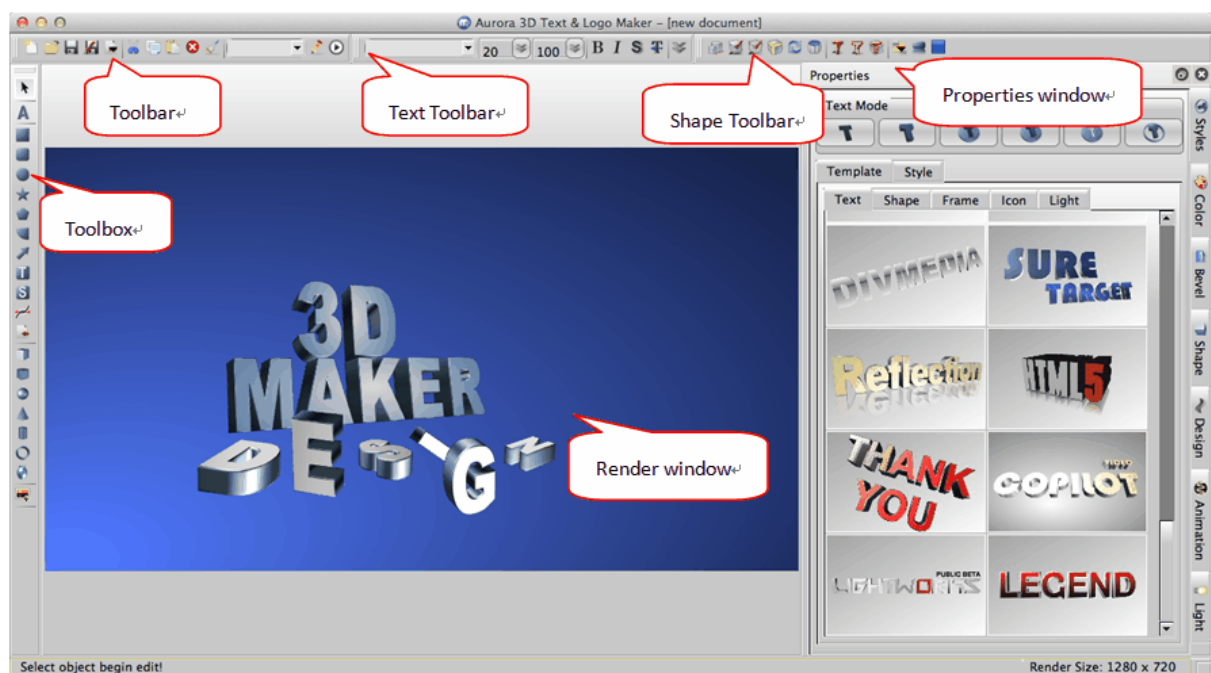
- **Export multiple formats**

You can export to many format the has transparency or not, such as png, tiff, jpg, bmp.

- ## Design text can be fun

Don't believe it? Give it a try with Aurora 3D Text & Logo Maker…

2.3   The User Interface

The Aurora 3D Text & Logo Maker window is divided into three main areas: The Toolbar, the Render Window and the Properties Window.

The Menubar

File operation and other functions are provide.

The Toolbar

File operation, text properties, shape properties and add node function are provide.

The Properties window

The Properties window is where you do all your work. You will spend most of your

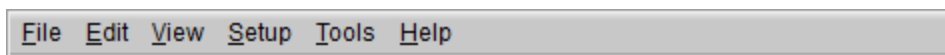time here editing text, shape and other node.

The Render window

The Render window is where show you content.

The Statusbar

Show status message and render size.

2.3.1 **Menubar**

The Menubar have the following functions.

File Edit View Setup Tools Help

● **File Menu**

File > New

Create a project. you can select a template from the templates.

File > Open

Open a project from disk.

File > Open Recent Files

The ten last opened projects can be opened with this submenu.

File > Save

Save the current project under the current name.

File > Save As

Save the current project under a new name.

File > Export Clipboard

Export the current screen as a image in the clipboard.

File > Export Image
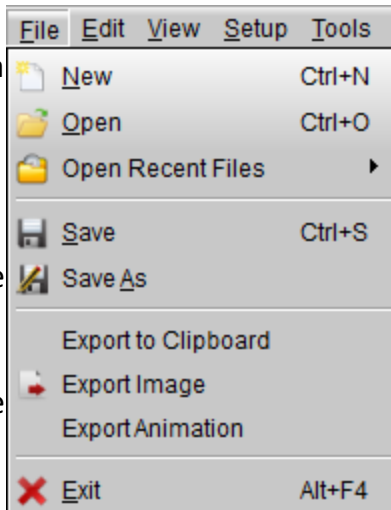
Export the current screen as a image.

File > Export Animation

Export the project as a animation.

File > Exit

Exit the program.

● **Edit Menu**

Edit > Undo

Undo last operation, support node's add, delete, update operation.

Edit > Redo

Redo last Undo operation, support node's add, delete, update operation.

Edit > Cut

Cut selected nodes from current slide.

Edit > Copy

Copy selected nodes from current slide.

Edit > Paste

Paste copy or cut nodes to current slide.

Edit > Duplicate

Duplicate selected nodes in current slide.

Edit > Delete

Delete selected nodes from current slide.

Edit > Select All

Select all nodes in current slide.

Edit > Arrange

Set node alignment. reset node status.

Edit > Copy Properties

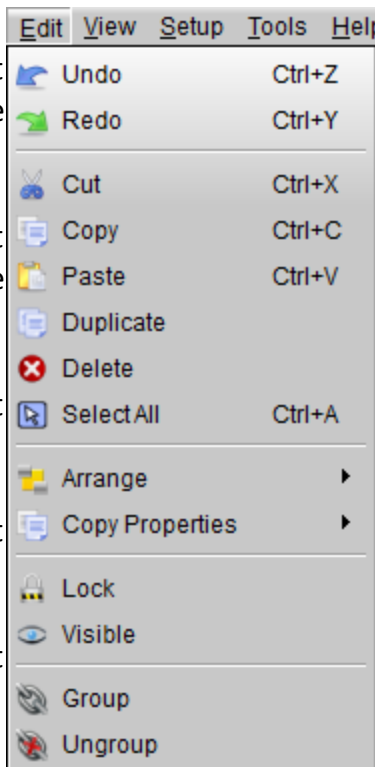Copy shape or text color, format and so on.

Edit > Lock

Lock selected nodes, can't change it position, rotation, scale and size.

Edit > Visible

Set selected nodes visible or invisible.

Edit > Group

Let selected nodes in one group.

Edit > Ungroup

Edit	View	Setup	Tools	Hel

	Undo	Ctrl+Z
	Redo	Ctrl+Y
	Cut	Ctrl+X
	Copy	Ctrl+C
	Paste	Ctrl+V
	Duplicate	
	Delete	
	Select All	Ctrl+A
	Arrange	▶
	Copy Properties	▶
	Lock	
	Visible	
	Group	
	Ungroup	

Ungroup a selected group node.

● View Menu

View > Properties

Open/Close the Properties window.

View > Toolbar

Open/Close the Toolbar window.

View > Text Toolbar
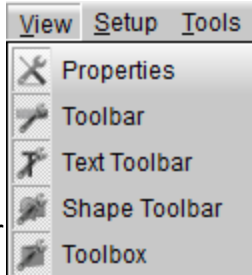
Open/Close the Text Toolbar window.

View > Shape Toolbar

Open/Close the Shape Toolbar window.
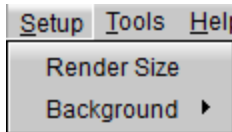
View > Toolbox

Open/Close the Toolbox window.

● Setup Menu

Setup > Render Size

Set the project render size.

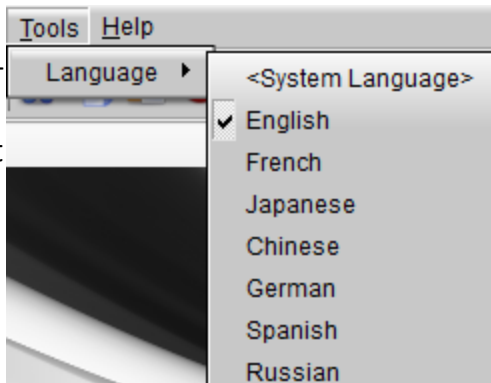**Setup > Background**

Set background of project.

● Tools Menu

Tools > Language

The program support multi-language, you can choose 7 languages.

Language setting will take effect at next startup.

● Help Menu

Help > User Guide

Show the user guide.

Help > Support Online

Show the online user guide.

Help > Buy Now

Buy Aurora 3D Text & Logo Maker online.

Help > Registry

Show the registry dialog, Trial version need input registry information for remove the trial days and export restraint.
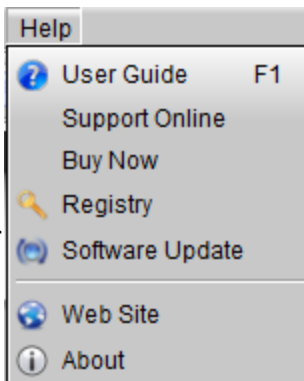
Help > Software Update

Update the Software to newest version.

Help > Web Site

Visit our web site.

Help > About

Show software information.

2.3.2 Toolbar

There are four toolbar. Toolbar, Text Toolbar, Shape Toolbar and Toolbox.

● **Toolbar**

Create a project. you can select a template from the templates.

Open a project from disk.

Save the current project under the current name.

Save the current project under a new name.

Export the current screen as a image.

Copy the selected node.

Paste the copy or cut node.

Delete the selected node.

Copy selected node format to an other node, double click can copy to multi-nodes.

● **Text Toolbar**

Select font of current text.

Change size of current text.

Change font size rate of current text.

B

Change to a heavier font.

I

Change to a italic font.

S

Change 2D text have shadow.

Change text type, switch 2D/3D.

