

Name (Sorted Ascending)

[+][Left][Standard][Wireframe]

[+][Perspective][Standard][Default Shading]

Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Creation Method

- Cube
- Box

Keyboard Entry

X: 0,0

Y: 0,0

Z: 0,0

Length: 100,0

Width: 100,0

Height: 100

Create

Parameters

Length: 0,0

Width: 0,0

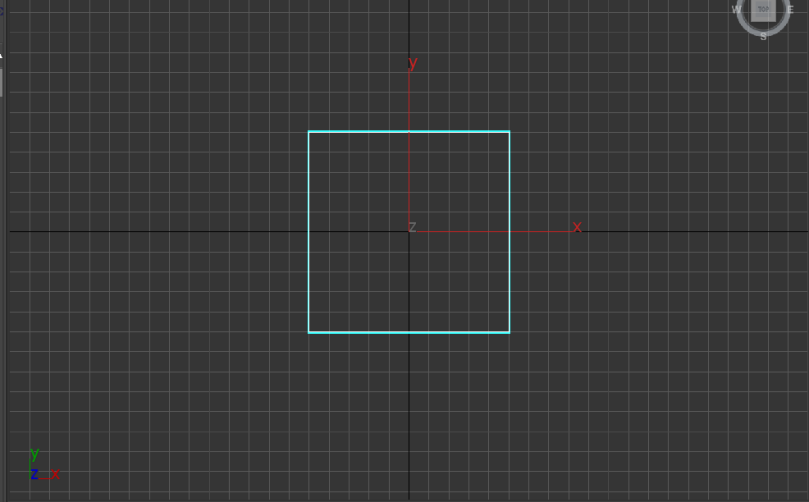
Height: 0,0

Length Segs: 1

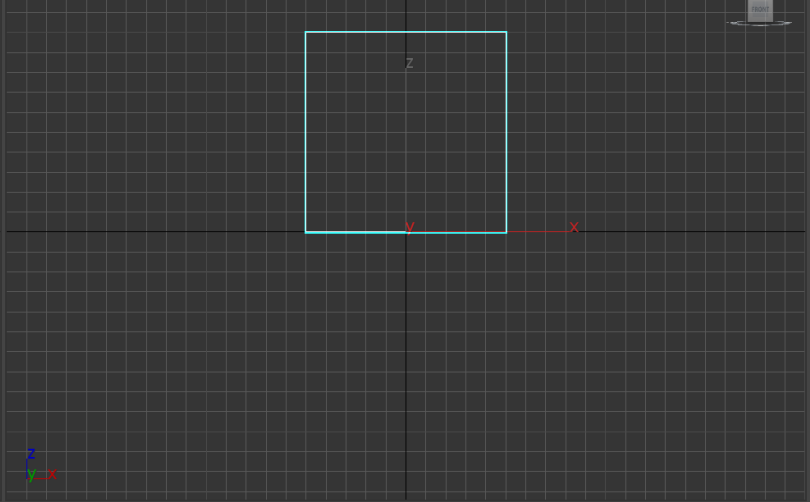
Width Segs: 1

Select Display Edit

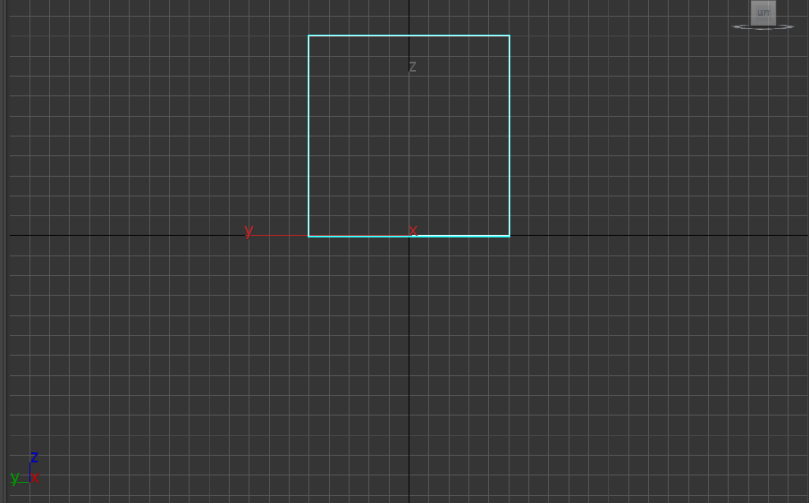
[+] [Top] [Standard] [Wireframe]



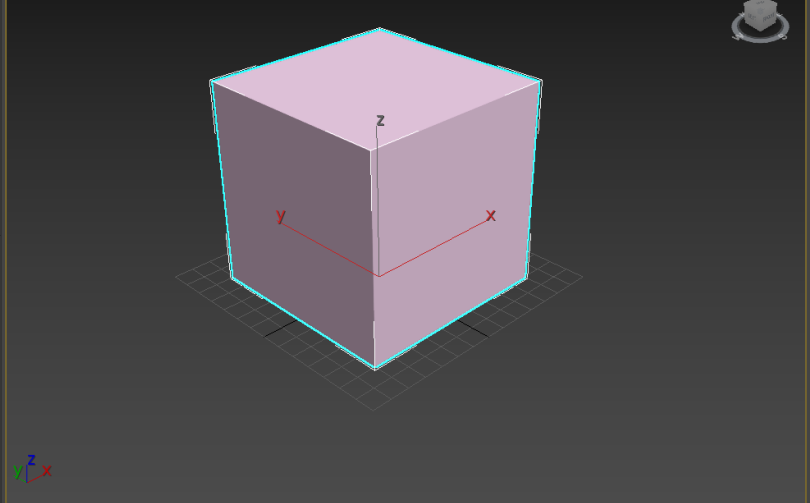
[+] [Front] [Standard] [Wireframe]



[+] [Left] [Standard] [Wireframe]



[+] [Perspective] [Standard] [Default Shading]



- Name (Sorted Ascending)
- Box001

Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Box001

Creation Method

- Cube
- Box

Keyboard Entry

X: 0,0

Y: 0,0

Z: 0,0

Length: 100,0

Width: 100,0

Height: 100,0

Create

Parameters

Length: 100,0

Width: 100,0

Height: 100,0

Length Segs: 1

Width Segs: 1

0 / 100

X: 126,559 Y: 12,488 Z: 0,0 Grid = 10,0

Welcome to MA: Click and drag to begin creation process

1 Object Selected

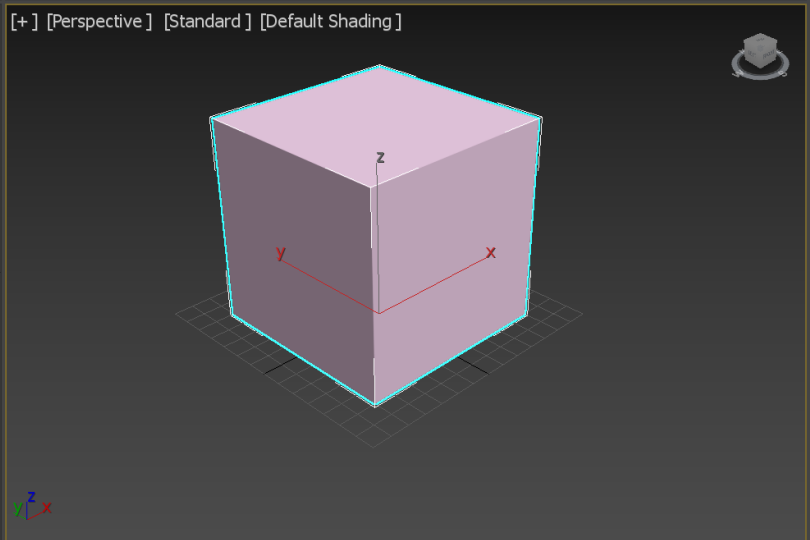
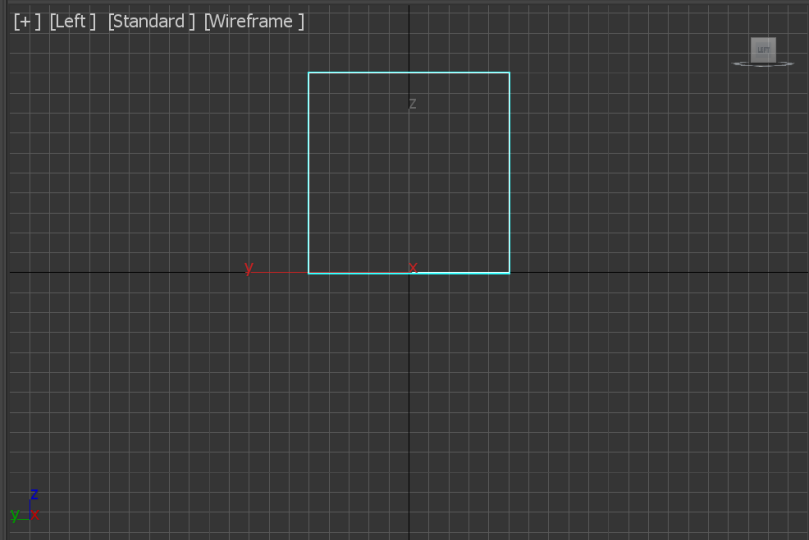
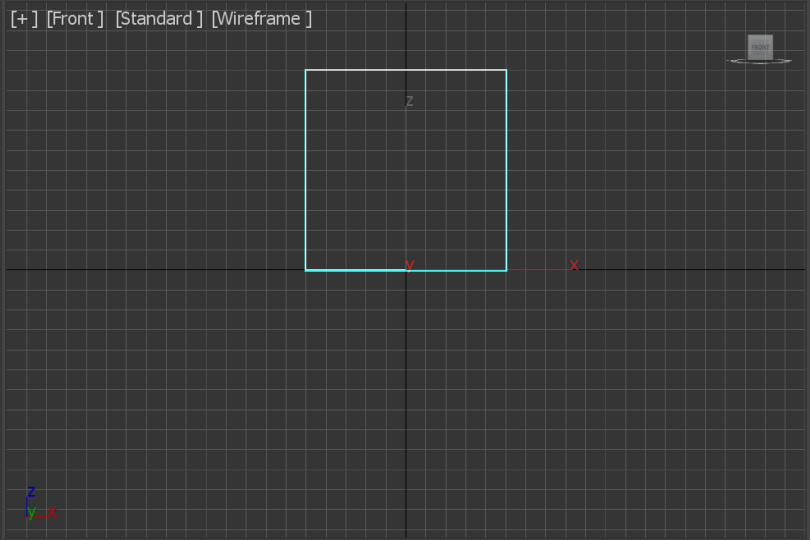
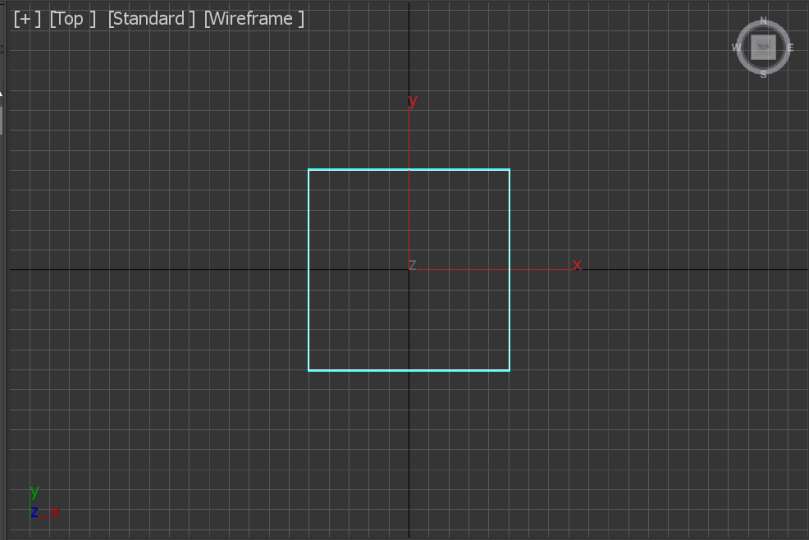
Add Time Tag

Auto Selected

Set K. Filters...

Name (Sorted Ascending)

- Box001



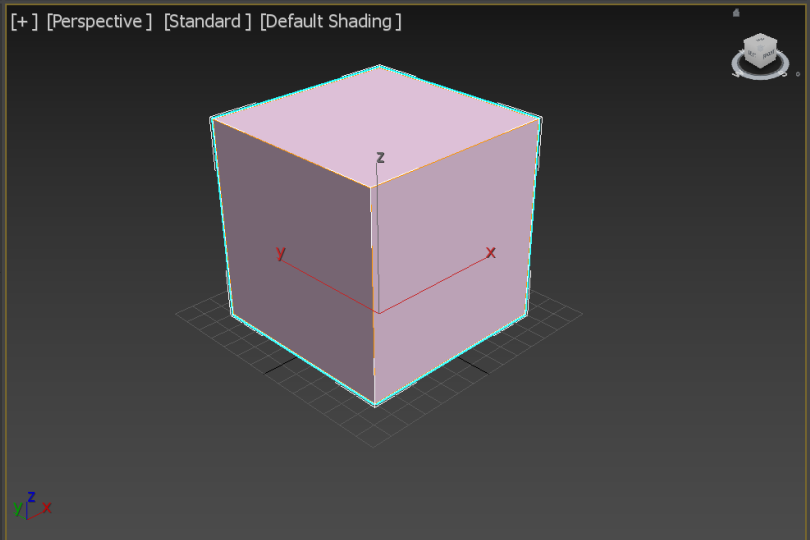
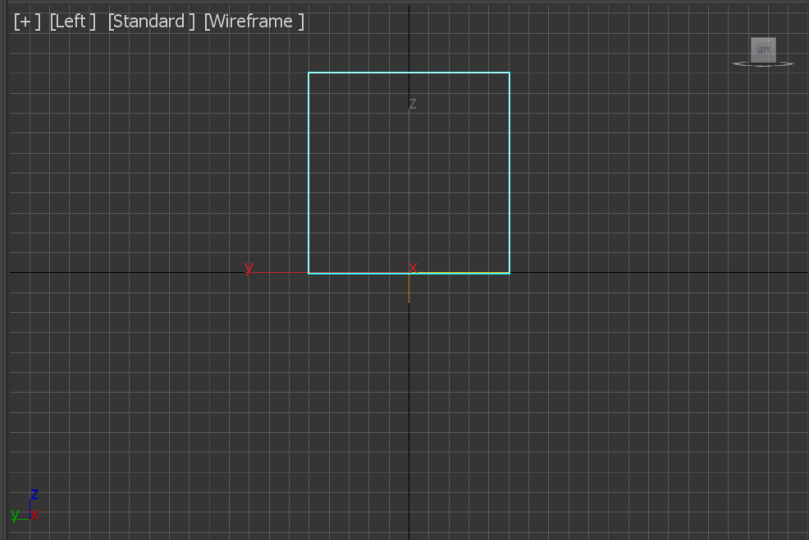
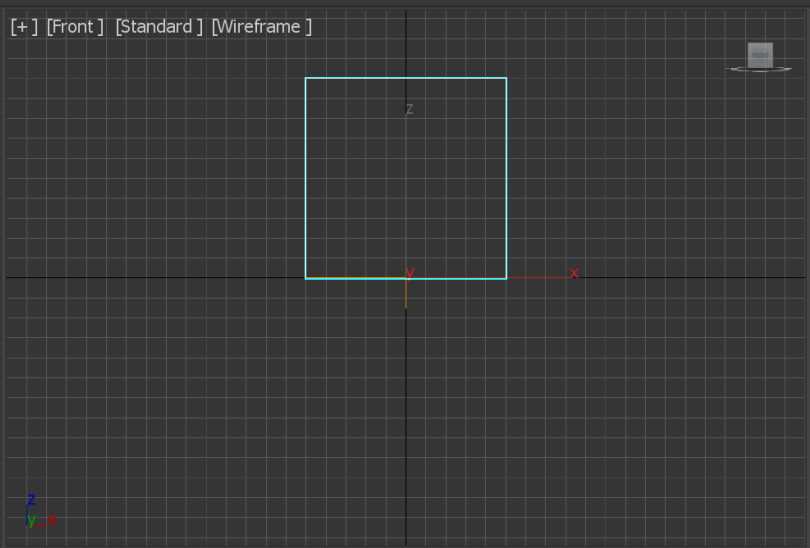
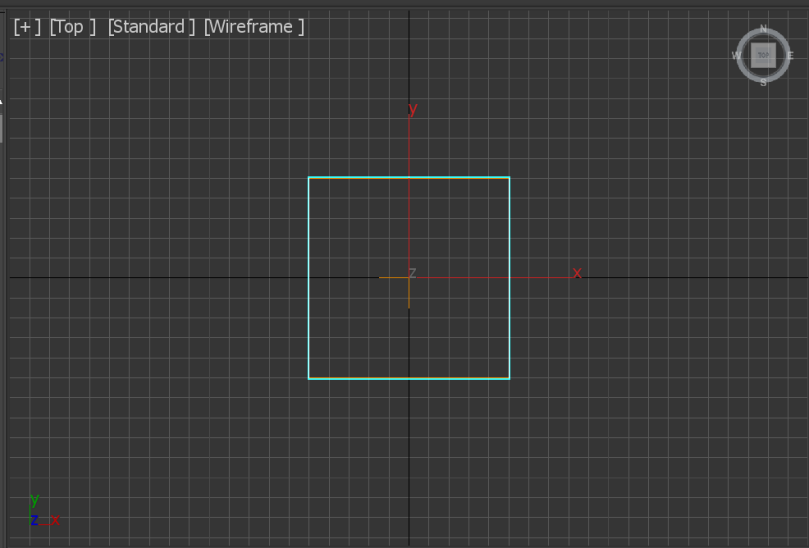
Box001

- Projection
- ProOptimizer
- Push
- Quadify Mesh
- Relax
- Ripple
- Select By Channel
- Shell
- Skew
- Skin
- Skin Morph
- Skin Wrap
- Skin Wrap Patch
- Slice
- Smooth
- Spherify
- Squeeze
- STL Check
- Stretch
- Subdivide
- Substitute
- SurfDeform
- Symmetry
- Taper
- Tessellate
- TurboSmooth
- Turn to Mesh
- Turn to Patch
- Turn to Poly
- Twist**
- Unwrap UVW
- UVW Map
- UVW Mapping Add
- UVW Mapping Clear
- UVW Xform
- Vertex Weld
- VertexPaint
- Vol. Select
- Wave
- Welder
- XForm

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Twist
- Box

Parameters

Twist:

Angle: 90

Bias: 0,0

Twist Axis:

X Y **Z**

Limits

Limit Effect

Upper Limit: 0,0

Lower Limit: 0,0

Select Display Edit

Name (Sorted Ascending):

- Box001

[+] [Top] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Left] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Default Shading]

The interface displays four orthographic views (Top, Front, Left) and a perspective view of a box object. The Top and Left views are in wireframe mode, showing the underlying geometry and axes. The Front view is in standard shading. The Perspective view shows the box in a 3D environment with default shading. The axes are labeled X, Y, and Z. The background is a dark grid.

Box001

Modifier List

- Twist
- Box

Parameters

- Length: 100,0
- Width: 100,0
- Height: 100,0
- Length Segs: 1
- Width Segs: 1
- Height Segs: 20
- Generate Mapping Coords. [checked]
- Real-World Map Size

0 / 100

1 Object Selected

Welcome to MA: Click or click-and-drag to select objects

X: 76,646 Y: -294,374 Z: 0,0 Grid = 10,0

Auto Selected

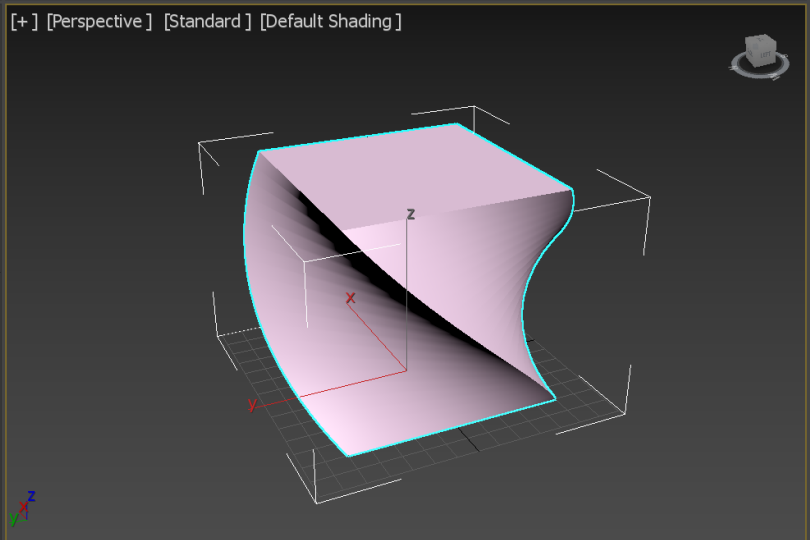
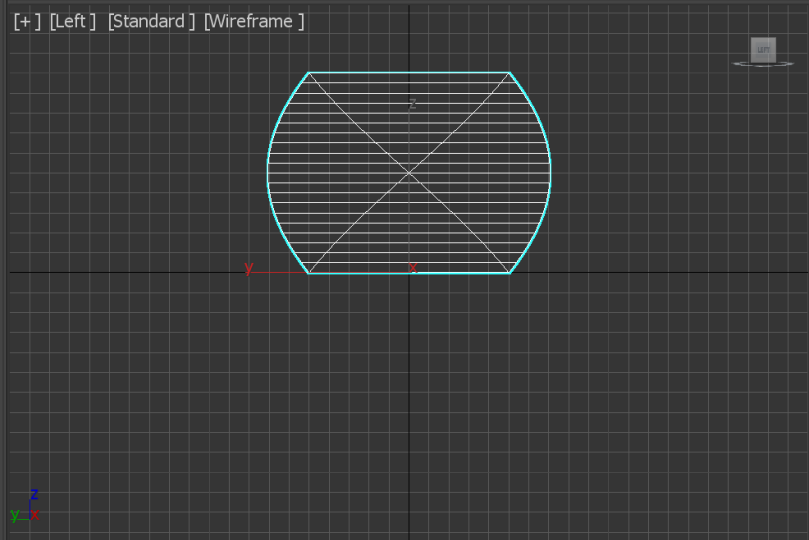
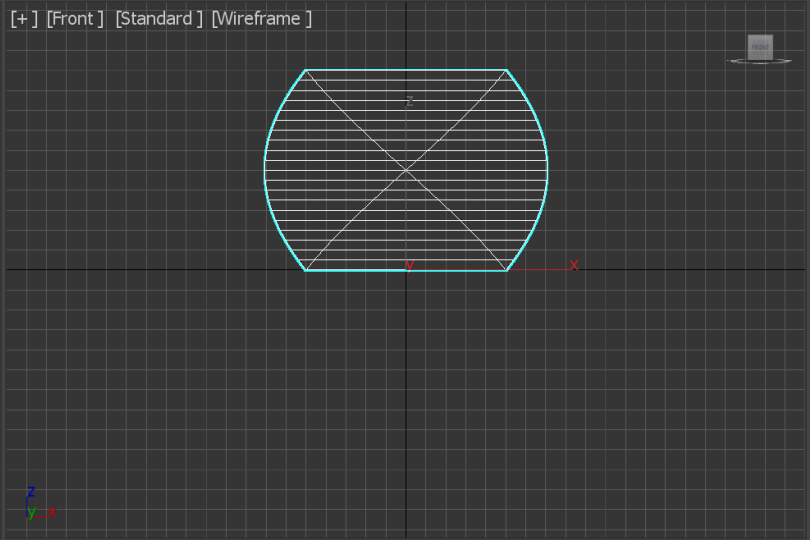
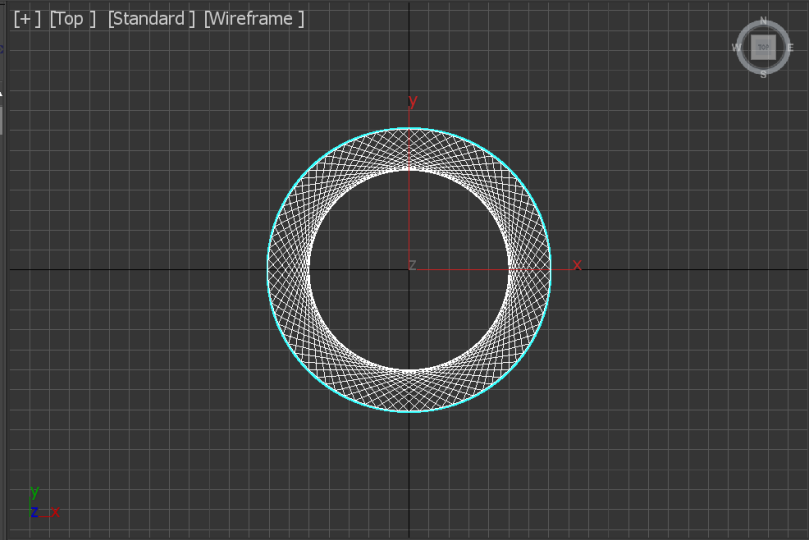
Set K. Filters...

0

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Twist
- Box

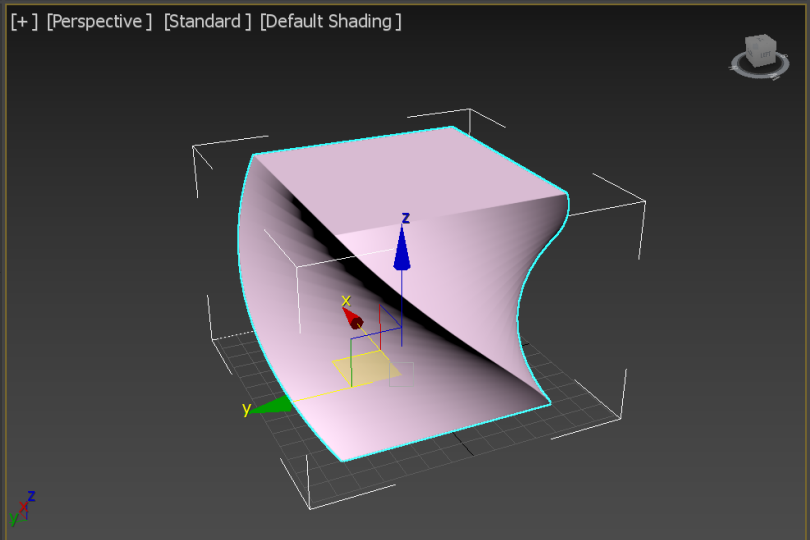
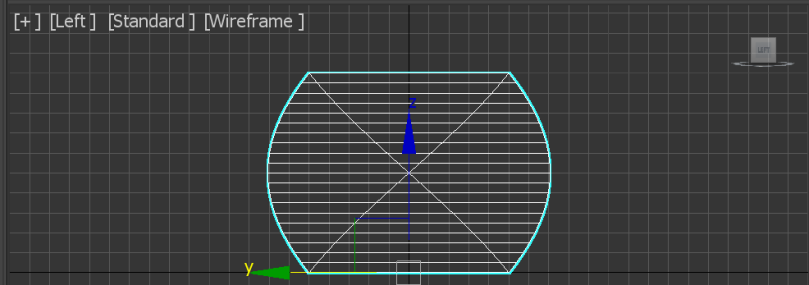
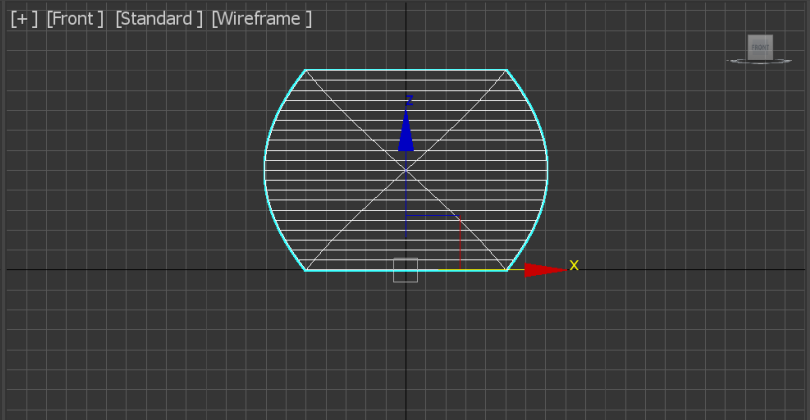
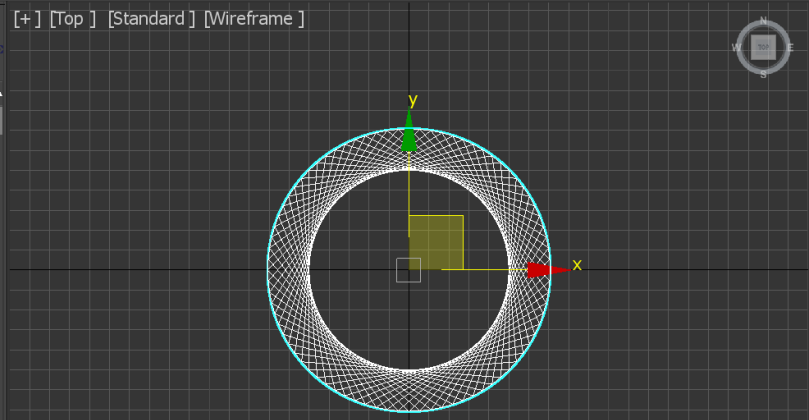
Parameters

- Length: 100,0
- Width: 100,0
- Height: 100,0
- Length Segs: 1
- Width Segs: 1
- Height Segs: 20
- Generate Mapping Coords.
- Real-World Map Size

Select Display Edit

Name (Sorted Ascending)

- Box001



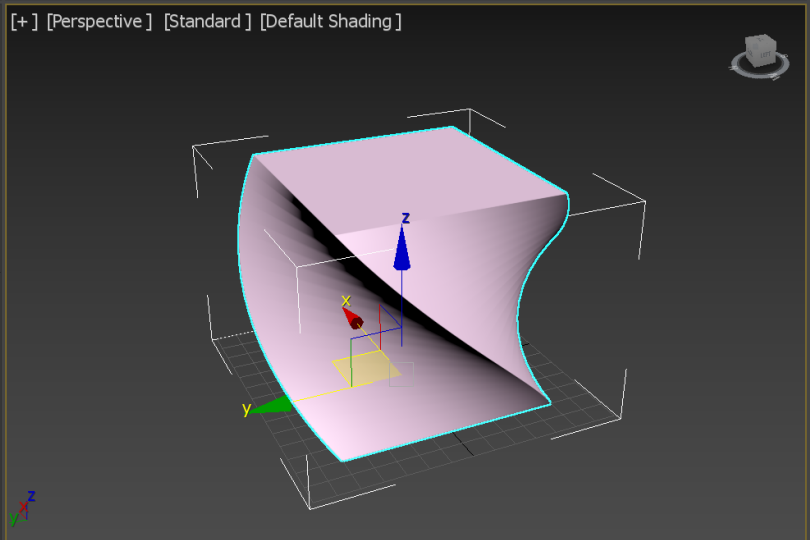
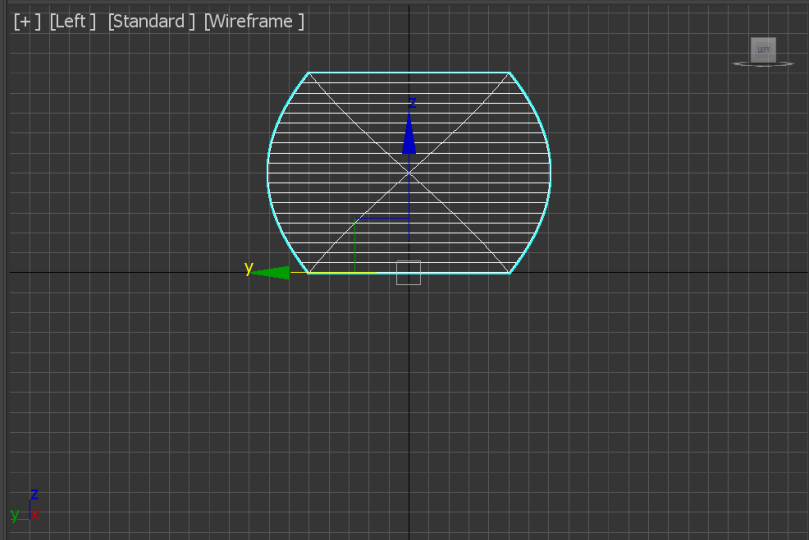
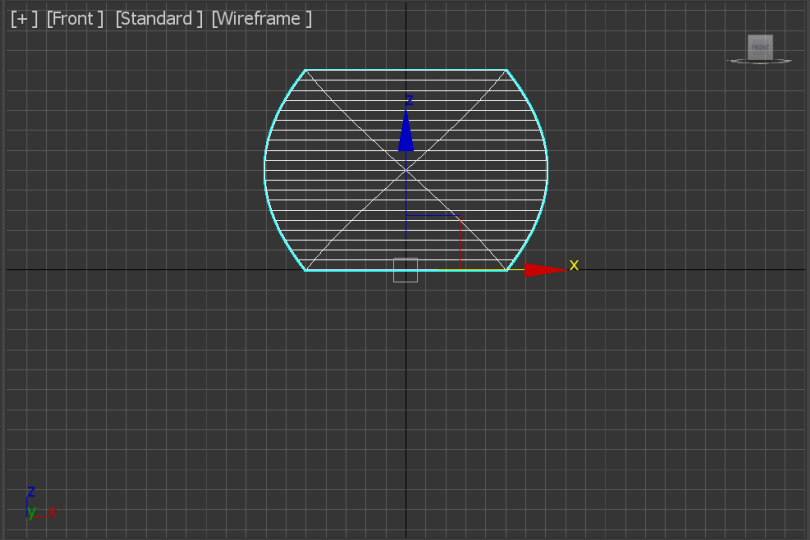
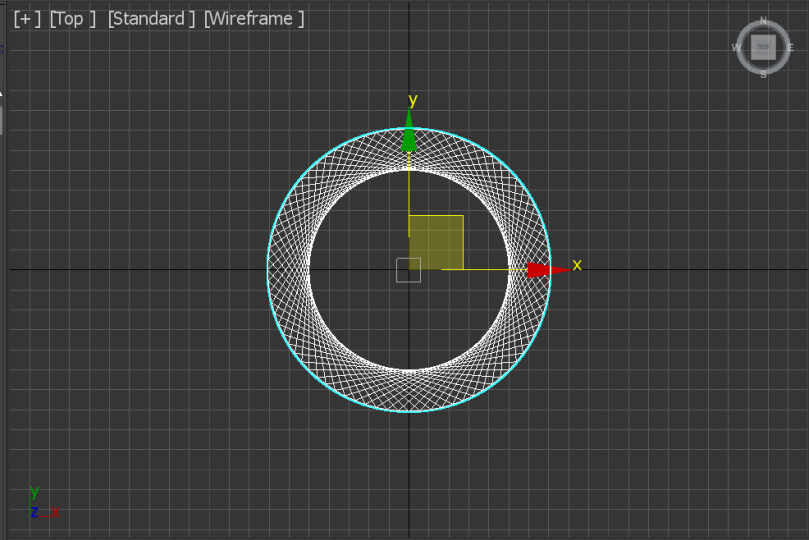
Box001