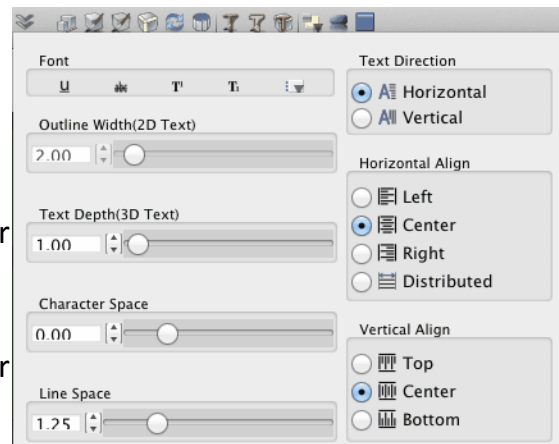Change more text properties.

U Draw a line blow the text.

abc Draw a line through the text.

T¹ Draw the text smaller and higher than the regular text.

T₁ Draw the text smaller and lower than the regular text.

Select text toggle, click the blank area to clear the toggle.

● **Shape Toolbar**

Change node's size, position, rotation and scale. Change size and rotation, need enter 'Enter' key to apply it.

You can click the right button of the editor and drag slider to change the data quickly.

Click the **R** can reset the

data to initial state.

Change shape's fill color, texture, alpha texture transform and texture animation.

Change shape's side color, texture, alpha texture transform and texture animation.

Change shape bevel type, bevel height, round bevel.

Change shape type, such as rectangle, circle..

Change shape property, size of polygon edge..

Change text's color, texture, alpha texture transform and texture animation.

Change text's outline color, texture, alpha texture transform and texture animation.

Change 3D text bevel type, bevel height, round bevel.

Arrange node size, position, rotation, scale..

Change node reflection.

Change background, select color, image, skybox or dynamic texture.

- **Toolbox**

Select node mode.

Add text node.

Add rectangle node.

Add round rectangle node.

Add ellipse node.

Add concave polygon node.

Add convex polygon node.

Add arc shape node.

Add arrow shape node.

Add text shape node.

Add svg shape

node.

Add Free Hand

shape node.

Import a svg file to

add node.

Add cube node.

Add round cube

node.

Add sphere node.

Add cone node.

Add cylinder node.

Add tour node.

Add image node.

Select a type and drag on the render window could add a node.

2.3.3 Properties

Properties window provide many shape and text style and you can change properties custom.

- **Styles**

Style tab page, contain text mode and many shape and text styles.

Select a node in the render window.

Change Text Mode:

Click the button of **Text Mode**, can change the mode of text.

: Show 2D Text.

: Show 3D Text.

: Show 2D Text with a back shape.

: Show 3D Text with a back shape.

: Show a text hole in shape.

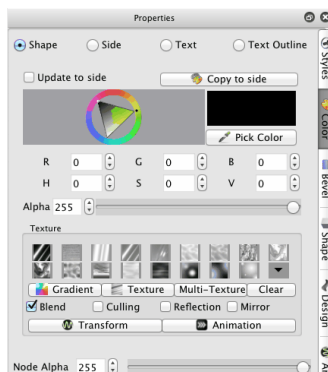: Show 3D Text in the border of shape.

One Click add a object:

Click the item to add a object quickly.

Change Shape or Text Style:

Double click the style icon can change node's shape or text style quickly.

- **Color**

Change node's color, texture, texture transform, texture animation and other properties.

Shape, Side, Text and Text Outline

A node's color or texture was separate to four parts, they are **Shape**, **Side**, **Text** and **Text Outline**. Select the radio button can change different part's color.

Shape: Node shape's fill part.

Side: Node shape's side part.

Text: Node text's face part.

Text Outline: Node text's outline part.

Update to side

We want to change shape or text's fill and side together, you can select the Update to side, the fill and side was changed simultaneously.

Copy to side

Click the button copy the color and texture attribute to side part.
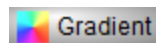
Select color

Click the color window can change color, you can input a RGB or HSV data to specify a color. Click the **Picker** button then can picker a color anywhere.

Alpha
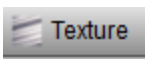
Drag the slider can change the transparence of a part.

Texture

Click the texture icon can select a texture, you can click the Gradient button to add a custom gradient texture or click the Texture button to select a file from disk also. click the No Texture can clear the select texture.

The texture is blend with the color by default. You can unselect the **Blend** button then the texture would not blend with color .

Blend

Choose texture blend with color.

Culling

Choose whether to remove the back face of the part, transparence need select this sometimes.
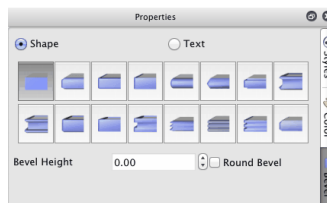
Reflection

Choose texture has reflection effect.

Mirror

Choose texture's joint of multi repeat image with mirror type.

Texture Transform and **Animation** are introduce here.

Node Alpha: Change the alpha of the node, include the shape fill, shape side, text face, text outline.

● **Bevel**

Change node's bevel type, bevel height, round bevel.

Shape, Text

A node's bevel or separate to two parts, they are **Shape** and **Text**. Select the radio button can change different part's bevel.

Shape: Node shape's bevel.
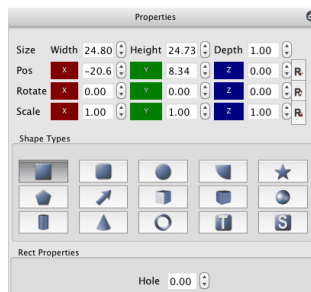
Text: Node text's bevel.

Bevel Height

Set the bevel's height.

Round Bevel

Set the bevel if round bevel or not.
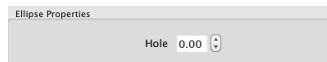
● **Shape**

Size, Pos, Rotate and Scale

Change node's size, position, rotation and scale.

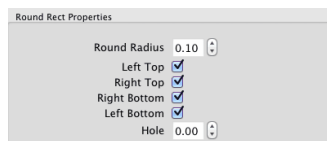Change size and rotation, need enter 'Enter' key to apply it.

You can click the right button of the editor and drag slider to change the data quickly.

Click the R can reset the data to initial state.

Shape Types

Click the shape icon to change current select node's shape.

Shape Properties

Different shape will show different properties window, you can set the polygon side and other properties.

Rect Properties

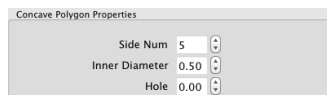You can make the rectangle have a hole in it.

Hole: Set the size of hole in the rectangle.

Ellipse Properties

You can make the ellipse have a hole in it.

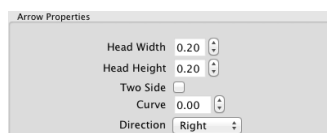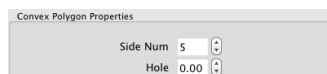Hole: Set the size of hole in the ellipse.

Round Rect Properties

Round Radius: Change radius of round edge, the value is edge radius divide rectangle radius .

Left Top: Set left top of rectangle has round edge or not.

Right Top: Set right top of rectangle has round edge or not.

Right Bottom: Set right bottom of rectangle has round edge or not.

Cylinder Properties
Bevel 0.40

Ring Properties
Radius 0.40
Angle 360.00

Left Bottom: Set left bottom of rectangle has round edge or not.

Hole: Set the size of hole in the rectangle.

Arc Properties

Start Angle: Set the start angle of arc.

Sweep Length: Set the sweep angle length from start angle.

Hole: Set the size of hole in the arc.

Concave Polygon Properties

Side Num: Set the side number of polygon.

Inner Diameter: Set the inner diameter of polygon.

Hole: Set the size of hole that in the polygon, the value is

inner size divide node size.

Convex Polygon Properties

Side Num: Set the side number of polygon.

Hole: Set the size of hole that in the polygon, the value is

inner size divide node size.

Arrow Properties

Head Width: Set the width of the arrow head, the value is a ratio of head width divide node width.

Head Height: Set the height of the arrow head, the value is a ratio of head height divide node height.

Two Side: Set the node has two arrow.

Curve: Set level of curve in the node.

Direction: Set arrow's direction.

Round Cube Properties

Bevel: Set radius of round edge, the value is edge radius divide cube radius .
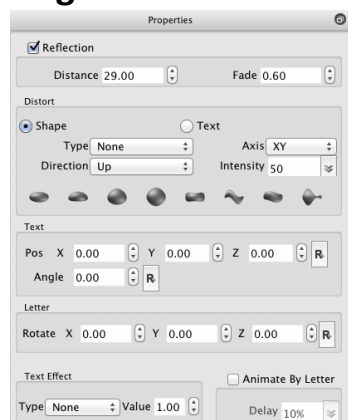
Cylinder Properties

Bevel: Set radius of round edge, the value is edge radius divide cylinder radius.

Ring Properties

Radius: Set radius of the tour's ring.

Angle: Set the ring angle, for example, set the angle to 180 and make a half ring. tour's ring, you can add half ring by set it to 180 also.

• Design

Reflection

Set node has a reflection effect.

Distance

Set the distance between the node and reflection.

Fade

Set the reflection has a fade effect, no effect with 0.

Distort Type:

None: No Distort.

Sector: Distort like a sector.

There are other type of distort: Outer Curve, Inner Curve,

Arch, Heave, Sunken, Banner, Wave, Fish, Add,

Trapezium. You can try it.

Distort Axis: Select different face or axis to distort

Distort Direction: Select different direction.

Distort Intensity: Change Distort intensity.

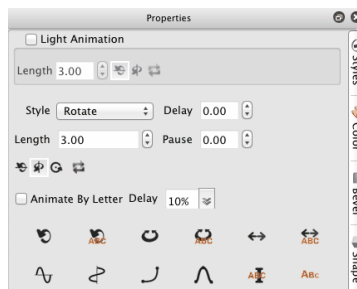Click the above button can select a distort quickly.

Text

Pos: Change text's position.

Angle: Change text's Z axis rotate angle.

Letter

Rotate: Change every letter's rotation.

● **Animation**

In this page, you can select different type of animation.

Light Animation: click to add the light rotate animation.

You can edit the light animation length. Click the right

button can select the direction of light animation.

You can click the big icon button to select a node's

animation quickly. Such as Rotate, Swing, Beat, Wave,

Fade, Typewriter, Pulse.

Animate By Letter: Select this property, the text's letter

can play the animation one by one. You can edit the

delay of the animation between the two letters.