- Displace Mesh (WSM)
- Hair and Fur (WSM)
- MapScaler (WSM)
- PatchDeform (WSM)
- PathDeform (WSM)
- PFlow Collision Shape (WSM)
- Point Cache (WSM)
- Subdivide (WSM)
- Surface Mapper (WSM)
- SurfDeform (WSM)
- OBJECT-SPACE MODIFIERS**
- Affect Region
- ApplyUVAsColor
- ApplyUVAsHSLColor
- ApplyUVAsHSLGradient
- ApplyUVAsHSLGradientWithMidp
- Attribute Holder
- Bend
- Camera Map
- Cap Holes
- CFDColorVerticesMod
- CFDKeepNVertices
- CFDVertexPaintChannel
- CFDVertexPaintVelocity
- Chamfer
- Cloth
- Create
- CreateSet
- DeleteMesh
- DeletePatch
- Disp Approx
- Displace
- Edit Mesh**
- Edit Normals
- Edit Patch
- Edit Poly
- Face Extrude
- FFD 2x2x2
- FFD 3x3x3
- FFD 4x4x4
- FFD(box)

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edit Mesh
- Twist
- Box

Selection

- By Vertex
- Ignore Backfacing
- Ignore Visible Edges
- Planar Thresh: 45,0
- Show Normals
- Scale: 20,0
- Delete Isolated Verts

Named Selections:

- Whole Object Selected

Soft Selection

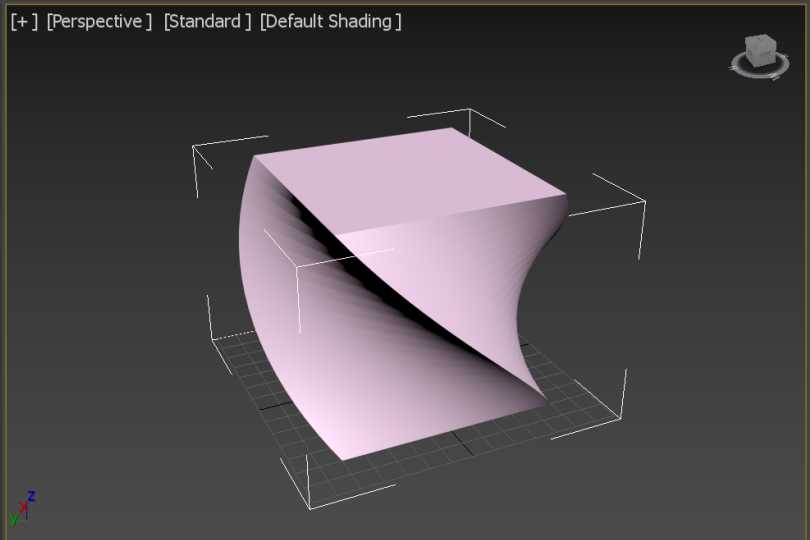
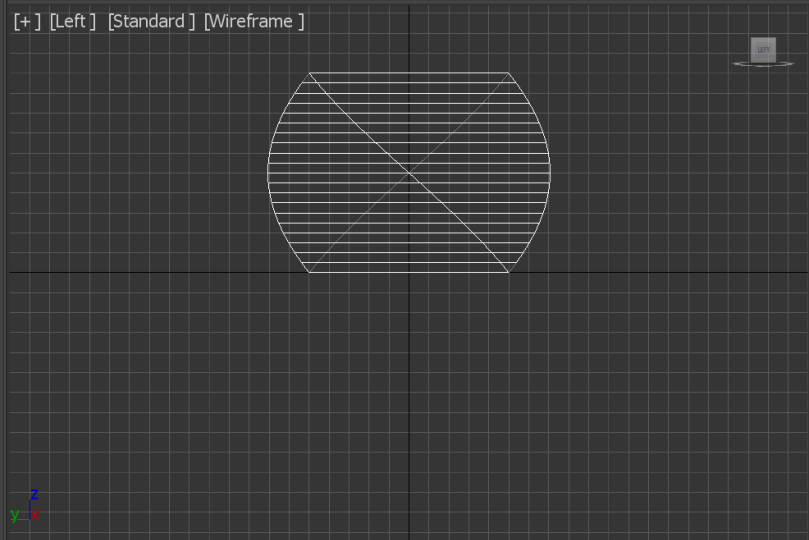
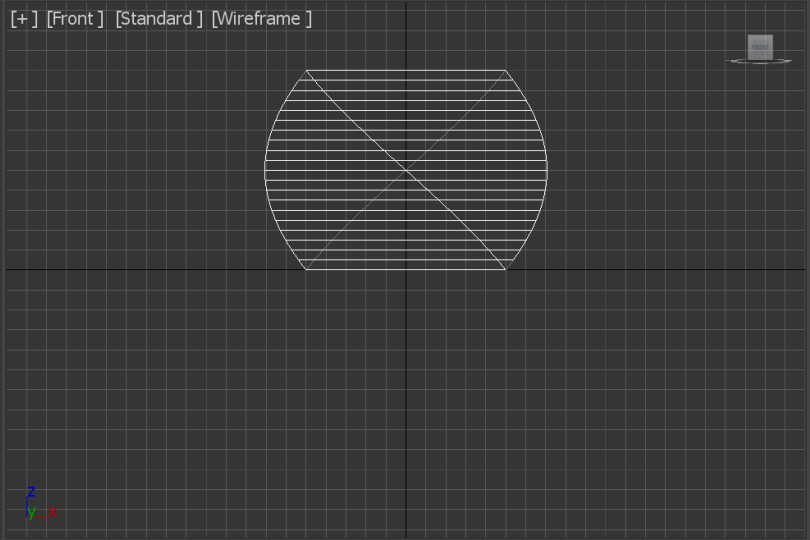
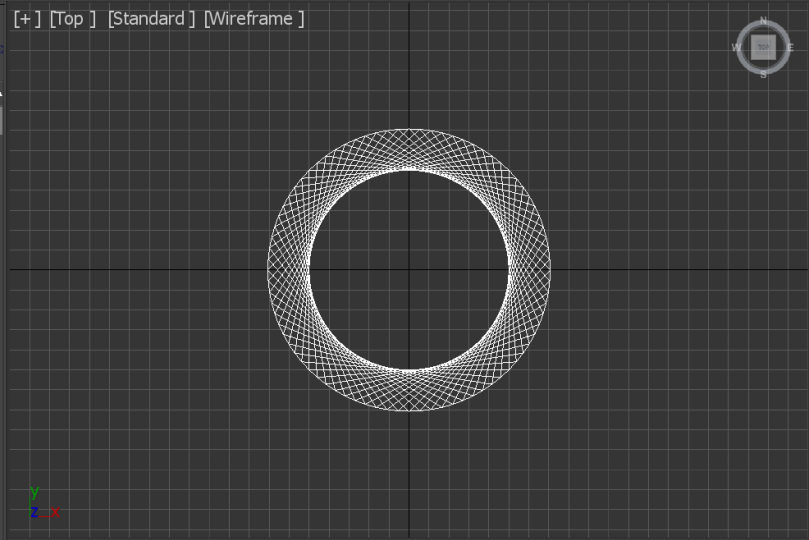
Edit Geometry

- Create
- Delete
- Attach
- Attach List
- Break
- Turn
- Extrude: 0,0
- Bevel: 0,0
- Normal: Group Local
- Slice Plane
- Slice
- Cut
- Split

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edit Mesh
- Twist
- Box

Selection

- By Vertex
- Ignore Backfacing
- Ignore Visible Edges
- Planar Thresh: 45,0
- Show Normals
- Scale: 20,0
- Delete Isolated Verts

Named Selections:

Copy Paste

0 Faces Selected

Soft Selection

Edit Geometry

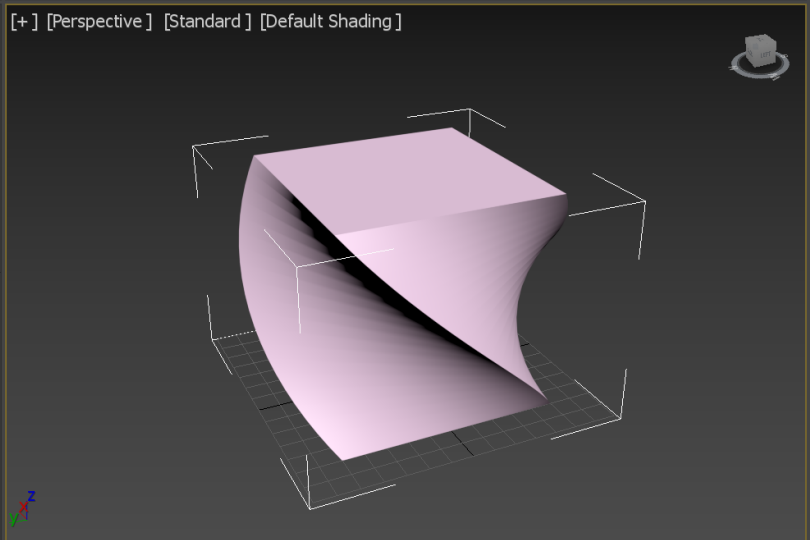
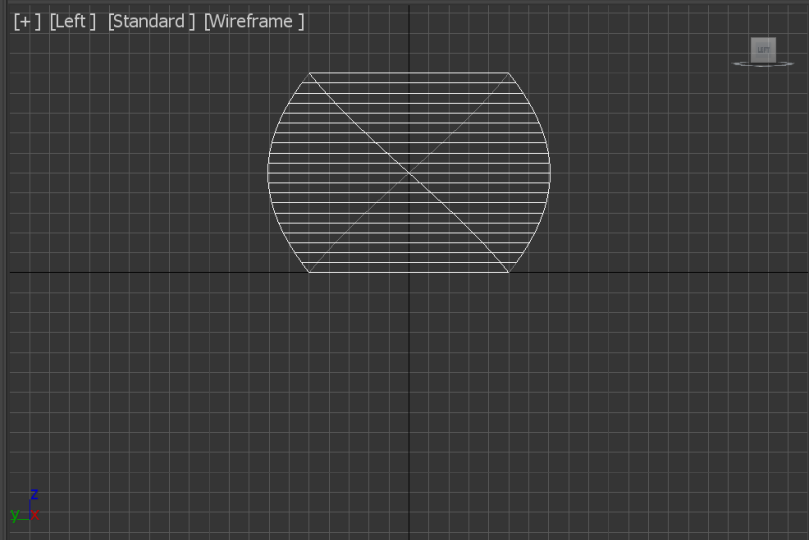
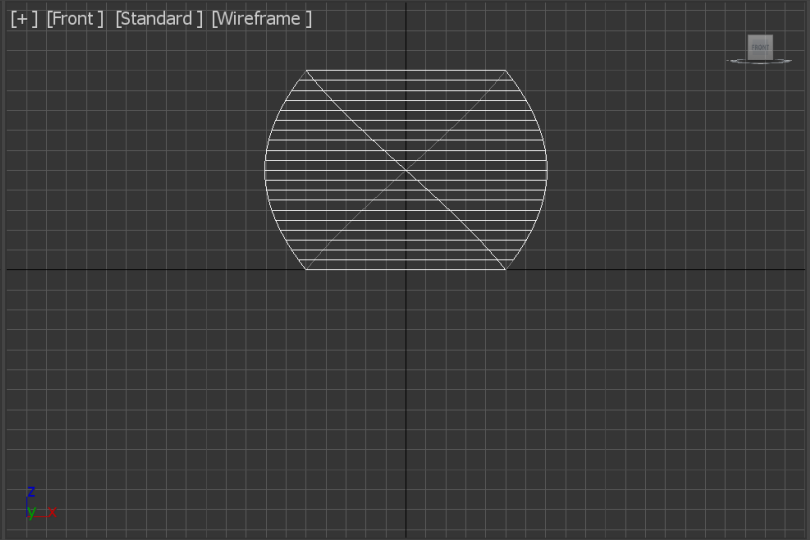
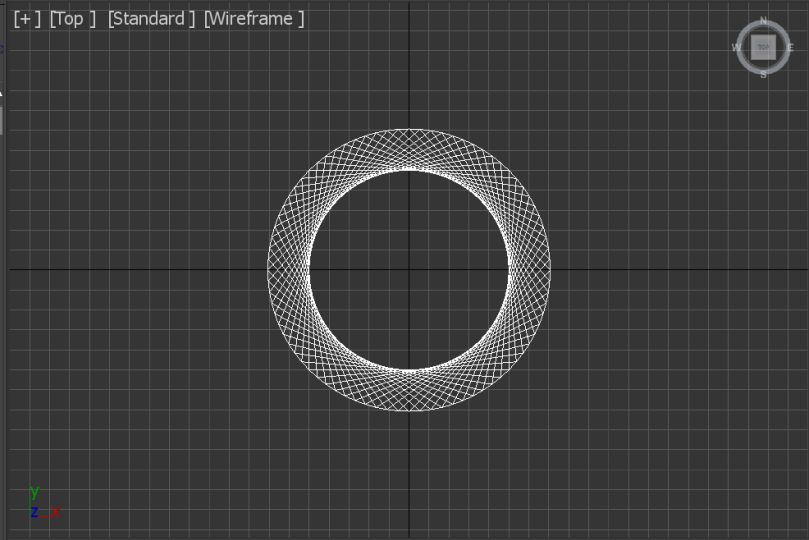
- Create Delete
- Attach Detach
- Divide Turn
- Extrude 0,0
- Bevel 0,0
- Normal: Group Local
- Slice Plane Slice
- Cut Split

Select Display Edit

Name (Sorted Ascending)

- Box001

0 / 100



Box001

Modifier List

- Edit Mesh
- Twist
- Box

Selection

- By Vertex Polygon
- Ignore Backfacing
- Ignore Visible Edges
- Planar Thresh: 45,0
- Show Normals Scale: 20,0
- Delete Isolated Verts

Named Selections:

Copy Paste

0 Faces Selected

Soft Selection

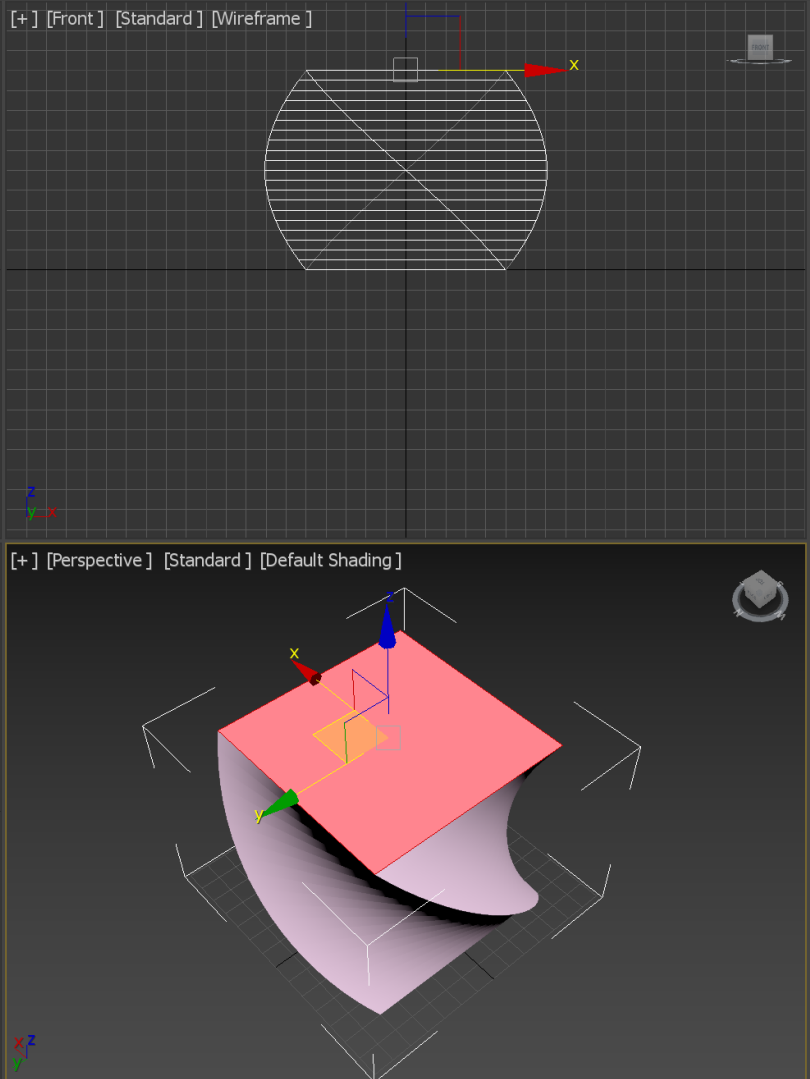
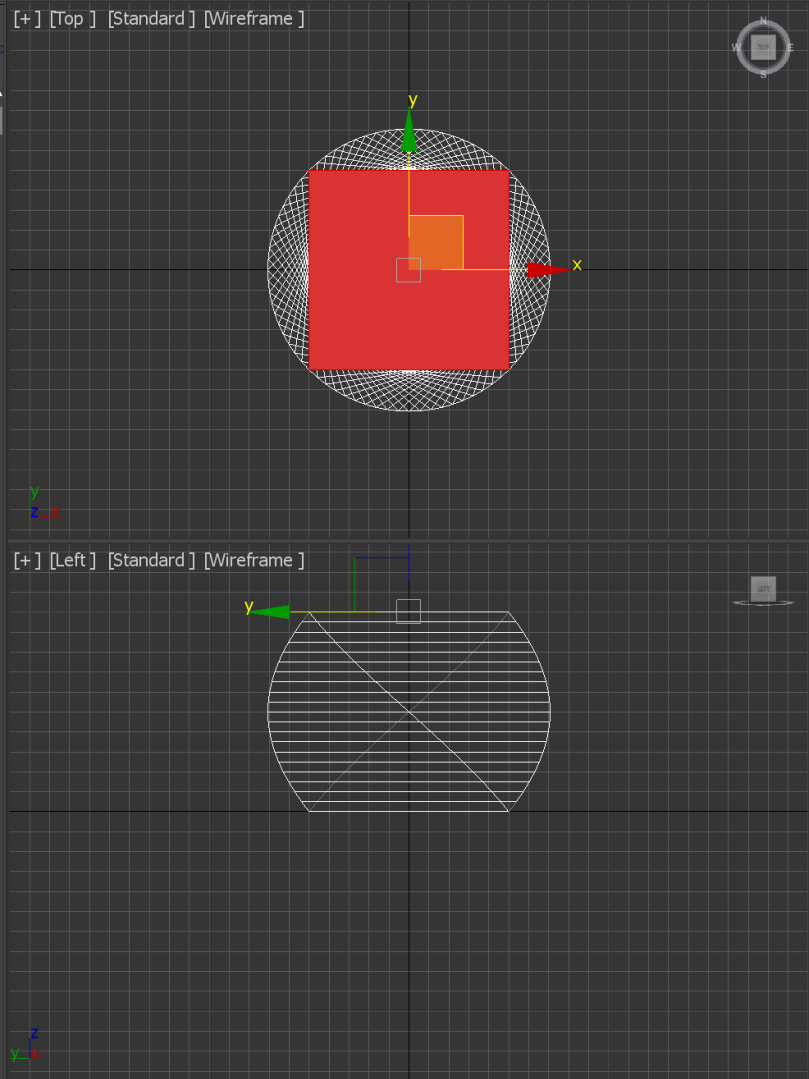
Edit Geometry

- Create Delete
- Attach Detach
- Divide Turn
- Extrude 0,0
- Bevel 0,0
- Normal: Group Local
- Slice Plane Slice
- Cut Split

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edge
- Face
- Polygon
- Element

Selection

- By Vertex
- Ignore Backfacing
- Ignore Visible Edges
- Planar Thresh: 45,0
- Show Normals
- Scale: 20,0
- Delete Isolated Verts

Hide Unhide All

Named Selections:

Copy Paste

2 Faces Selected

Soft Selection

Edit Geometry

- Create Delete
- Attach Detach
- Divide Turn
- Extrude 0,0
- Bevel 0,0
- Normal: Group Local
- Slice Plane Slice
- Cut Split

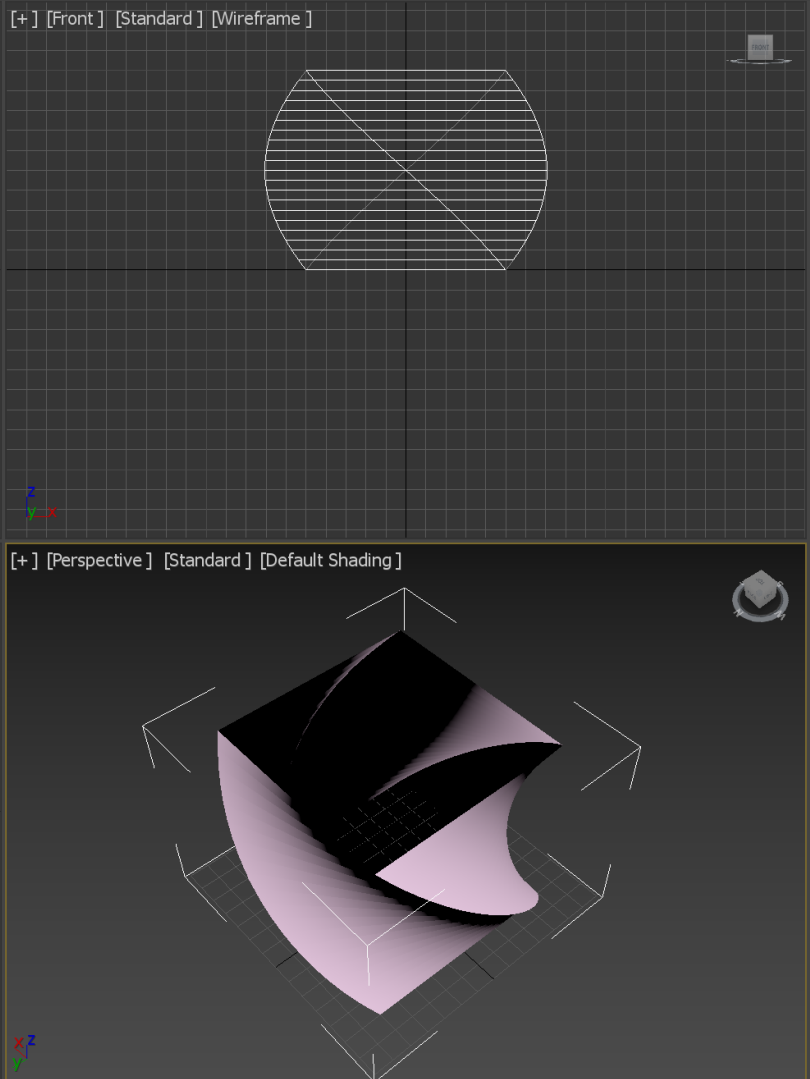
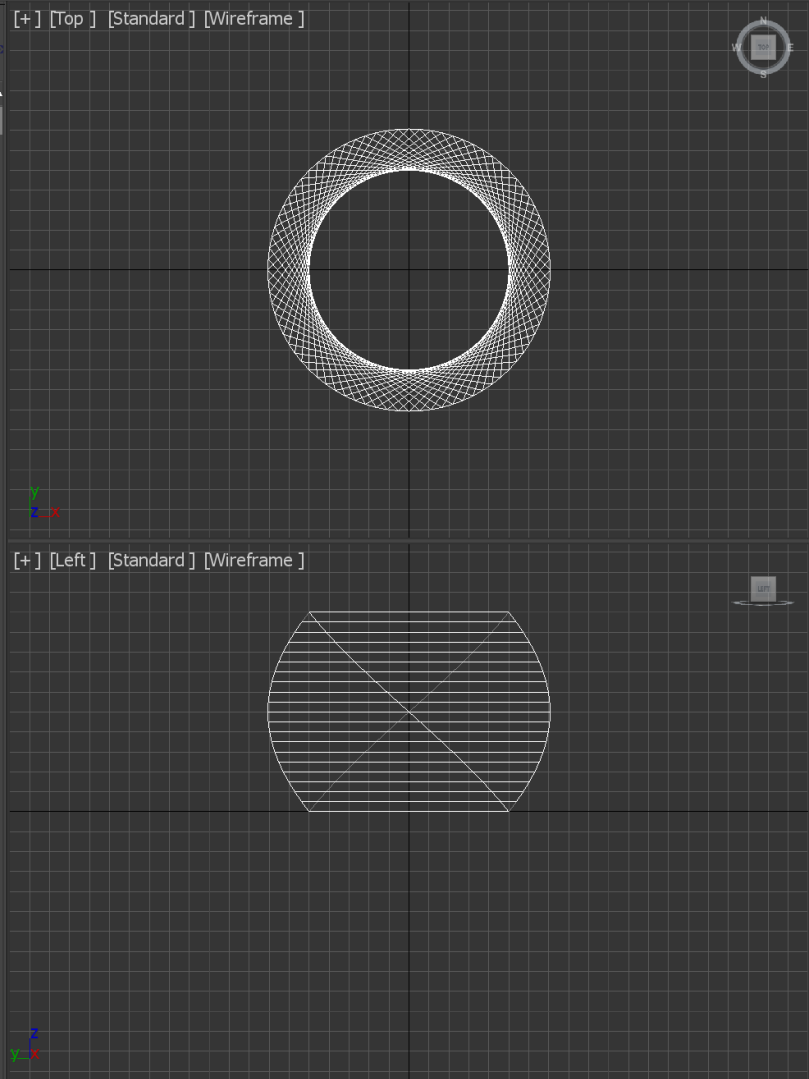
Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edge
- Face
- Polygon
- Element

Selection

- By Vertex
- Ignore Backfacing
- Ignore Visible Edges
- Planar Thresh: 45,0
- Show Normals
- Scale: 20,0
- Delete Isolated Verts

Hide Unhide All

Named Selections:

Copy Paste

0 Faces Selected

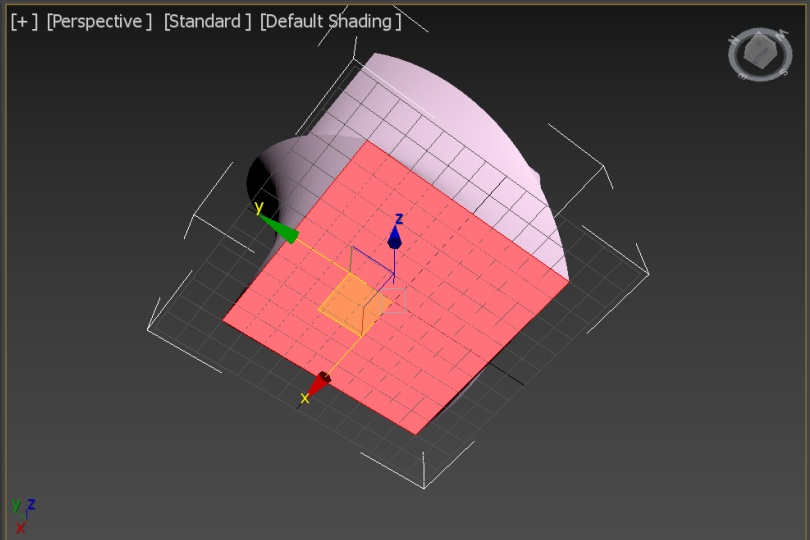
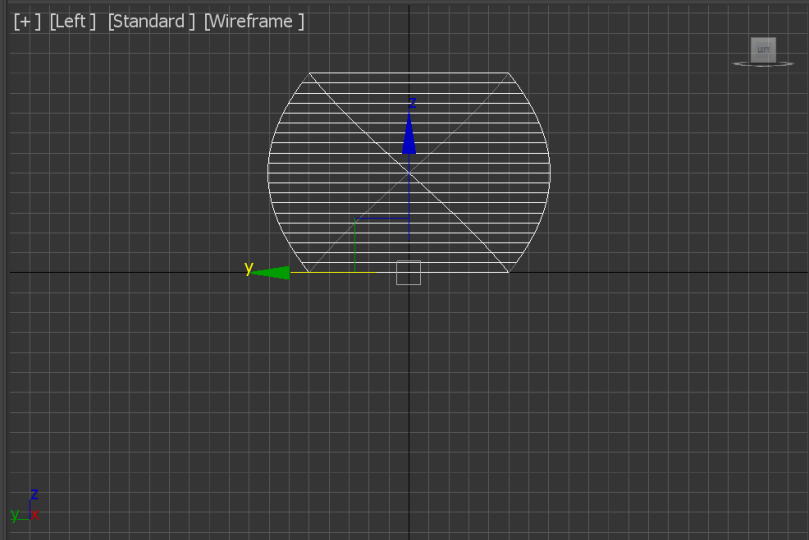
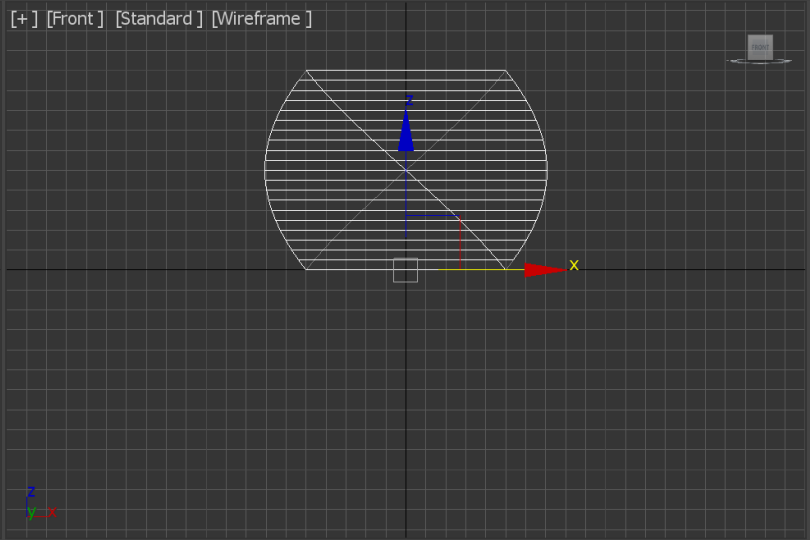
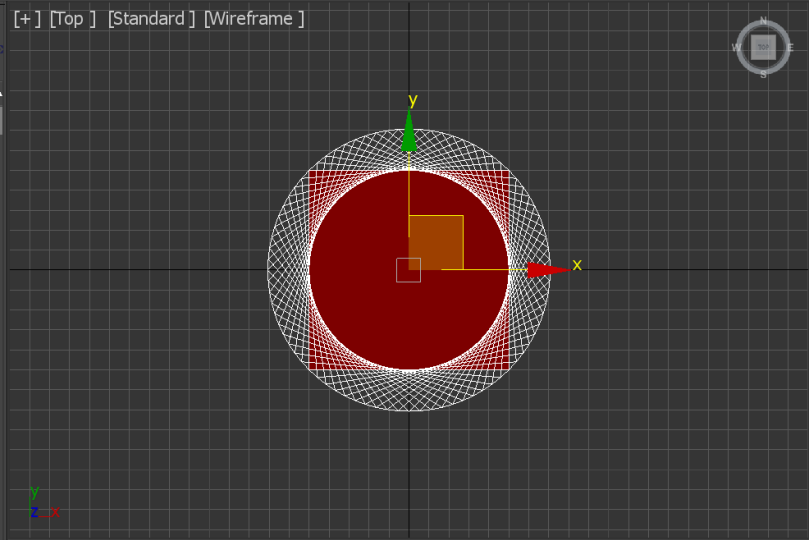
Soft Selection