You can choose animate by select the **Style** and other

options.
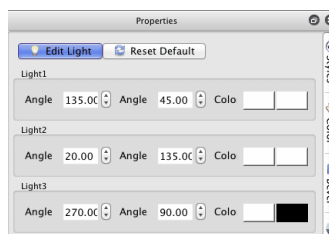
Style: Select the animation type.

Delay: The pause time before the animation.

Length: The length of animation.

Pause: The pause time after a animation.

Every type of animation has some optional. You can

choose the direction, swing angle and so on.

• Light

Edit Light

Enter edit light mode, you can drag to change the light

node position in the render window or by edit the AngleX

and AngleY data.

Click the color button can change the light color.

Click the Edit Light button can exit the edit light mode. In

the render window, you can press 'Esc' to exit the edit

mode.

Reset Default

Reset the light to initial state.

Light1, Light2, Light3

This software provide three light, you can change them

custom.

You can drag up or down in the right half of the editor

window to change the data quickly.

AngleX

Change light's Axis-X angle.
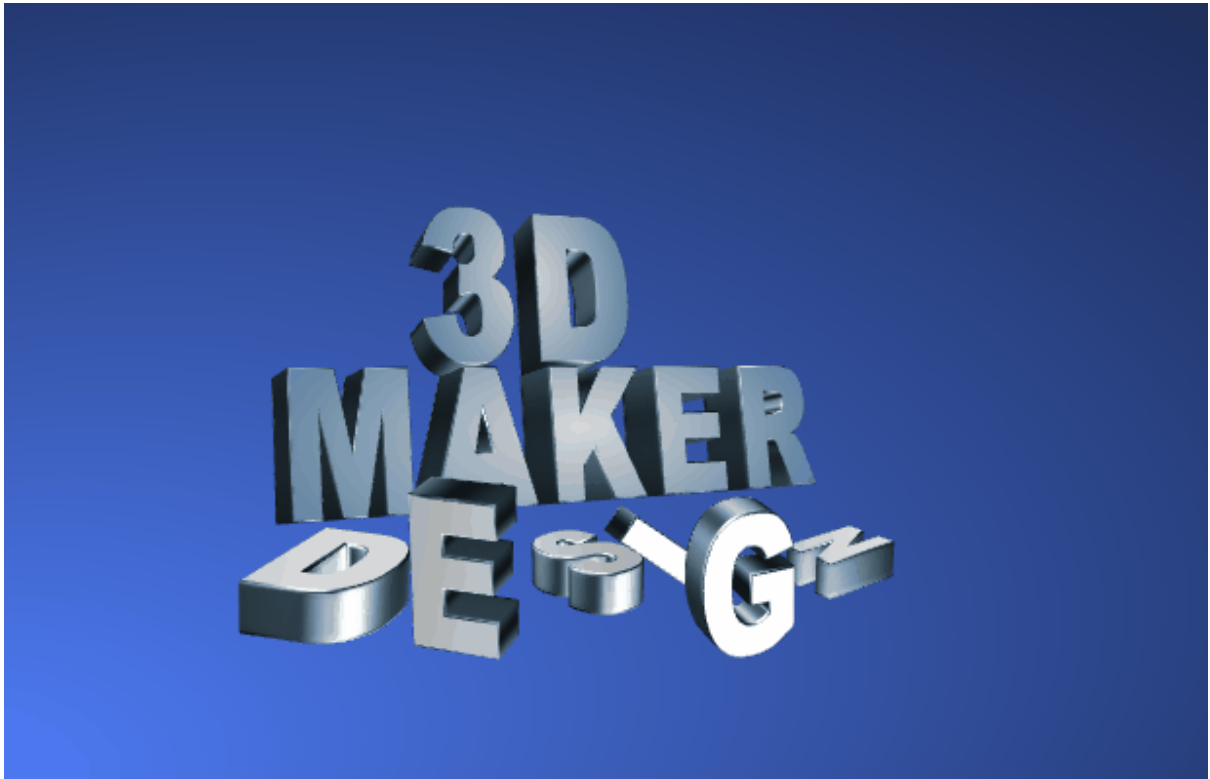
AngleY

Change light's Axis-Y angle.

Color

Change light's color.

2.3.4   Render window

The Render window show current content.

- **Select Node**

Click node to select node for edit. Support multi-select.

- **Edit Node**

Most of the node's property can be edit by the properties window. we have introduced it in Properties Window.

There are some other edit method.

➢ **Double click node**

Some nodes can be edit by double click the node to edit it content and property.

Text and Shape node can edit text.

Image node can select other image file.

3D Model node can select other model file.

➢ Context Menu

Most of the menu were introduced in the Menubar. The menu was not mentioned will introduced at following.

Edit Node

Double click node to edit it's content, such as text or image.

Image Filter

When select a Image node, this menu will show.you can select a image filter to perform a special efficacy.

Model Select

When select a 3D Model node, this menu will show.you can select a model's part manual because click can't select a model's part by click it sometimes.

➢ Manipulator

When select a node the manipulator will show as following.the manipulator have following function.

Edit Size

Drag the **Change Node Size** button can change the node's width and height.

Drag the **Change Node Depth** button up or down can change the node's depth(extrusion).

Drag the **Change Text Size** button can change the text's font size.

Drag the **Change Text Depth** button can change the text's depth(extrusion).

Drag the **Change Shape Bevel Height** button can change shape 's bevel height.
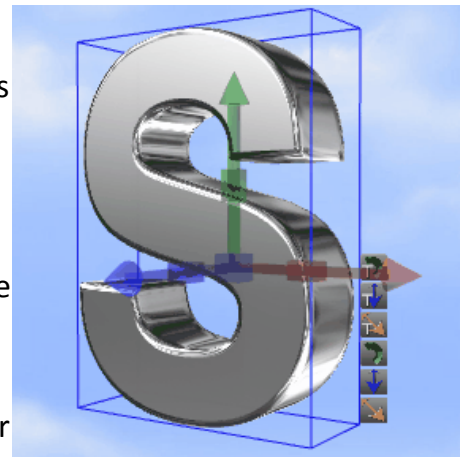
Drag the **Change Text Bevel Height** button can change text 's bevel height.

Edit Position

Drag the node can change node's X and Y axis position.

Drag the **Move Node Z** button up or down can change node's Z axis position.

Use keyboard can change node's position also.

Press Up move node to higher position.

Press Down move node to Lower position.

Press Left move node to left position.

Press Right move node to right position.

Press Shift+Up or Shift+Left move node to far position.

Press Shift+Down or Shift+Right move node to near position.

All the change postion shortcut add Ctrl key move position slowly.

Edit Rotation

Drag **Rotate Node X** button left or right can change X axis rotation.

Drag **Rotate Node Y** button left or right can change Y axis rotation.

Drag **Rotate Node Z** button left or right can change Z axis rotation.

Drag mouse right button can rotate node also.

Edit Scale

Drag **Scale Node X** button left or right can change

X axis scale.

Drag **Scale Node Y** button left or right can change
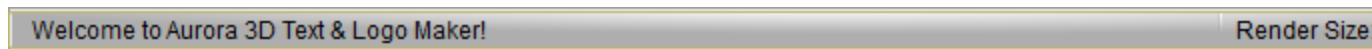
Y axis scale.

Drag **Scale Node Z** button left or right can change

Z axis scale.

● **Duplicate Node**

Select node and press Ctrl key, then use mouse left button drag the node can duplicate

the node. In context menu can perform it also.

2.3.5 Statusbar

The statusbar provides program status tip and render size information.

| Welcome to Aurora 3D Text & Logo Maker! | Render Size |

Status Tip

Show program status message.

Render Size

Show the render window's width and height pixels, like 380x649 said width is 380 and

height is 649 Pixels.

2.4 Keyboard and mouse functions

● **Keyboard function**

Before using a keyboard function, click in the render window to remove the input

focus from other window.

<F1>	Show this user guide.
<F2>	Edit selected node's content.
<Ctrl+N>	New a project.
<Ctrl+O>	Open a project from disk.
<Ctrl+S>	Save current project to disk.
<Ctrl+Z>	Undo last operation.
<Ctrl+Y>	Redo last Undo operation
<Ctrl+X>	Cut selected nodes or text.

<Ctrl+C>	Copy selected nodes or text.
<Ctrl+V>	Paste nodes or text.
<Ctrl+A>	Select all nodes.
<Ctrl+B>	Set current text to heavier font.
<Ctrl+I>	Set current text to to a italic font.
<Ctrl+U>	Draw a line blow current text.
<Up>	Move node to higher position.
<Down>	Move node to Lower position.
<Left>	Move node to left position.
<Right>	Move node to right position.
<Shift+Up,Shift+Left>	Move node to far position.
< Shift+Down,Shift+Right >	Move node to near position.
	Move position shortcut add Ctrl key move position slowly.
<Alt+F4>	Close this program.

- **Mouse function**

The current property can be adjusted by clicking and dragging in the render window.
Click a node can select node.
Double click a node can edit node's content.

2.5 Getting help

There are two sources of help in Aurora 3D Text & Logo Maker. In addition to this help

file you can also access Aurora Software Support.

To get started, your main
source of information should
be this help file. We have
designed it to provide all the
information you will need for
using and learning Aurora 3D
Text & Logo Maker.

Help

- User Guide   F1
- User Guide(Online)
- Ordering Information
- Registry
- Software Update
- Web Site
- About
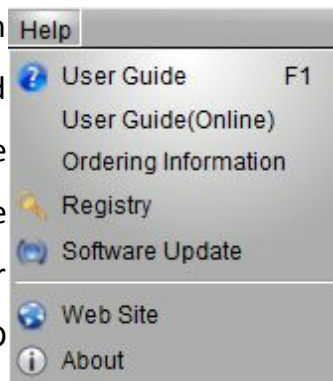
Please contact us if you have

any question. Thanks!

- **Displaying the help**

The quickest way to display the help is to press F1. If context-sensitive

help is available it will be displayed automatically
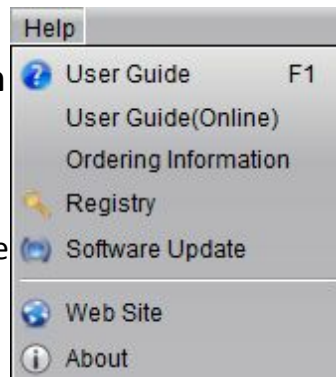Select the User Guide in Help Menu.