Edit Geometry

- Create Delete
- Attach Detach
- Divide Turn
- Extrude 0,0
- Bevel 0,0
- Normal: Group Local
- Slice Plane Slice
- Cut Split

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edge
- Face
- Polygon
- Element

Selection

- By Vertex
- Ignore Backfacing
- Ignore Visible Edges
- Planar Thresh: 45,0
- Show Normals
- Scale: 20,0
- Delete Isolated Verts

Hide Unhide All

Named Selections:

Copy Paste

2 Faces Selected

Soft Selection

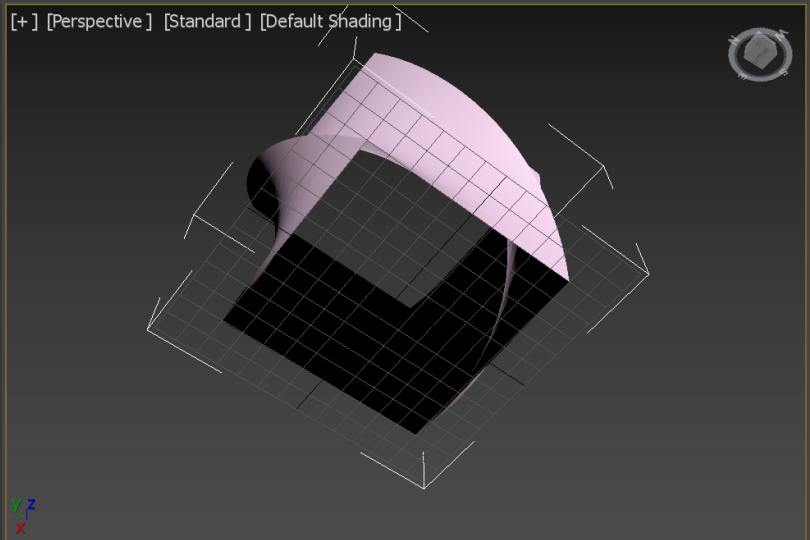
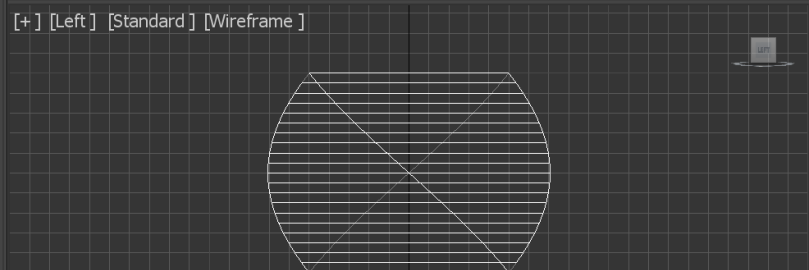
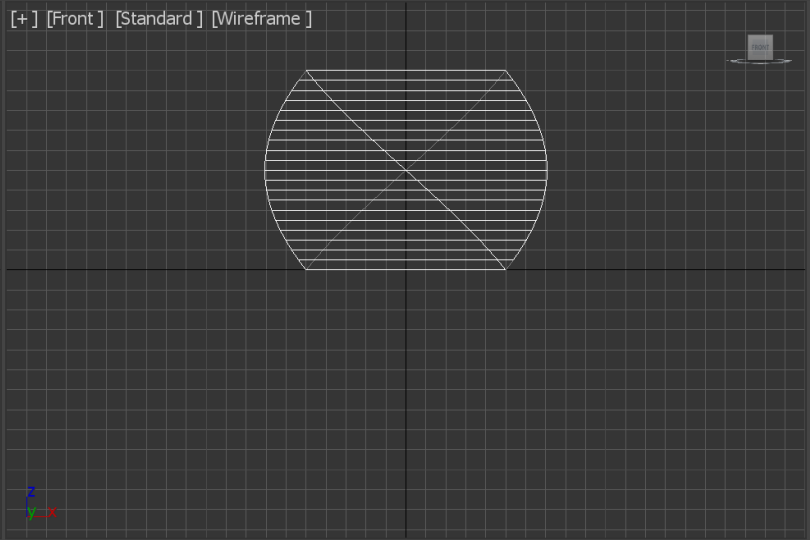
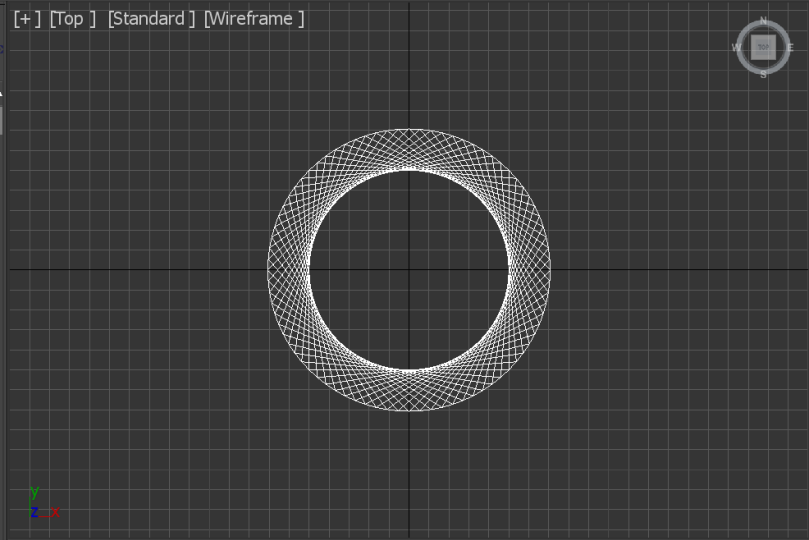
Edit Geometry

- Create Delete
- Attach Detach
- Divide Turn
- Extrude 0,0
- Bevel 0,0
- Normal: Group Local
- Slice Plane Slice
- Cut Split

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edge
- Face
- Polygon
- Element

Selection

- By Vertex
- Ignore Backfacing
- Ignore Visible Edges
- Planar Thresh: 45,0
- Show Normals
- Scale: 20,0
- Delete Isolated Verts

Hide Unhide All

Named Selections:

Copy Paste

0 Faces Selected

Soft Selection

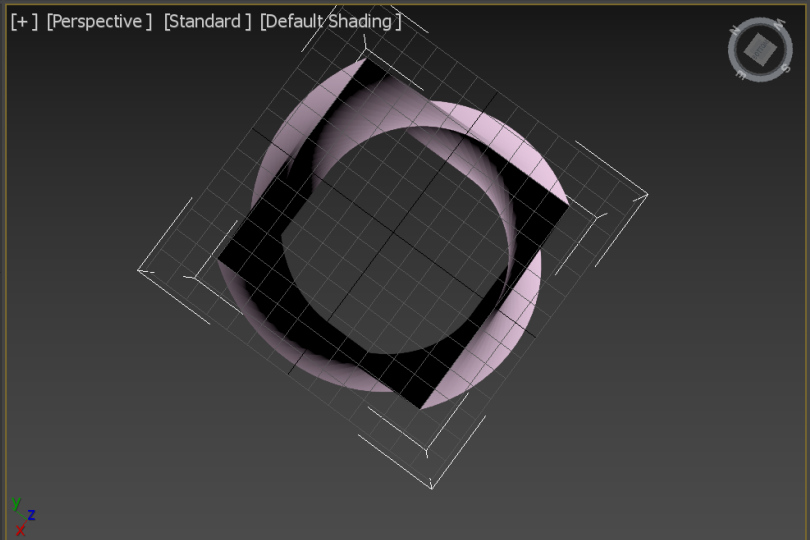
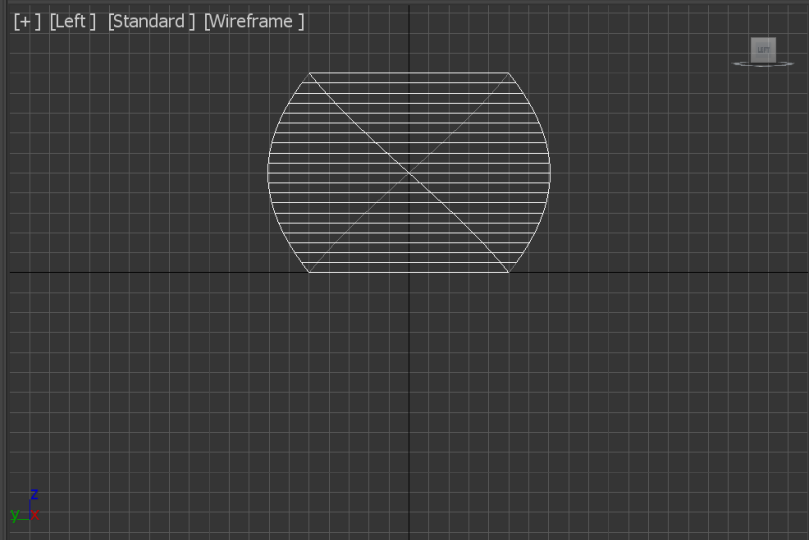
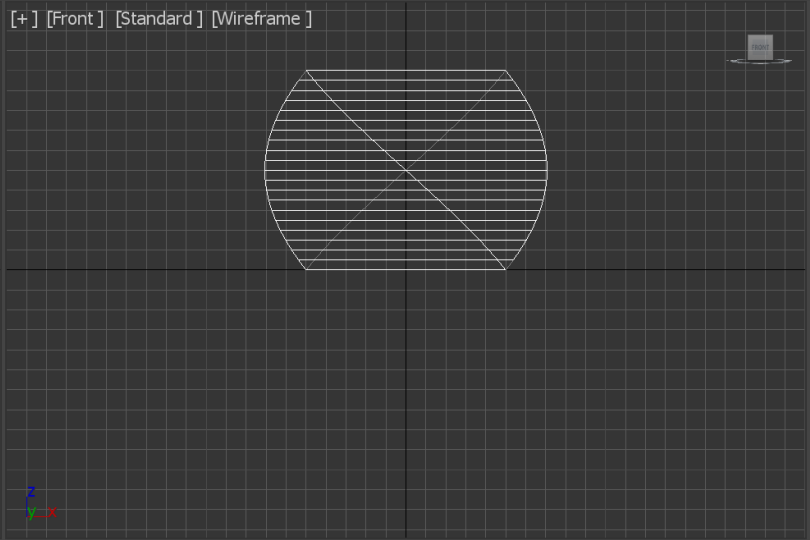
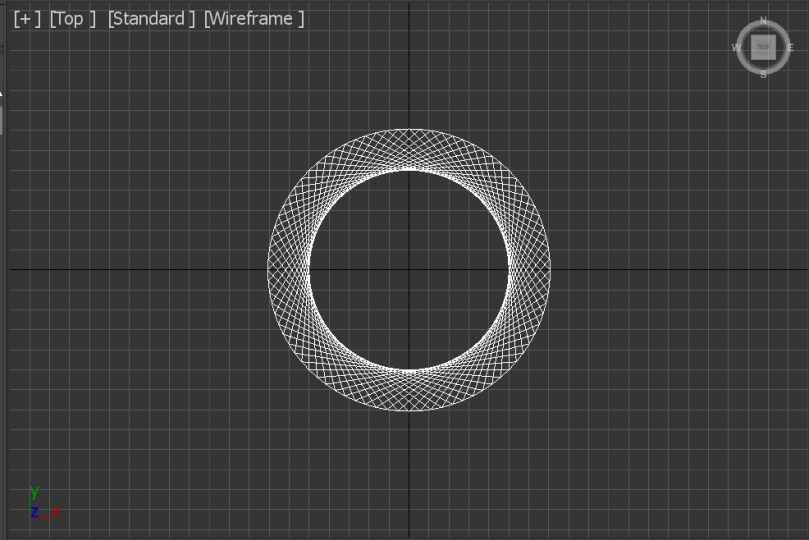
Edit Geometry

- Create Delete
- Attach Detach
- Divide Turn
- Extrude 0,0
- Bevel 0,0
- Normal: Group Local
- Slice Plane Slice
- Cut Split

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edge
- Face
- Polygon
- Element

Selection

- By Vertex
- Ignore Backfacing
- Ignore Visible Edges
- Planar Thresh: 45,0
- Show Normals
- Scale: 20,0
- Delete Isolated Verts

Named Selections:

Copy Paste

0 Faces Selected

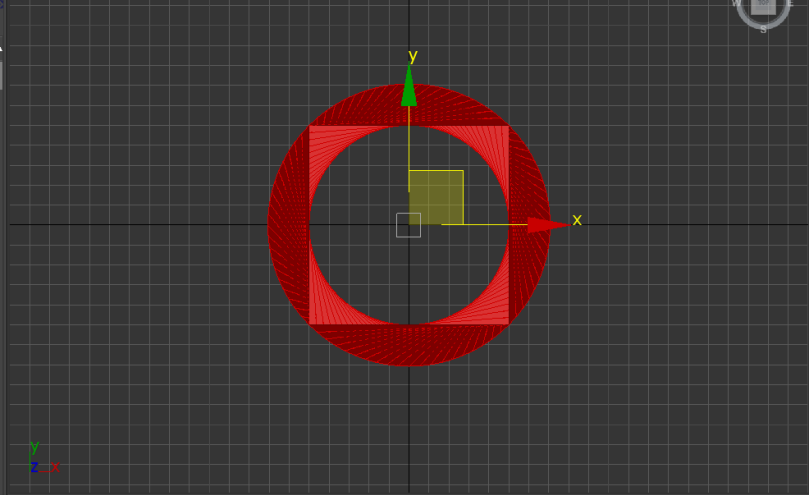
Soft Selection

Edit Geometry

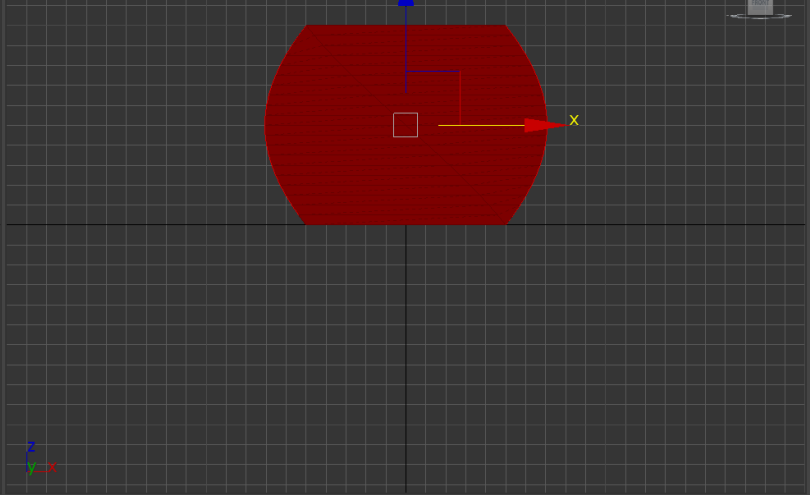
- Create Delete
- Attach Detach
- Divide Turn
- Extrude 0,0
- Bevel 0,0
- Normal: Group Local
- Slice Plane Slice
- Cut Split

Select Display Edit

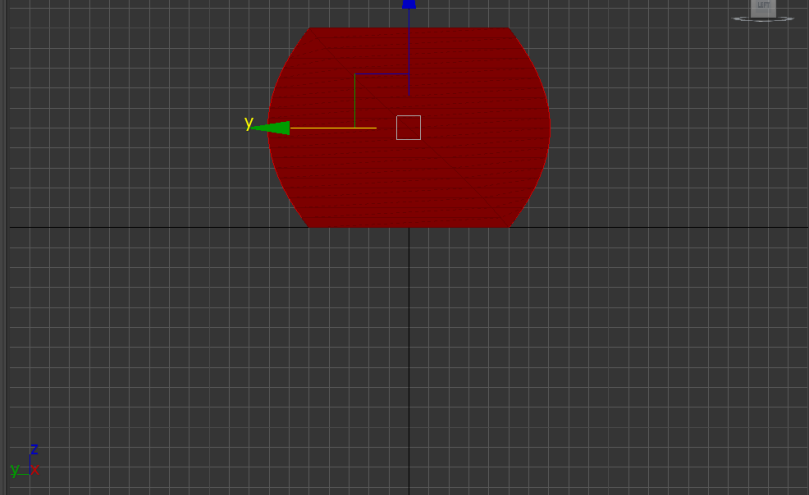
[+] [Top] [Standard] [Wireframe]