• Contacting Aurora Software Support

Direct visit at http://www.presentation-3d.com/support to contact US.

2.6   How to buy Aurora 3D Text & Logo Maker

You can buy Aurora 3D Text & Logo Maker directly online worldwide with all major

credit cards. As soon as your transaction is completed you will be receive a e-mail that

contains registration key, register the software and start working right away.

• Ordering Information

Select Menu **Help > Ordering Information** can open the buy page in our website.

Help
🅐 User Guide   F1
User Guide(Online)
Ordering Information
🔧 Registry
🔄 Software Update
🌐 Web Site
ⓘ About

• Ordering link

Direct ordering link: http://www.presentation-3d.com/buy.html

• Aurora Software homepage

http://www.presentation-3d.com

Part III
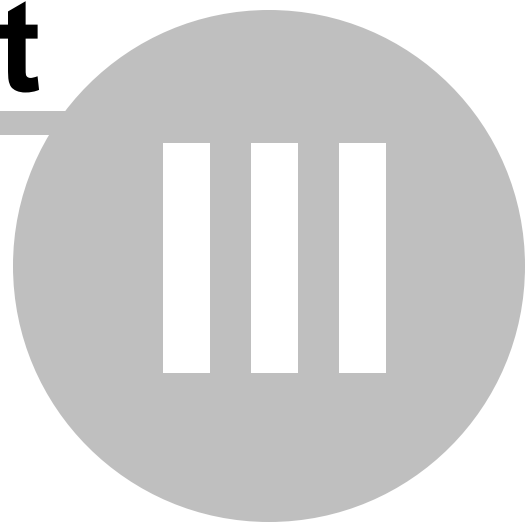
3   Basic Working Procedures

This section describes the most common basic tasks you will use when working with Aurora 3D Text & Logo Maker. It is designed as a "How-To" guide. You can use the table of contents as an index. Although it is organized roughly in the order that you would perform the tasks you don't need to begin at the beginning and work your way through. Every topic contains comprehensive links to background information and other relevant subjects so you can just pick out the task you need to perform and begin.

- Create new project
- Add node
- Change shape and text's size, extrusion
- Change node's position, rotation, scale
- Change text and text mode
- Change color and texture
- Change shape type
- Change shape properties
- Change bevel type
- Design node
- Change back ground
- Export

3.1   Create new project

1. Select File Menu **File > New** or click Toolbar button, the project template dialog would show.

Please select template   ✕

Text | Logo | Button

Open Existing File   Open Recent File   ☐ Black Background   New Empty   OK   Close

Video Tutorial1   Video Tutorial2   Video Tutorial3   Video Tutorial4   Video Tutorial5   Video Tutorial6   Video Tutorial7

Please select template   ✕

Text | Logo | Button

Open Existing File   Open Recent File   ☐ Black Background   New Empty   OK   Close

Video Tutorial1   Video Tutorial2   Video Tutorial3   Video Tutorial4   Video Tutorial5   Video Tutorial6   Video Tutorial7

2. Select a template from the dialog and click **OK** button. If you Click **Cancel** button, a

    default project would create. Double click the template would create a project also.

3.2 Change project size

Change size of current project.

1. Select menu **Setup >**

Render Size.

2. Set the size in the '

Render Size Setup'

window.

You can select different

size from profile.

Correct Aspect Ratio:

Avoid distortion of the

shape when the output

aspect ration is small than

0.5 or lager than 2.0.

The render size and quality

depend on the graphic card

hardware.

A powerful graphic card is

recommended.
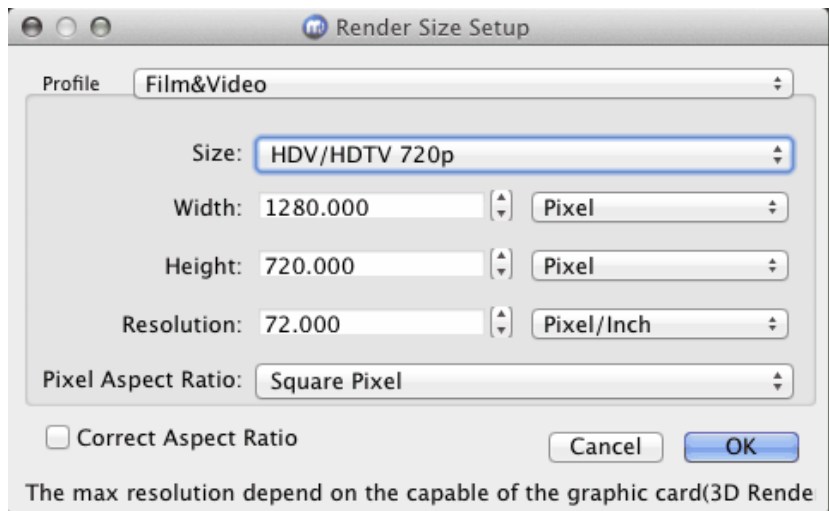
3.3 Add node

User toolbox could add node to project.

1. Select a text or shape in the toolbox.

2. Drag on the render window could add a node. Most node need two steps above, some node need other operation are introduce following.

Add text shape node. The 'Text Shape' dialog would show.

Text Shape Type: Select the different type, the type is the text's font actual.

Double click the text's icon or select a text's icon and click 'OK' button, Then drag on the render window to add the text shape.
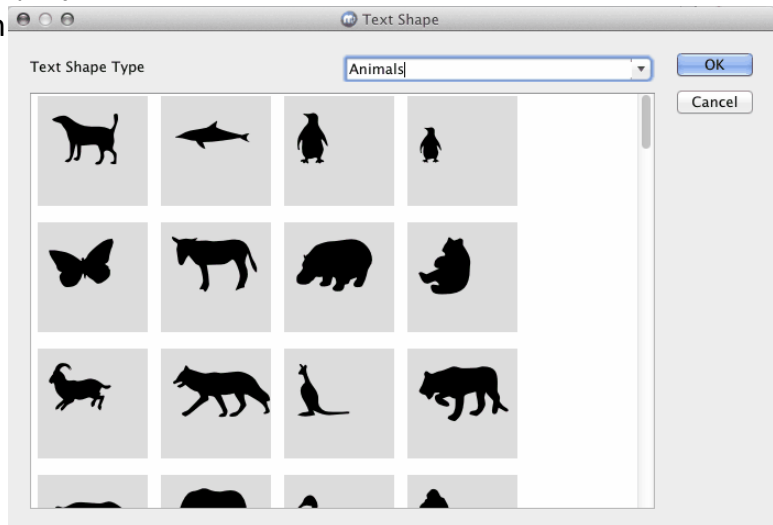
Add svg shape node.

SVG Type: Select different type to show different catalogue SVG file.

Open SVG File: Open a SVG file from the disk. Double click the SVG's icon or select a SVG's icon and click 'OK' button, Then drag on the render window to add the SVG shape.
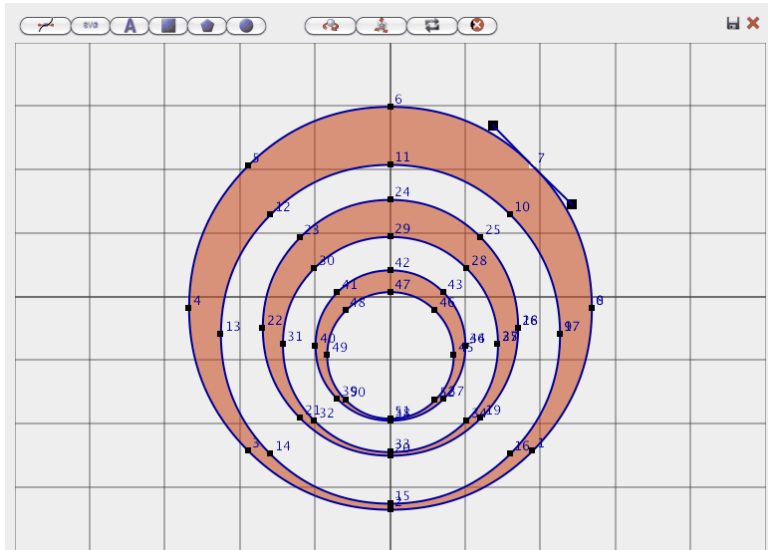
 Import a svg file to add node. Select a file from the disk, drag on the render window to add the node.

 Add image node. Select a image file from the disk.

 Add Free Hand Shape

Select the button. A

dialog would show, click on the window to add a shape.

edit point mode, select this mode, can drag to move shape's point, add point or delete point. Double click the shape edge can add a point. Right click on the point can switch bezier curve or straight line.

move shape mode, select this mode, can drag to move shape position.

free hand mode, select this mode, can add a free hand shape by click on the dialog.

import SVG file shape from disk.

import text shape.

invert the path, change the point's order.

clear all the shape. make sure, the free hand shape's point must as

clockwise or else the

shape's bevel would seem

faulty.

3.4   Change shape and text's size, extrusion

Edit with manipulator

1. Select the node in the render window.

2. Drag the **Change Node Size** button can change the node's width and height.

Drag the **Change Node Depth** button up or down can change the node's depth (extrusion).

Drag the **Change Text Size** button can change the text's font size.

Drag the **Change Text Depth** button can change the text's depth(extrusion).

Drag the **Change Shape Bevel Height** button can change shape 's bevel height.

Drag the **Change Text Bevel Height** button can change text 's bevel height.
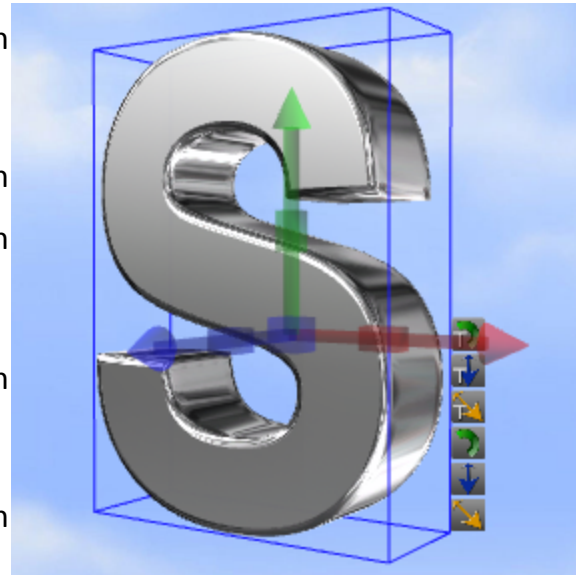
Edit data in window

a) Change node size and depth.

1. Select the node in the render window.

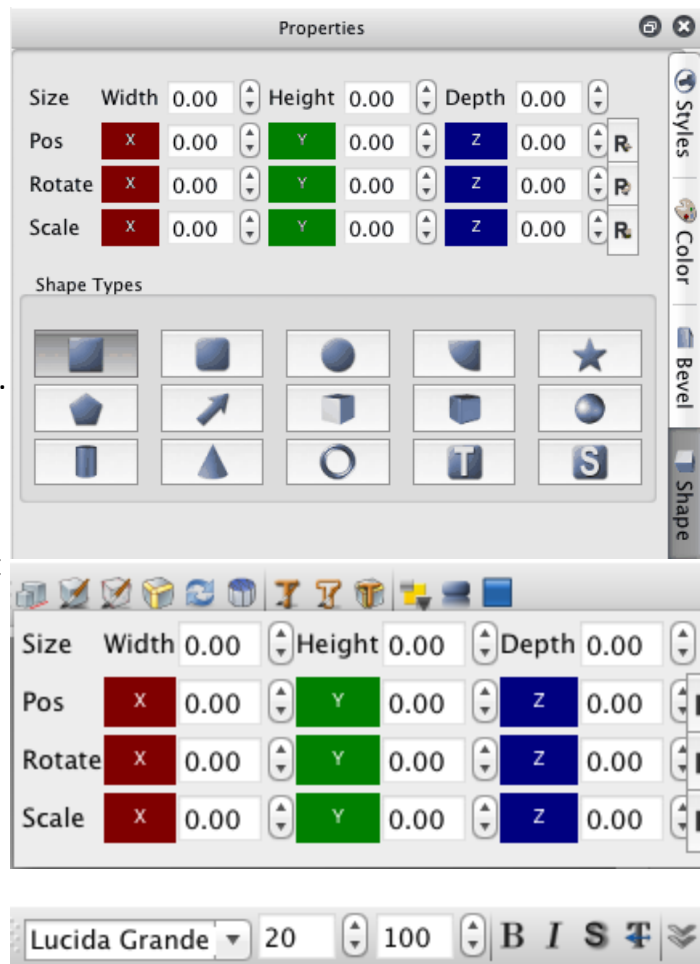2. Select the Shape tab in Properties window.

3. Change the Width, Height and Depth can change node's size, depth. Change size, enter 'Enter' key to apply it.

You can drag up or down in the right half of the editor window to change the data quickly.
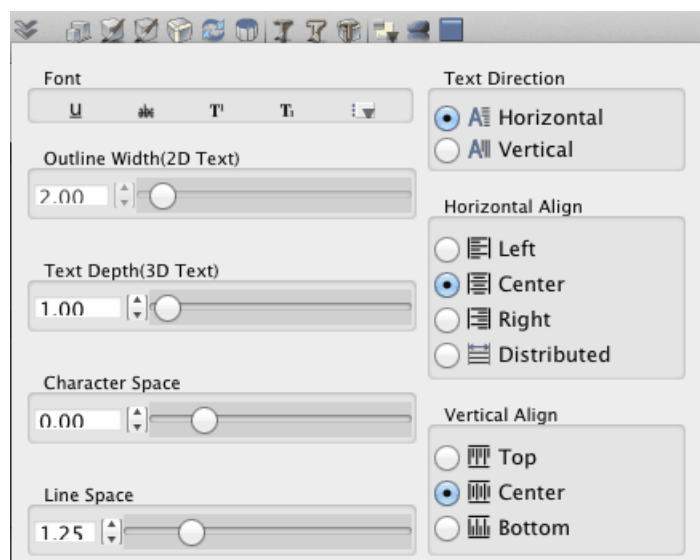
On the Shape Toolbar, can change size and depth also.

Change node's size.

b) Change text size and depth.

1. Select the node in the render window.

2. Change text font, font size or font size rate in Text Toolbar(Can change

text size).

3. Click the ⍖ button, change text depth(extrusion) and other properties.

3.5   Change node's position, rotation, scale

Edit with manipulator

1. Select the node in the render window.

2. **Edit Position**

Drag the node can change node's X and Y axis position.

Drag the **Move Node Z** button up or down can change node's Z axis position.

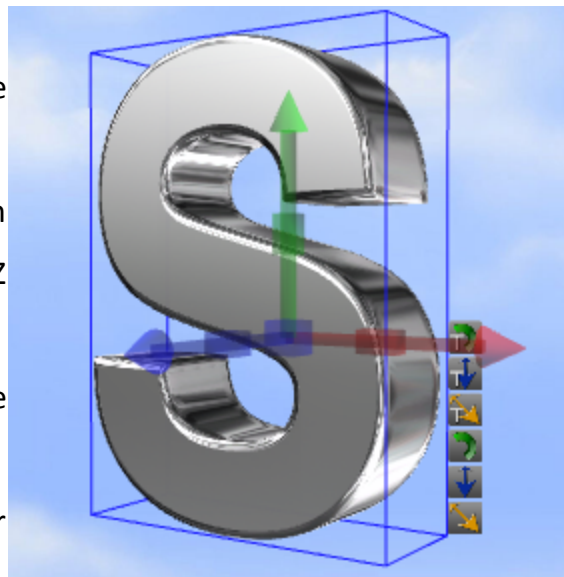Use keyboard can change node's position also.

Press Up move node to higher position.

Press Down move node to Lower position.

Press Left move node to left position.

Press Right move node to right position.

Press Shift+Up or Shift+Left move node to far position.

Press Shift+Down or Shift+Right move node to near position.

All the change position shortcut add Ctrl key move position slowly.

Edit Rotation

Drag **Rotate Node X** button left or right can change X axis rotation.

Drag **Rotate Node Y** button left or right can change Y axis rotation.

Drag **Rotate Node Z** button left or right can change Z axis rotation.

Drag mouse right button can rotate node also.

Edit Scale

Drag **Scale Node X** button left or right can change X axis scale.

Drag **Scale Node Y** button left or right can change Y axis scale.

Drag **Scale Node Z** button left or right can change Z axis scale.

Edit data in window

1. Select the node in the render window.

2. Select the Shape tab in Properties window.

3. Change the Pos, Rotate and Scale can change node's position...

Change rotate, enter 'Enter' key to apply it.

You can drag up or down in the right half of the editor window to change the data quickly.

On the Shape Toolbar, can change position, rotation and scale also.
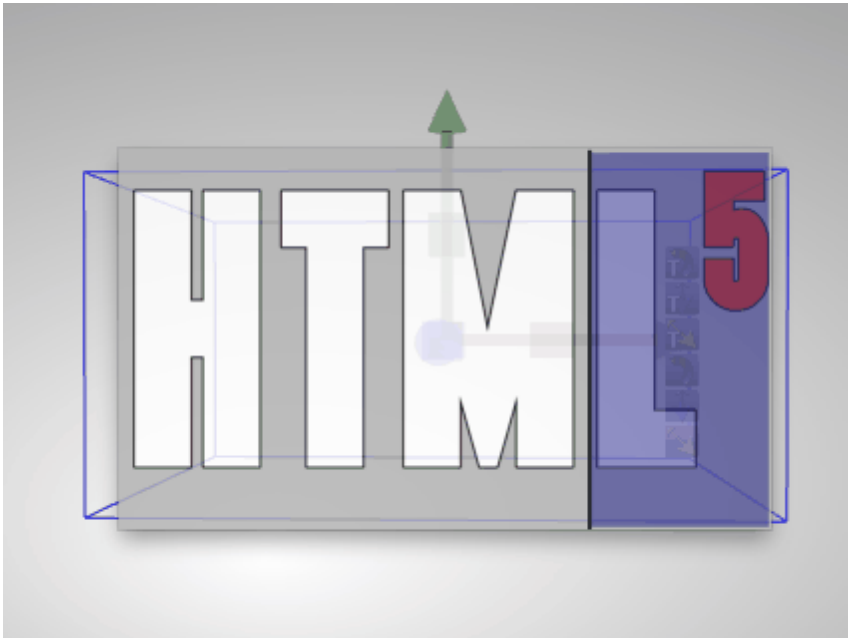
Change node's position, rotation and scale.
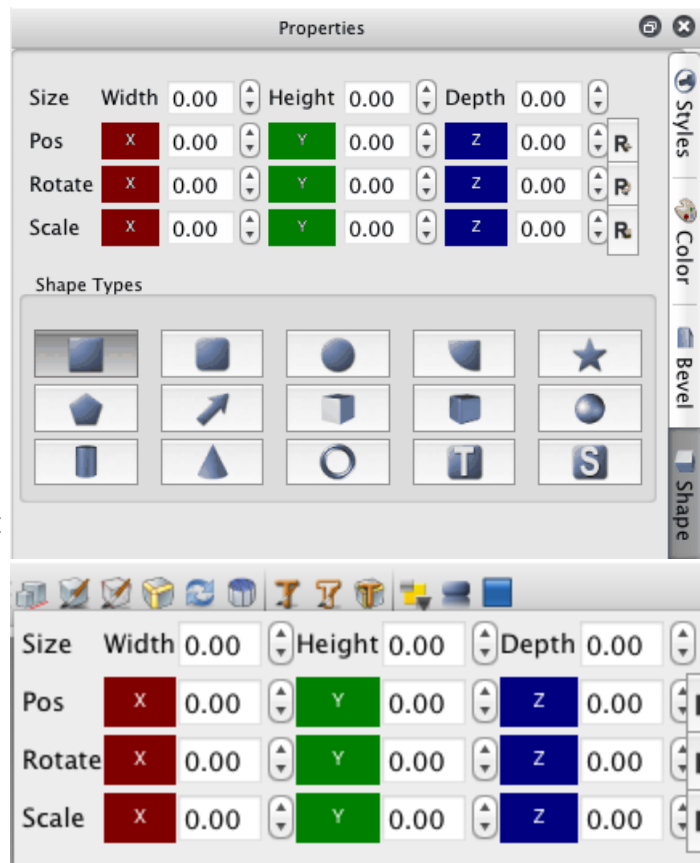
3.6   Change text and text mode

How to edit the text

Only text and shape node can edit text in render window.