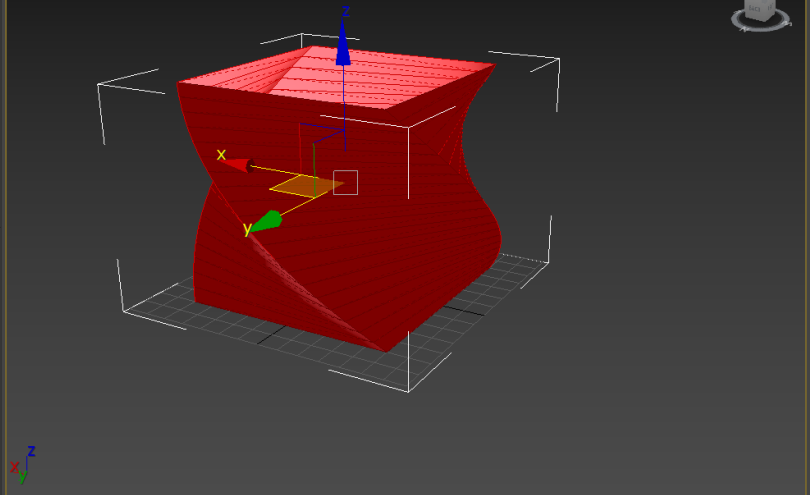
[+] [Front] [Standard] [Wireframe]



[+] [Left] [Standard] [Wireframe]



[+] [Perspective] [Standard] [Default Shading]



Name (Sorted Ascending)

- Box001

Box001

Modifier List

- Edit Mesh
 - Vertex
 - Edge
 - Face

Ignore Visible Edges

Planar Thresh: 45,0

Show Normals

Scale: 20,0

Delete Isolated Verts

Hide Unhide All

Named Selections:

Copy Paste

160 Faces Selected

Soft Selection

Edit Geometry

Surface Properties

Normals:

Flip Unify

Flip Normal Mode

Material:

Set ID: [dropdown]

Select ID: [dropdown]

Clear Selection

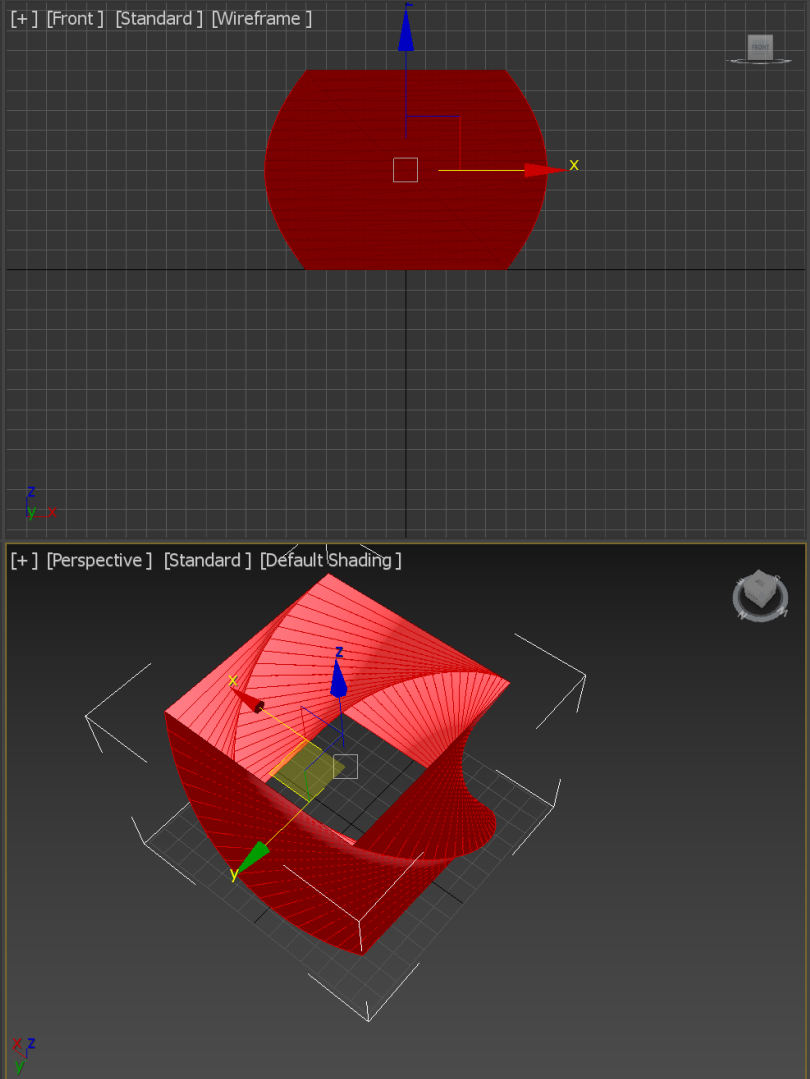
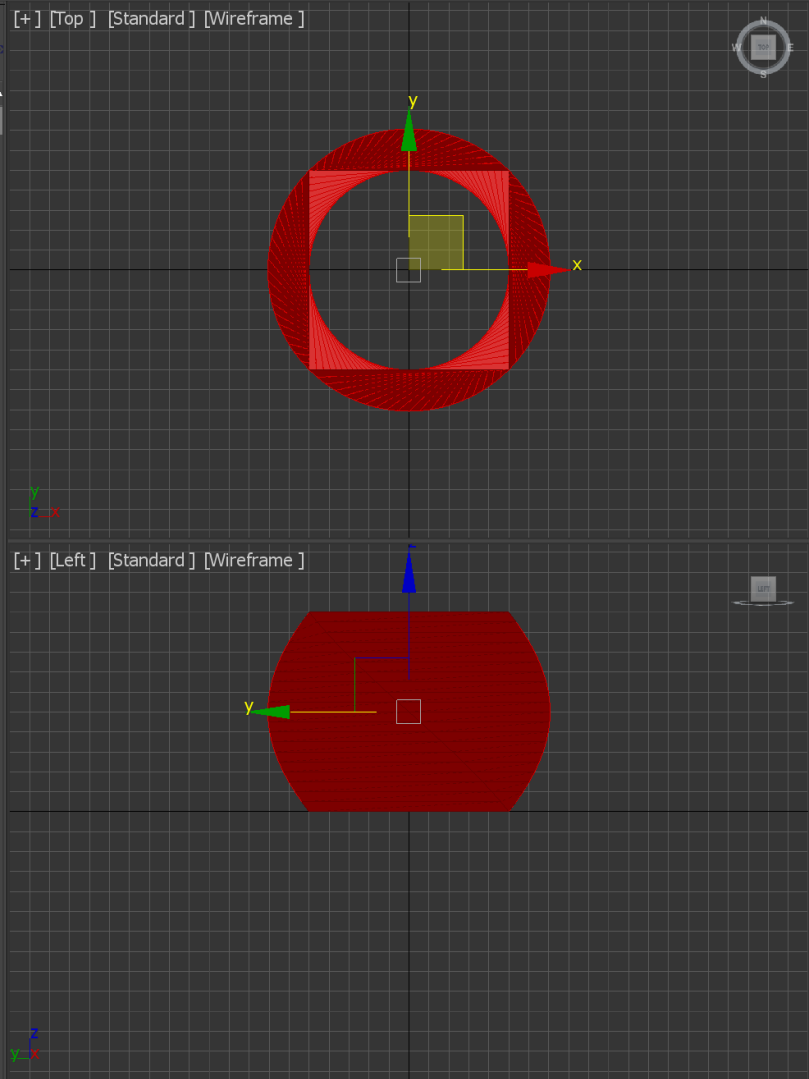
Smoothing Groups:

1	2	3				8	
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edit Mesh
 - Vertex
 - Edge
 - Face

Ignore Visible Edges

Planar Thresh: 45,0

Show Normals

Scale: 20,0

Delete Isolated Verts

Hide Unhide All

Named Selections:

Copy Paste

160 Faces Selected

Soft Selection

Edit Geometry

Surface Properties

Normals:

Flip Unify

Flip Normal Mode

Material:

Set ID: [dropdown]

Select ID: [dropdown]

Clear Selection

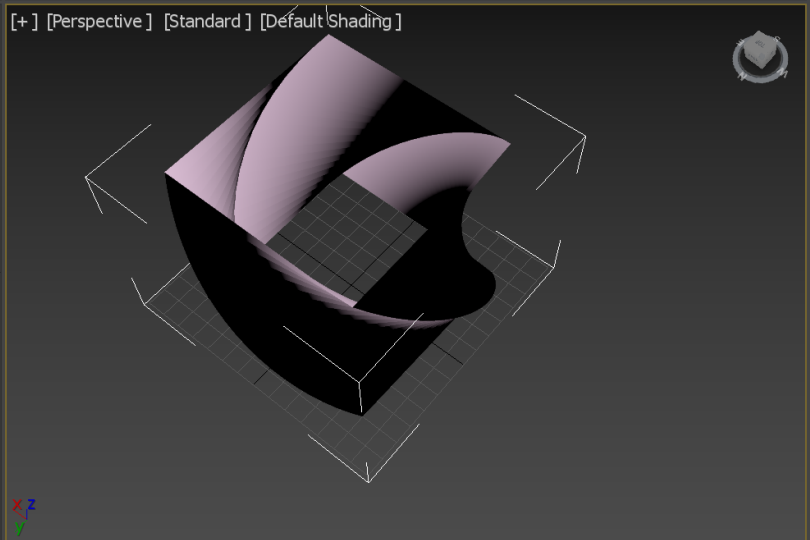
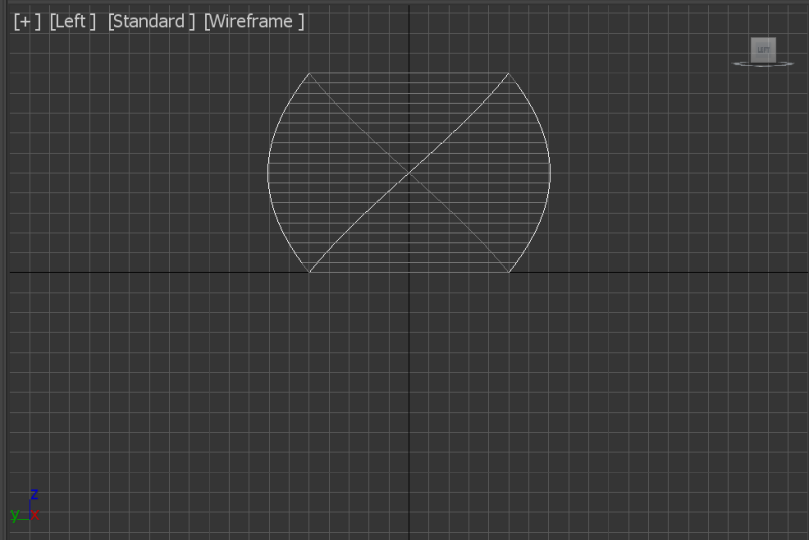
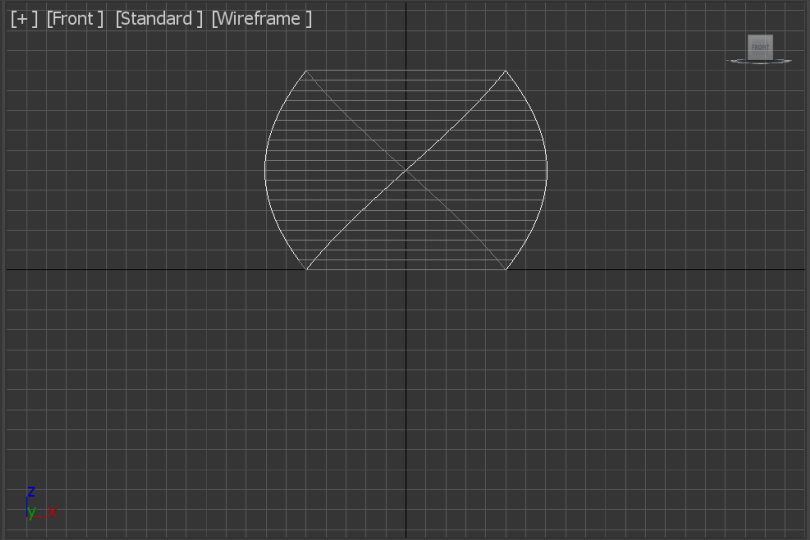
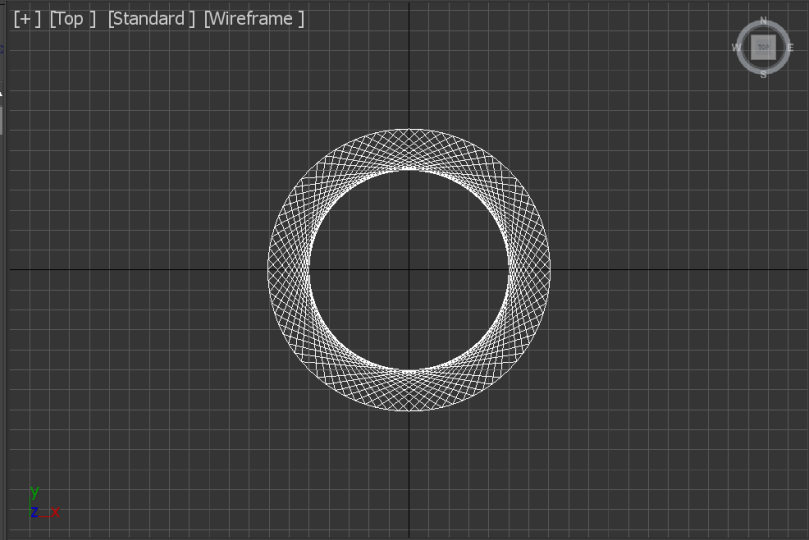
Smoothing Groups:

1	2	3				8	
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24

Select Display Edit

Name (Sorted Ascending)

- Box001



Box001

Modifier List

- Edit Mesh
 - Vertex
 - Edge
 - Face

Ignore Visible Edges
Planar Thresh: 45,0

Show Normals
Scale: 20,0

Delete Isolated Verts

Hide Unhide All

Named Selections:

Copy Paste

0 Faces Selected

Soft Selection

Edit Geometry

Surface Properties

Normals:

Flip Unify

Flip Normal Mode

Material:

Set ID: [dropdown]

Select ID: [dropdown]