Double click the node or select render window's context menu **Edit Node**(Press F2),The edit window will show as following.
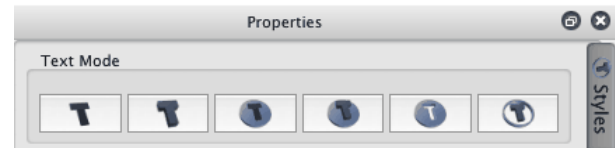
You can edit text in this window,The edit method like the other Word Processing

Software. Press **ESC** key or click other place of render window can exit the edit mode.

Change text mode

Open 'Styles' tab of Properties.

1. Select the a node to change, the node

must contain text.

2. Click the button of **Text Mode**, can

change the mode of text.

 : Show 2D Text.

 : Show 3D Text.

 : Show 2D Text with a back shape.

 : Show 3D Text with a back shape.

 : Show a text hole in shape.

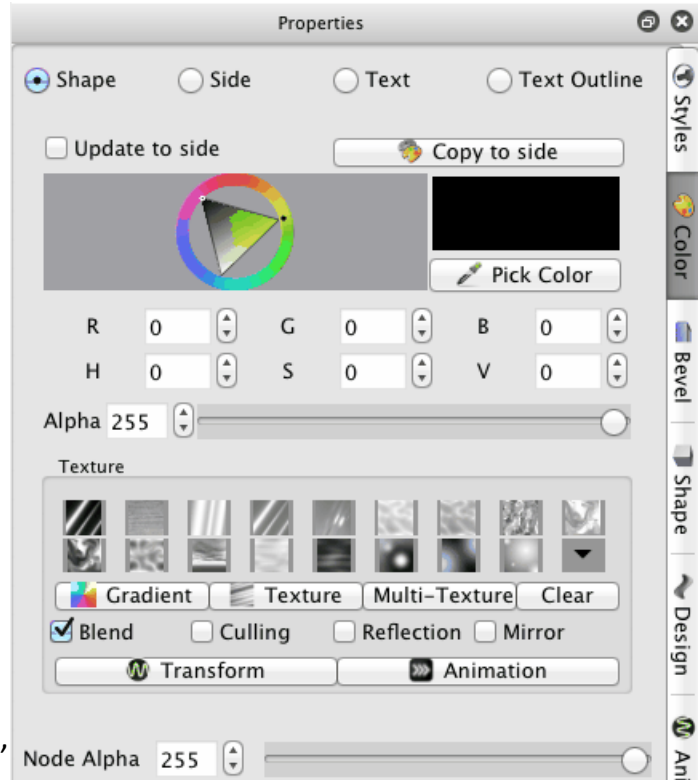 *:* Show 3D Text in the border of shape.

3.7 Change color and texture

Change node's color and texture.

1. Select the node in the render window.

2. Select the **Color** tab in Properties window.

3. Select a part of node to change (Shape, Side, Text or Text Outline).

4. Click the color to change.

Texture can change by this method also.

On the Shape Toolbar, can change color also.

Change shape's fill color, texture, alpha texture transform and texture animation.

Change shape's side color, texture, alpha texture transform and texture animation.

Change text's face color, texture, alpha texture transform and texture

animation.

Change text's outline color, texture, alpha texture transform and texture animation.

Color dialog are introduce [here](#).

Transform

Click the button, a dialog will show as following, the texture transform can set by the dialog.

Templet

Select a templet that has default parameter, can set the parameter quickly.
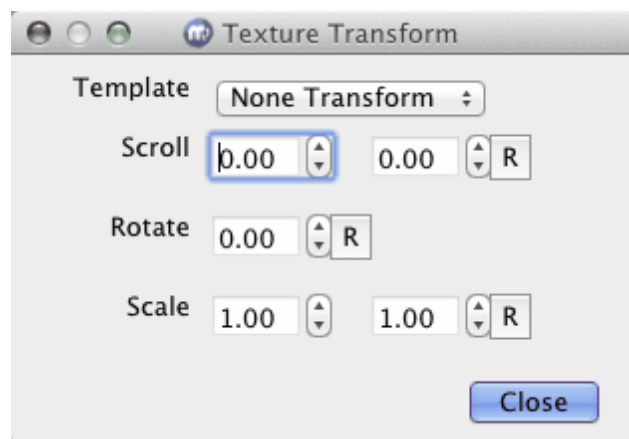
Scroll

The range of the value is -1 to 1, set the value can move the texture in X axis and Y axis.

Rotate

The range of the value is -360 to 360, set the value can rotate the texture by degrees.

Scale

The range of the value is 0 to 10, set the value can scale the texture in X axis and Y axis.

Animation

Click the button, a dialog will show as following, the texture animation can set by

the dialog.

Templet

Select a templet that has default

parameter, can set the parameter
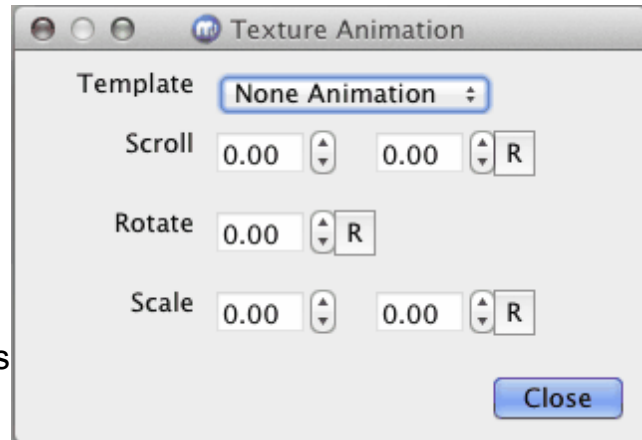
quickly.

Scroll

The range of the value is -1 to 1,

set the move texture speed in X axis

and Y axis per second.

Rotate

The range of the value is -1 to 1,

set the rotate texture speed per

second.

Scale

The range of the value is 0 to 10,

set the scale texture speed int X

axis and Y axis per second.
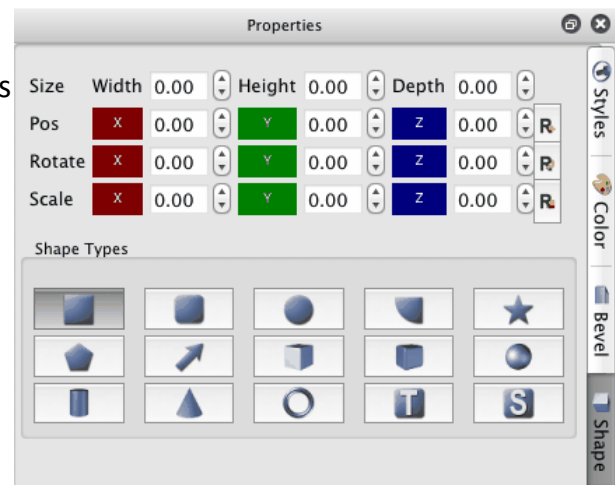

3.8   Change shape type

Change node's shape type.

1. Select the node in the render window.

2. Select the Shape tab in Properties

window.

3. Click the icon in **Shape Types** to change

the shape type.

On the Shape Toolbar, can change shape

type also.

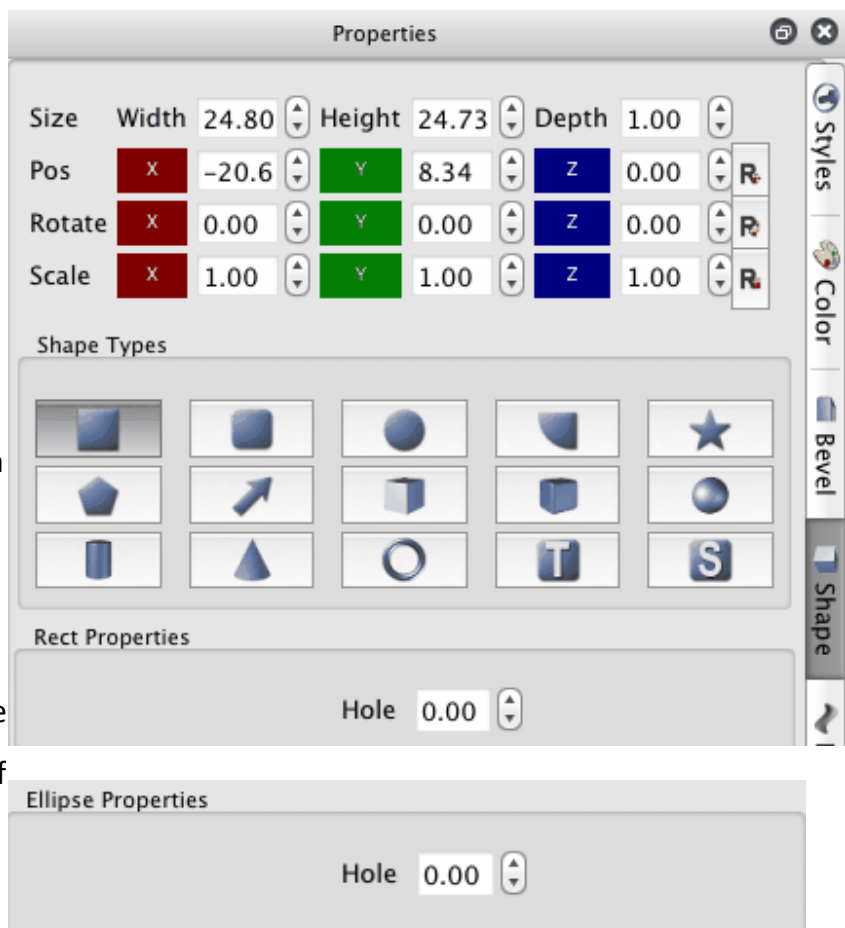Change shape type, such as rectangle, circle..

3.9   Change shape properties

Change node's shape properties.

1. Select the node in the render window.

2. Select the Shape tab in Properties window.

3. Change shape properties in Round Rect Properties.
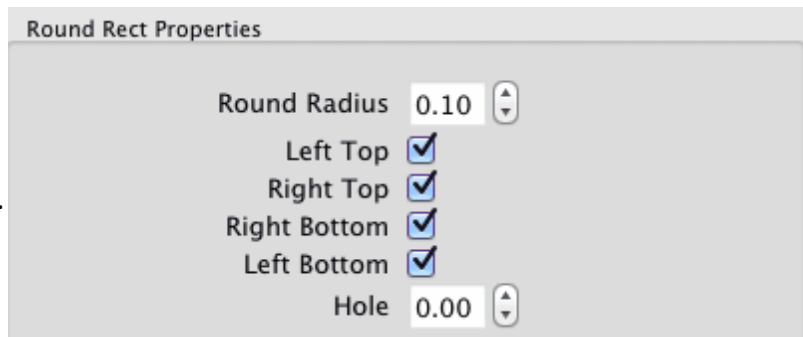
On the Shape Toolbar, can change shape properties also.

Change shape property, size of polygon edge..

Round Rect Properties

Round Radius 0.10

Left Top ☑
Right Top ☑
Right Bottom ☑
Left Bottom ☑

Hole 0.00

Rect Properties

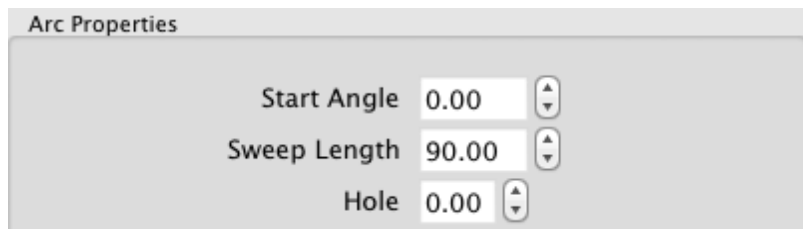You can make the
rectangle have a hole in it.
Hole: Set the size of hole
in the rectangle.

Ellipse Properties

You can make the ellipse
have a hole in it.

Hole: Set the size of hole
in the ellipse.

Arc Properties
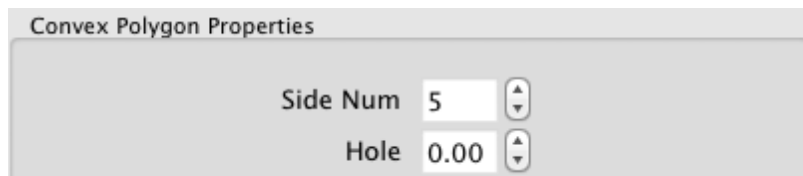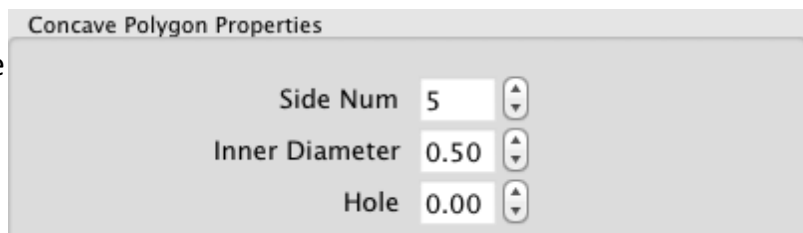
Start Angle 0.00
Sweep Length 90.00
Hole 0.00

Round Rect Properties

Round Radius: Change
radius of round edge, the
value is edge radius divide
rectangle radius .

Concave Polygon Properties

Side Num 5
Inner Diameter 0.50
Hole 0.00

Left Top: Set left top of
rectangle has round edge
or not.

Right Top: Set right top of
rectangle has round edge
or not.

Convex Polygon Properties

Side Num 5
Hole 0.00

Right Bottom: Set right
bottom of rectangle has
round edge or not.

Left Bottom: Set left

bottom of rectangle has round edge or not.

Hole: Set the size of hole in the rectangle.

Arc Properties

Start Angle: Set the start angle of arc.

Sweep Length: Set the sweep angle length from start angle.

Hole: Set the size of hole in the arc.

Concave Polygon Properties

Side Num: Set the side number of polygon.

Inner Diameter: Set the inner diameter of polygon.

Hole: Set the size of hole that in the polygon, the value is inner size divide

node size.

Arrow Properties

Head Width 0.20
Head Height 0.20
Two Side ☐
Curve 0.00
Direction Right

Round Cube Properties

Bevel 0.40

Cylinder Properties

Bevel 0.40

Ring Properties

Radius 0.40
Angle 360.00

Convex Polygon

Properties

Side Num: Set the side number of polygon.

Hole: Set the size of hole that in the polygon, the value is inner size divide

node size.

Arrow Properties

Head Width: Set the width of the arrow head, the value is a ratio of head width divide node width.

Head Height: Set the height of the arrow head, the value is a ratio of head height divide node height.

Two Side: Set the node has two arrow.

Curve: Set level of curve in the node.

Direction: Set arrow's

direction.

Round Cube Properties

Bevel: Set radius of round

edge, the value is edge

radius divide cube radius .

Cylinder Properties

Bevel: Set radius of round

edge, the value is edge

radius divide cylinder

radius.

Ring Properties

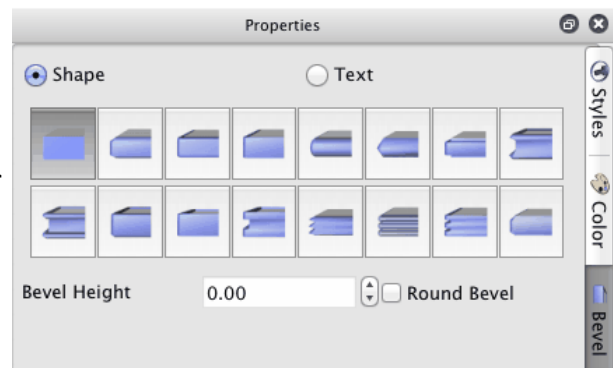Radius: Set radius of the

tour's ring.

Angle: Set the ring angle,

for example, set the angle

to 180 and make a half

ring.

3.10 Change bevel type

Change node's shape type.

1. Select the node in the render window.

2. Select the Bevel tab in Properties

window.

3. Select a part of node to change(shape or

text).

4. Click the icon in Bevel Profiles to change

the bevel type.

Bevel Height

Set the bevel's height.

Round Bevel

Set the bevel if round bevel or not.

On the Shape Toolbar, can change shape

and text bevel also.

Change shape bevel type, bevel height, round bevel.

Change 3D text bevel type, bevel height, round bevel.

3.11 Design node

Design a node, set reflection, distort, change text position and so on.

Reflection

Set node has a reflection effect.

Distance

Set the distance between the node and reflection.

Fade

Set the reflection has a fade effect, no effect with 0.

Distort Type:

None: No Distort.

Sector: Distort like a sector.

There are other type of distort: Outer Curve, Inner Curve, Arch, Heave, Sunken, Banner, Wave, Fish, Add, Trapezium. You can try it.

Distort Axis: Select different face or axis to distort

Distort Direction: Select different direction.

Distort Intensity: Change

Distort intensity.

Click the above button

can select a distort

quickly.

Text

Pos: Change text's

position.

Angle: Change text's Z

axis rotate angle.

Letter

Rotate: Change every

letter's rotation.

3.12 Change back ground

The progatam provides some some type back ground, you can select it.

● **How to change back ground**

Click the Shape Toolbar button to change back ground.

Support following type

➢ **Color:** Select a color to fill the back ground.

➢ **Image:** Select a image to fill the back ground.

➢ **SkyBox:** Select two images,one as the sky and the other as the floor.the image

support texture transform and animation.

➢ **Dynamic:** Select two images fill the back ground,the image support texture

transform and animation so can create dynamic effect.
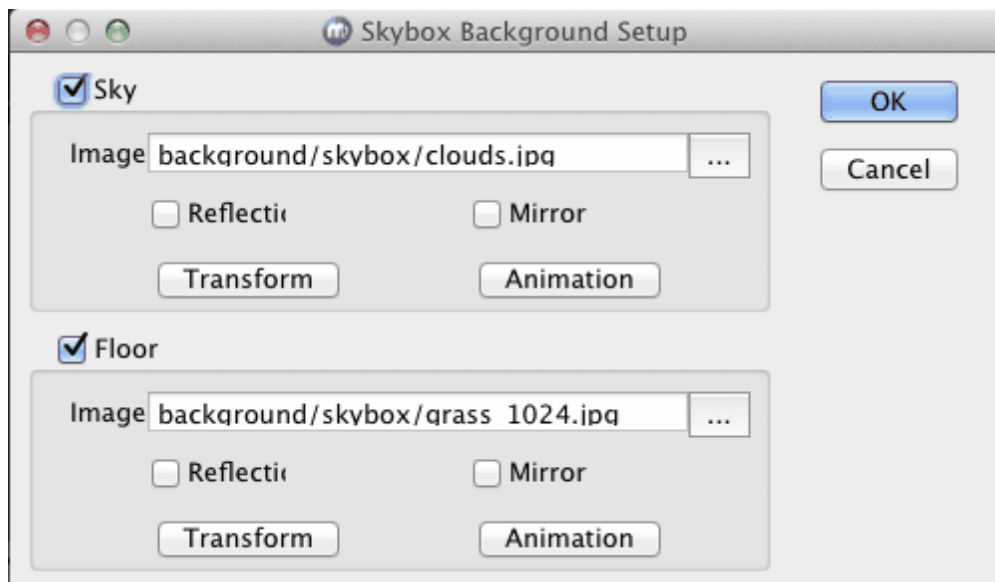
Edit color type back ground
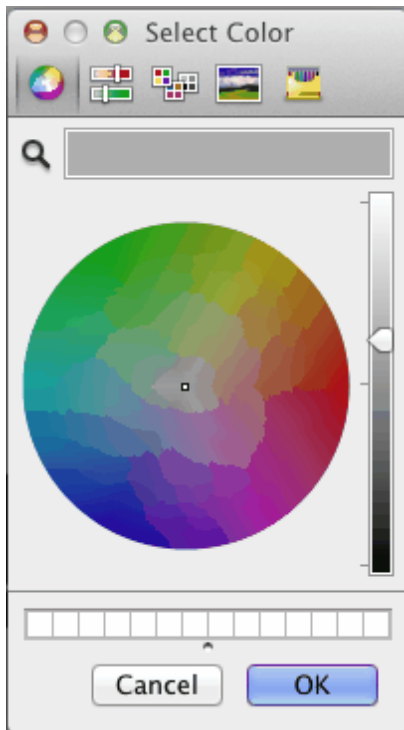
Select a color and click **OK** button to change the back ground.