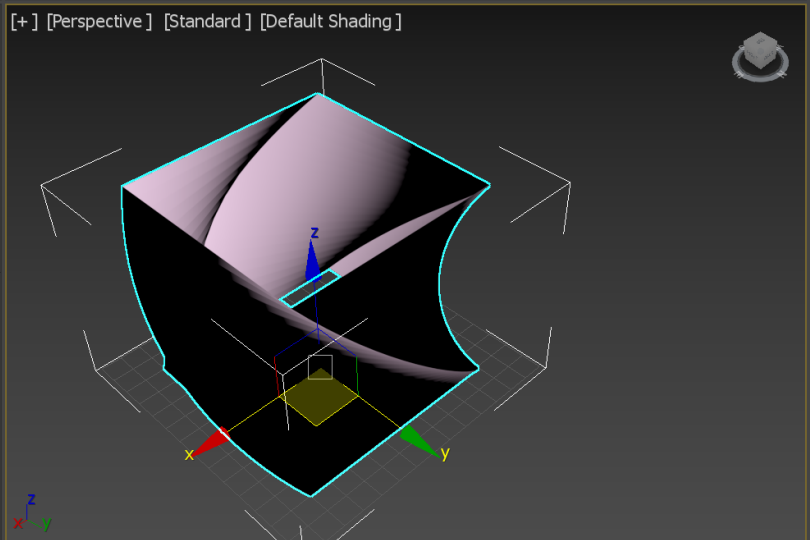
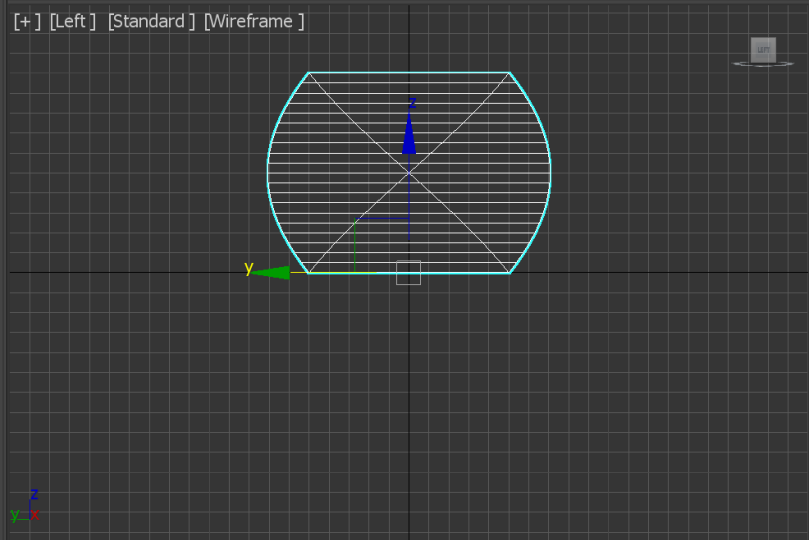
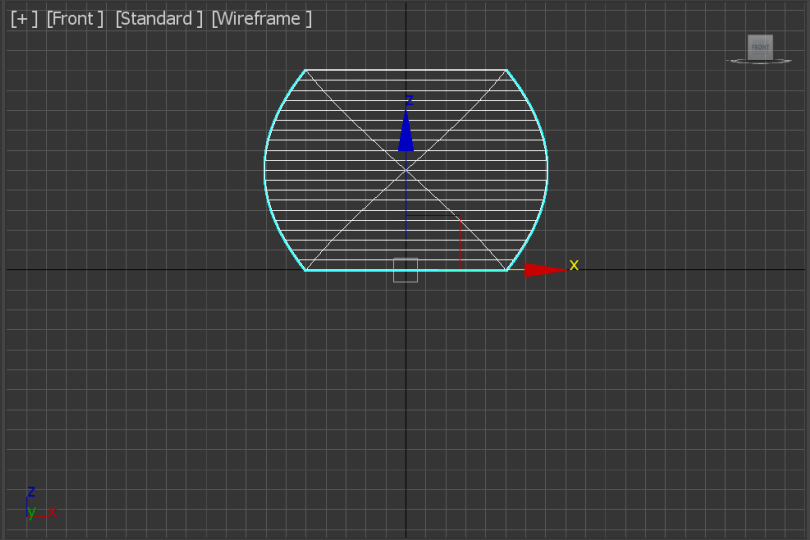
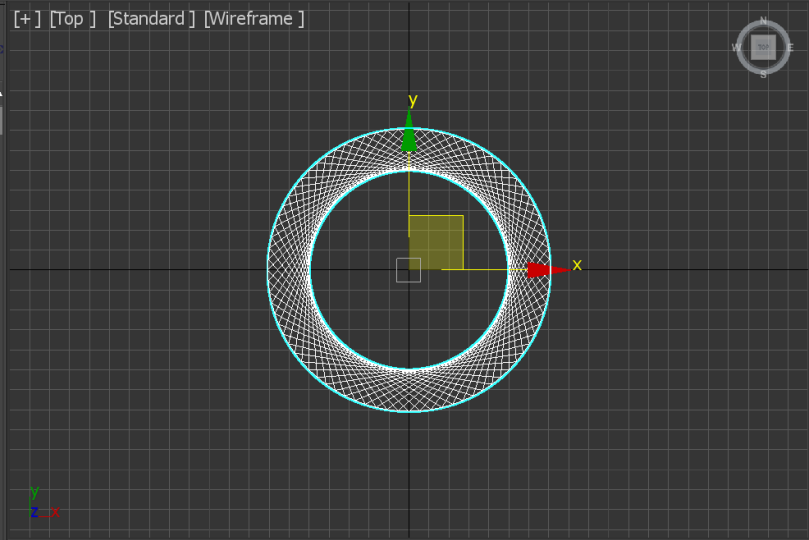
Clear Selection

Smoothing Groups:

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24

Name (Sorted Ascending)

- Box001



Standard

Object Type

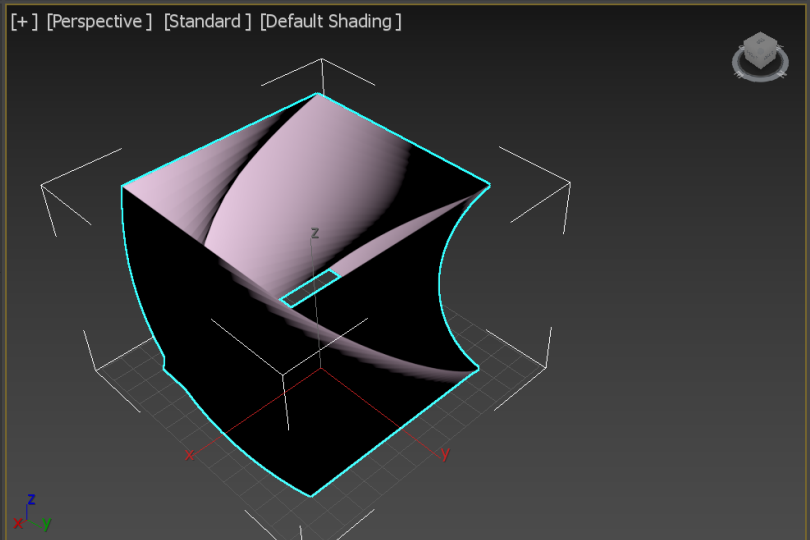
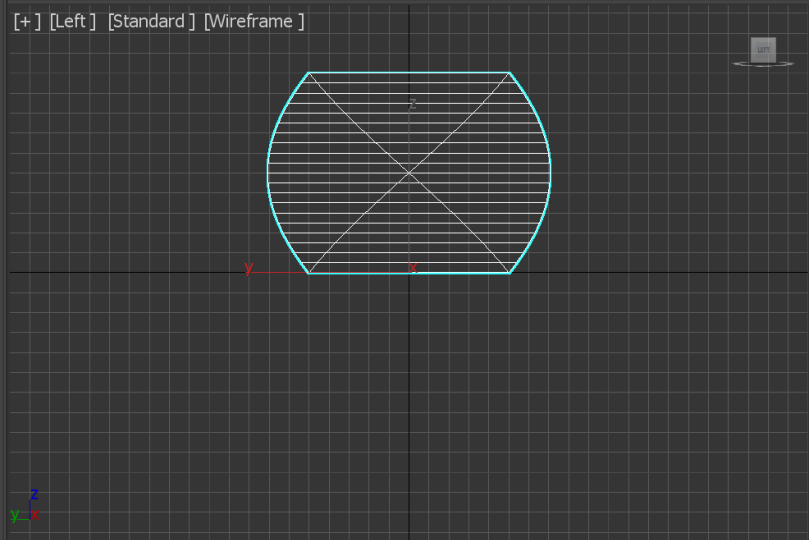
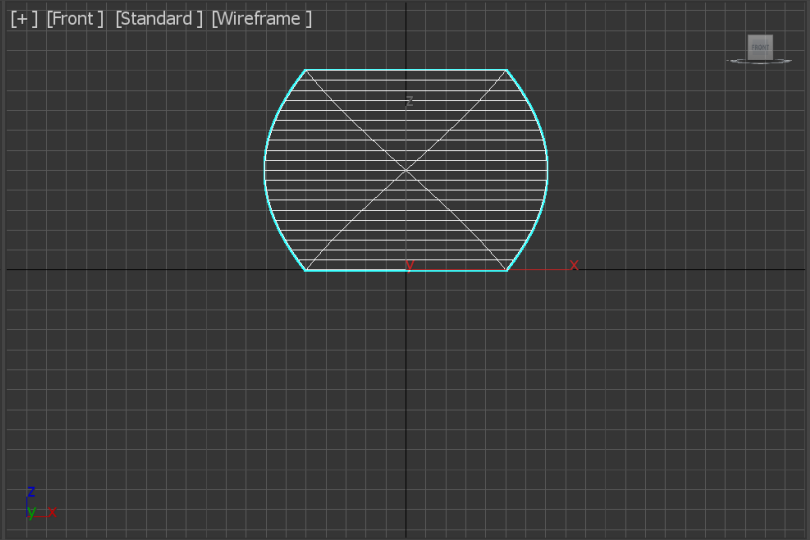
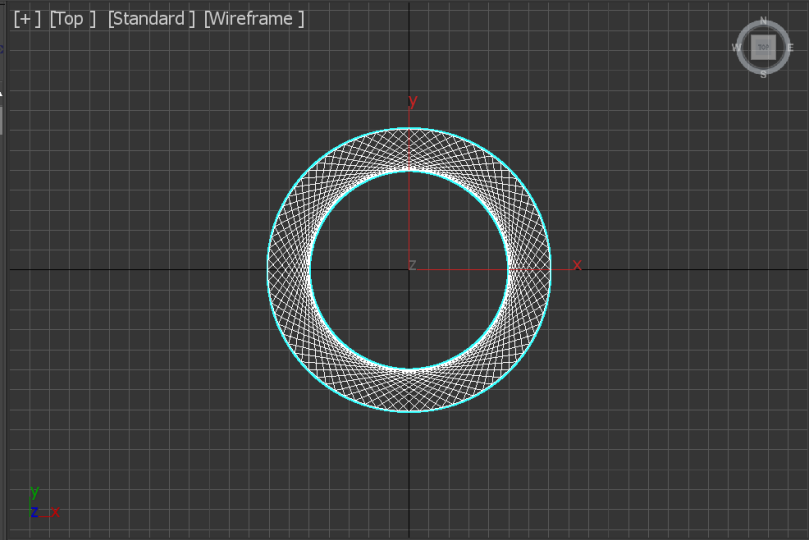
- AutoGrid
- Physical Target
- Free

Name and Color

- Box001

Name (Sorted Ascending)

- Box001



Standard

AutoGrid

Physical Target Free

Name and Color

Box001

Parameters

Lens: 43,456 mm

FOV: 45,0 deg

Orthographic Projection

Stock Lenses

15mm	20mm	24mm
28mm	35mm	50mm
85mm	135mm	200mm

Type: Target Camera

Show Cone Show Horizon

Environment Ranges

Show

Near Range: 0,0

Far Range: 1000,0

Clipping Planes

Clip Manually

Near Clip: 1,0

Far Clip: 1000,0

Multi-Pass Effect

Enable Preview

Name (Sorted Ascending)

- Box001

[+][Left][Standard][Wireframe]

[Default Shading]

Grid and Snap Settings

Snaps Options Home Grid User Grids

Standard Override OFF

- Grid Points
- Grid Lines
- Pivot
- Bounding Box
- Perpendicular
- Tangent
- Vertex
- Endpoint
- Edge/Segment
- Midpoint
- Face
- Center Face

Clear All

Standard

AutoGrid

Physical Target Free

Name and Color

Box001

Parameters

Lens: 43,456 mm

FOV: 45,0 deg.

Orthographic Projection

Stock Lenses

- 15mm 20mm 24mm
- 28mm 35mm 50mm
- 85mm 135mm 200mm

Type: Target Camera

Show Cone Show Horizon

Environment Ranges

Show

Near Range: 0,0

Far Range: 1000,0

Clipping Planes

Clip Manually

Near Clip: 1,0

Far Clip: 1000,0

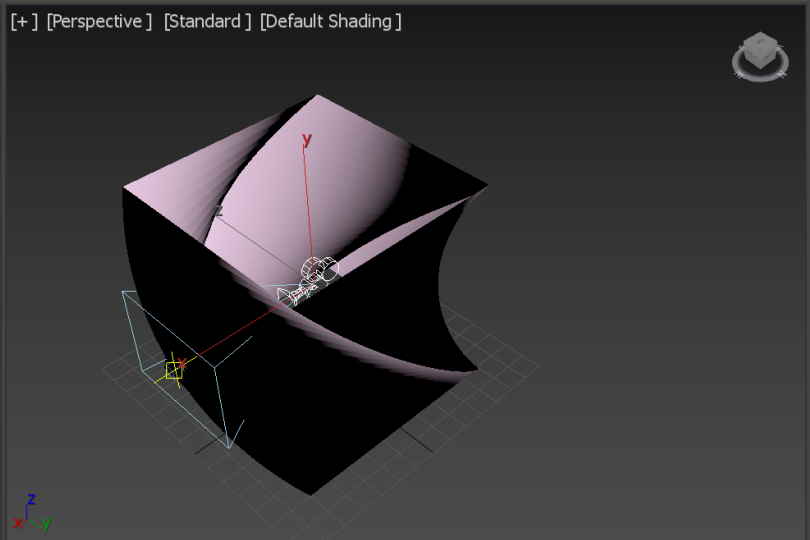
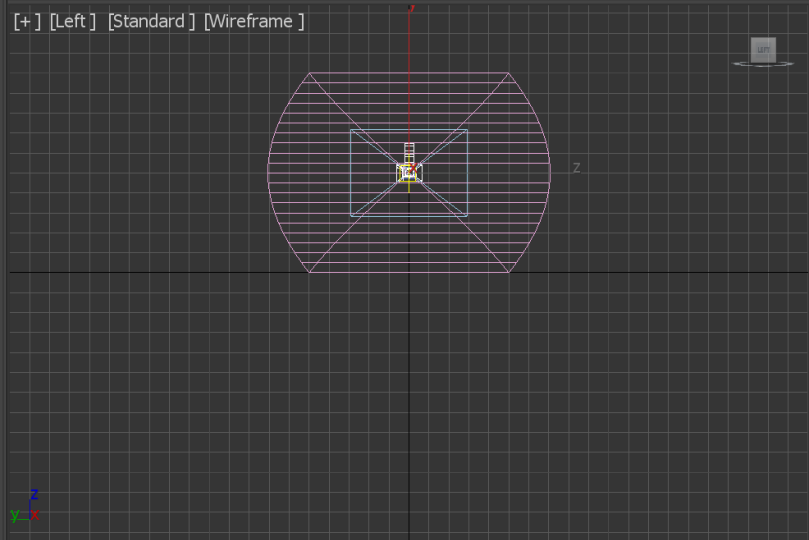
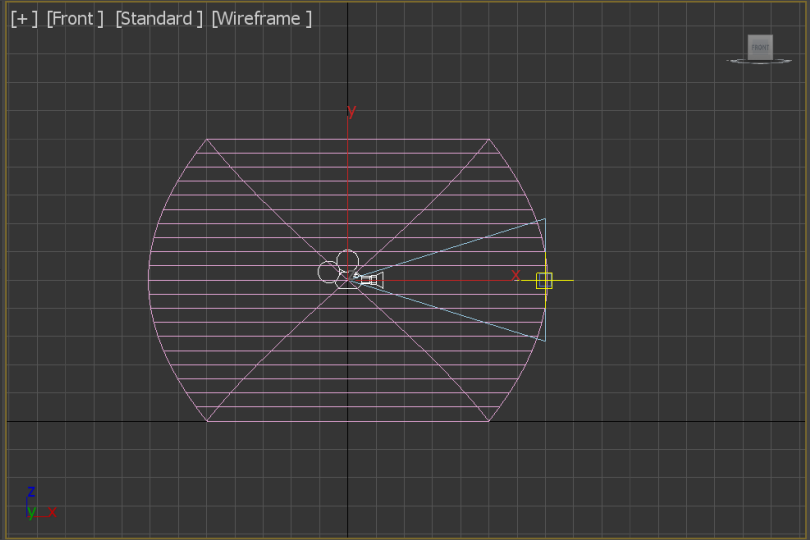
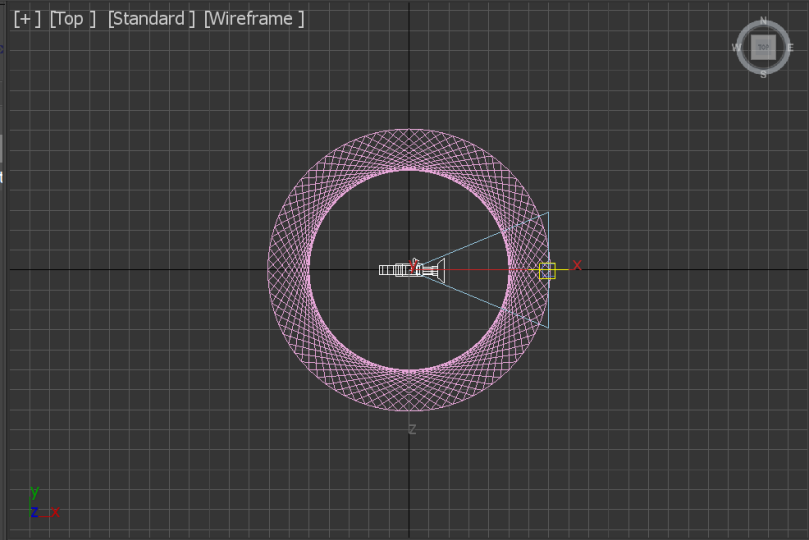
Multi-Pass Effect

Enable Preview

Select Display Edit

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target



Standard

AutoGrid

Physical Target Free

Name and Color

Camera001

Parameters

Lens: 43,456 mm

FOV: 45,0 deg.