Edit image type back ground
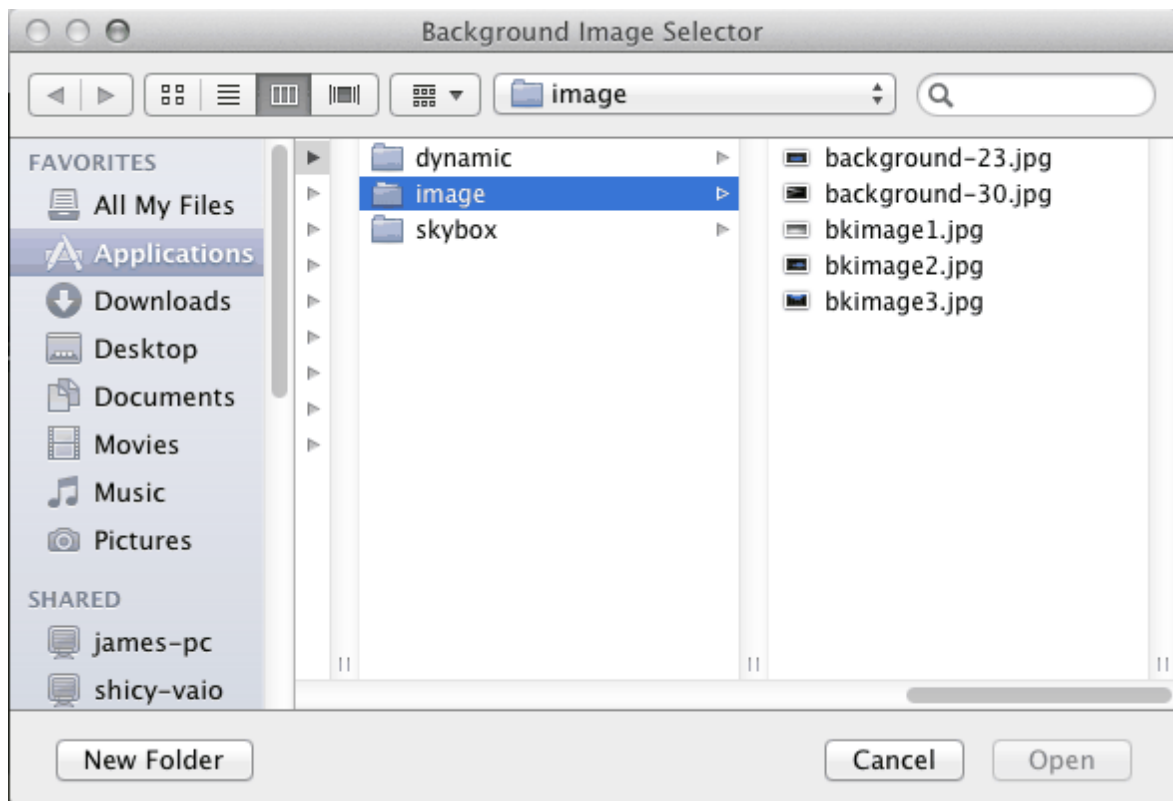
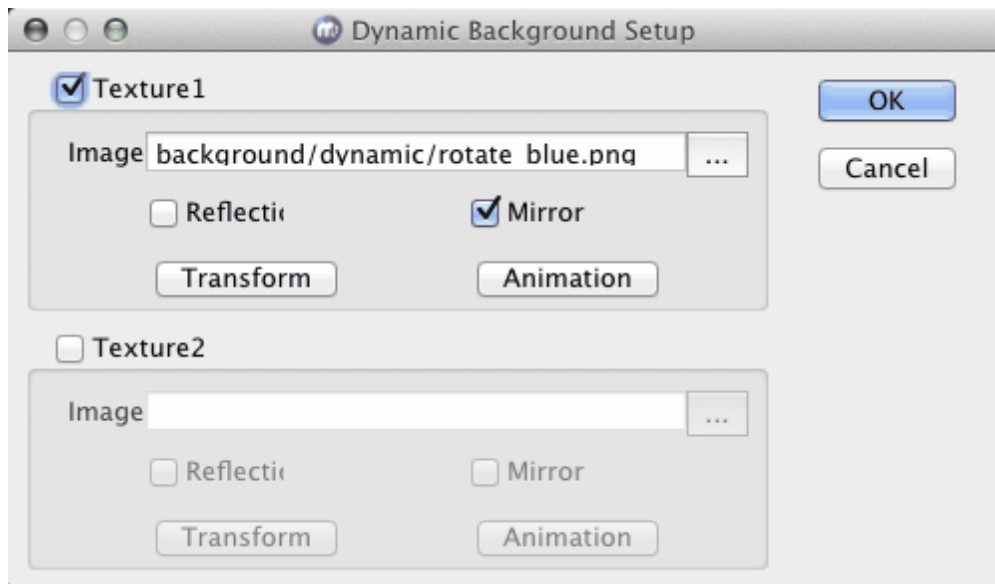Select a image and click **OK** button to change the back ground.

Edit skybox type back ground

Select the image of Sky and Floor. Edit the texture flag, texture transform and texture animation.

Click **OK** to change the back ground.

Edit dynamic type back ground

Select the image of Texture1 and Texture2. Edit the texture flag, texture transform and texture animation.

Click **OK** to change the back ground.

3.13 Export

Export image to clipboard

1.Select File Menu **File > Export Clipboard e**xport the current screen as a image in the clipboard.

Export the current screen as a image file

Support *.png (has alpha channel), *.bmp, *.jpg, *.tiff (has alpha channel), *.xpm, *.ppm, *.xbm format, only the registration user can use this function.

1. Select File Menu **File > Export** or click Toolbar button, a 'Export Image' dialog would show.

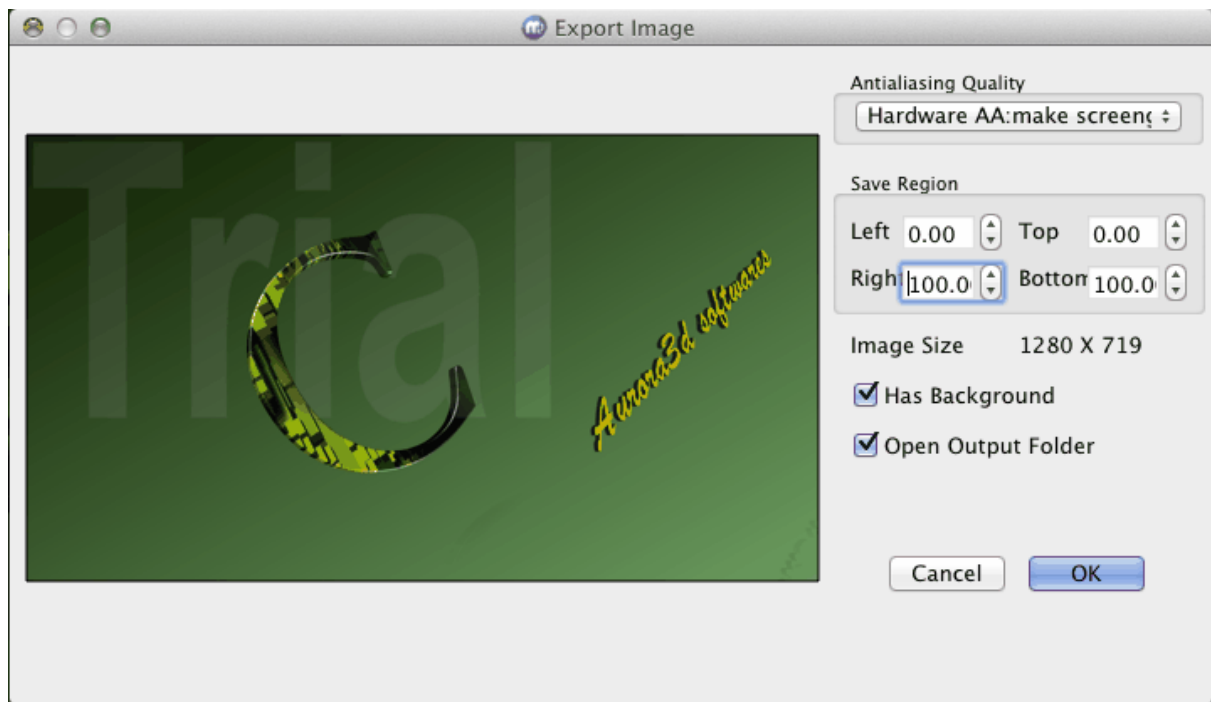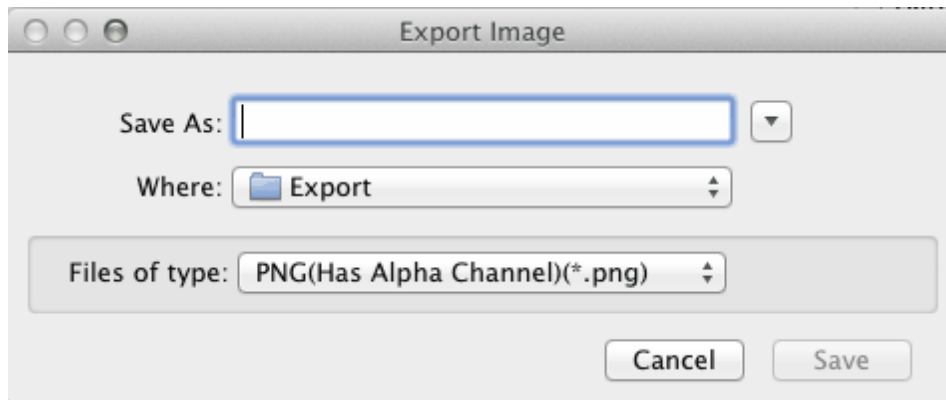**Image Size:** show the export image size.

Save Region: select the region to export.

Save Rate: select the scale rate of the image(scale the image to export).

2. Click 'OK' button to save image continue.

3. Select save as type and file name, click **Save** button, OK.