Orthographic Projection

Stock Lenses

15mm	20mm	24mm
28mm	35mm	50mm
85mm	135mm	200mm

Type: Target Camera

Show Cone Show Horizon

Environment Ranges

Show

Near Range: 0,0

Far Range: 1000,0

Clipping Planes

Clip Manually

Near Clip: 1,0

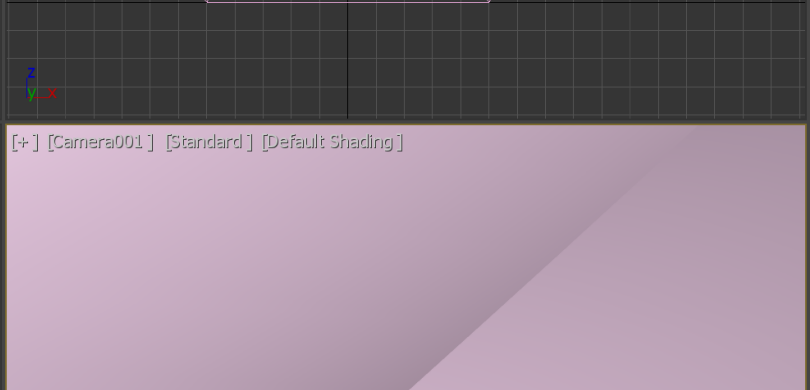
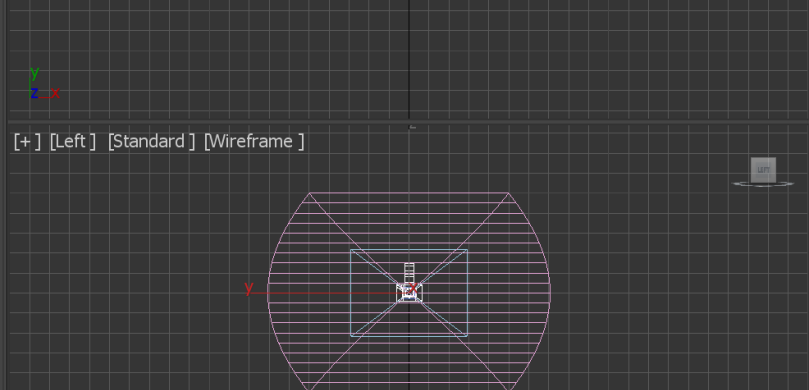
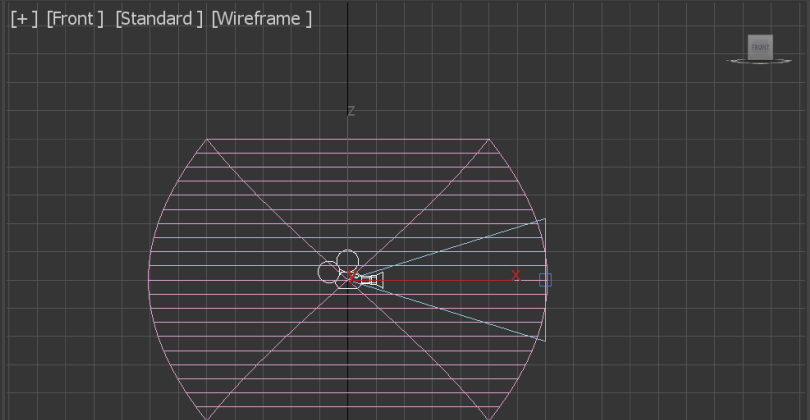
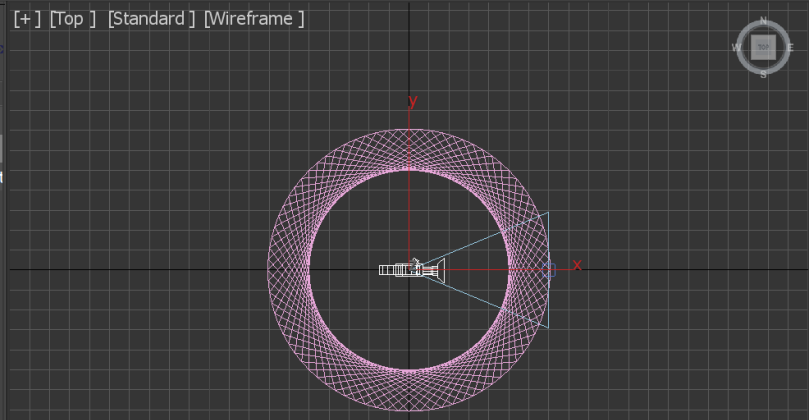
Far Clip: 1000,0

Multi-Pass Effect

Enable Preview

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target



Standard

AutoGrid

Physical Target Free

Name and Color

Camera001

Parameters

Lens: 43,456 mm

FOV: 45,0 deg.

Orthographic Projection

Stock Lenses

15mm	20mm	24mm
28mm	35mm	50mm
85mm	135mm	200mm

Type: Target Camera

Show Cone Show Horizon

Environment Ranges

Show

Near Range: 0,0

Far Range: 1000,0

Clipping Planes

Clip Manually

Near Clip: 1,0

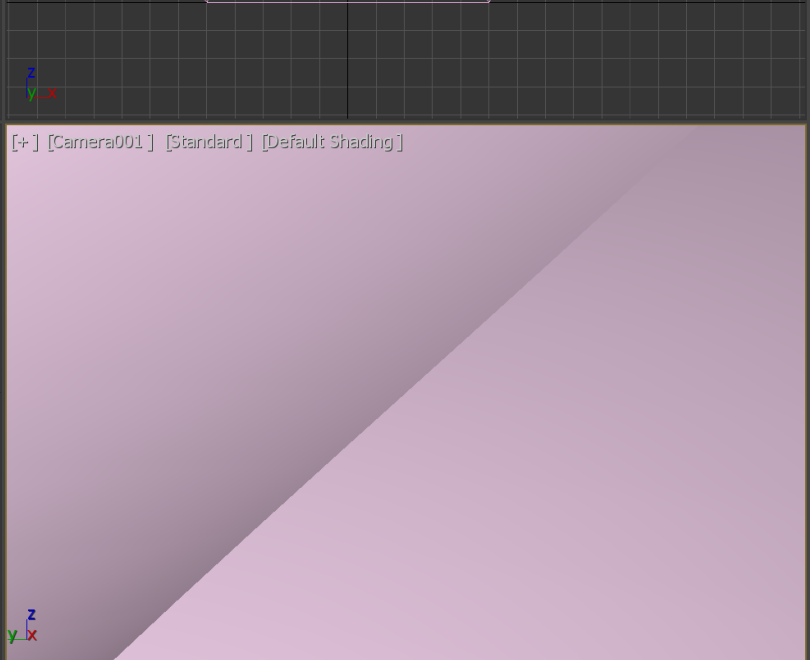
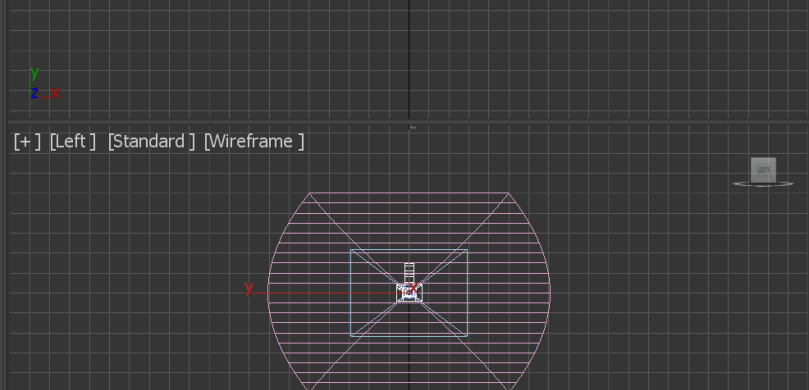
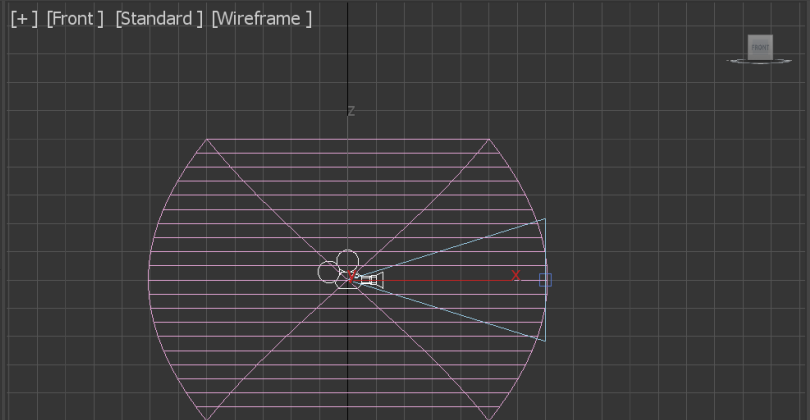
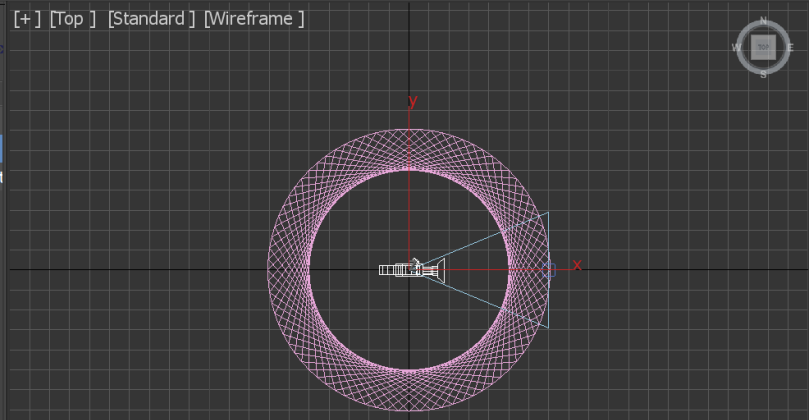
Far Clip: 1000,0

Multi-Pass Effect

Enable Preview

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target



Standard

AutoGrid

Physical Target Free

Name and Color

Camera001

Parameters

Lens: 43,456 mm

FOV: 45,0 deg.

Orthographic Projection

Stock Lenses

15mm 20mm 24mm

28mm 35mm 50mm

85mm 135mm 200mm

Type: Target Camera

Show Cone

Show Horizon

Environment Ranges

Show

Near Range: 0,0

Far Range: 1000,0

Clipping Planes

Clip Manually

Near Clip: 1,0

Far Clip: 1000,0

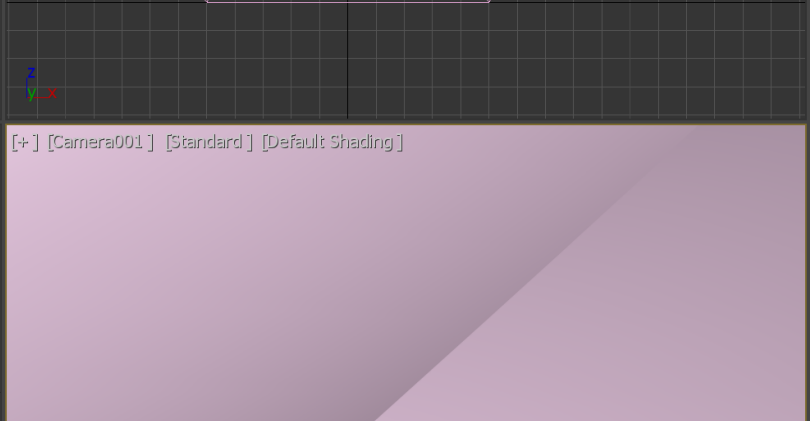
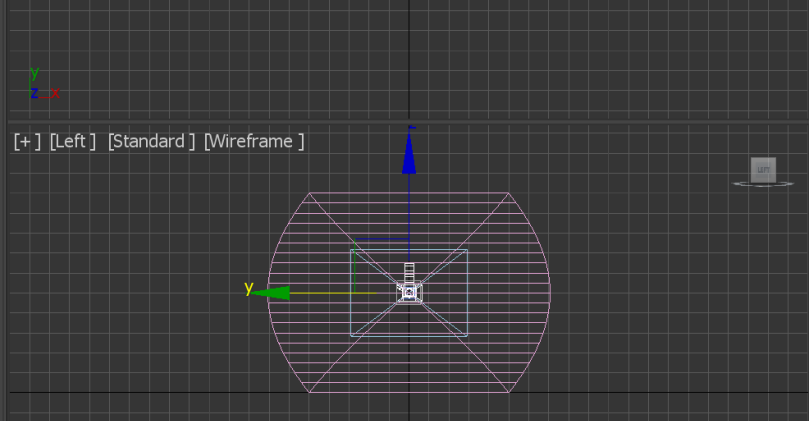
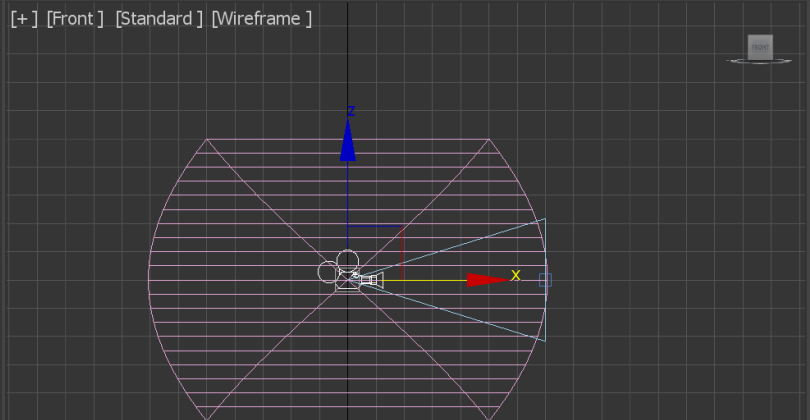
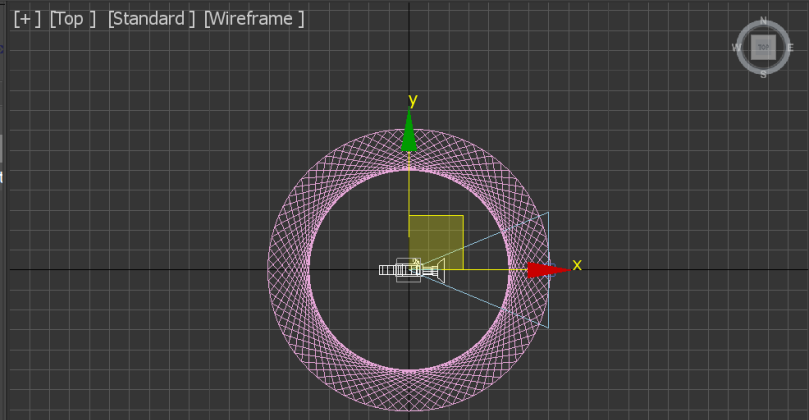
Multi-Pass Effect

Enable Preview

Select Display Edit

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target



Camera001

Modifier List

- Target Camera

Parameters

- Lens: 43,456 mm
- FOV: 45,0 deg.
- Orthographic Projection

Stock Lenses

- 15mm 20mm 24mm
- 28mm 35mm 50mm
- 85mm 135mm 200mm

Type: Target Camera

- Show Cone
- Show Horizon

Environment Ranges

- Show
- Near Range: 0,0
- Far Range: 1000,0

Clipping Planes

- Clip Manually
- Near Clip: 1,0
- Far Clip: 1000,0

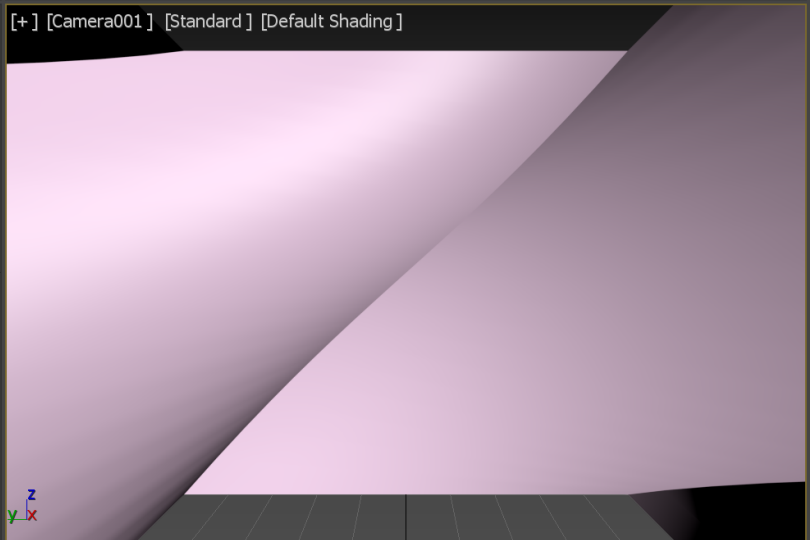
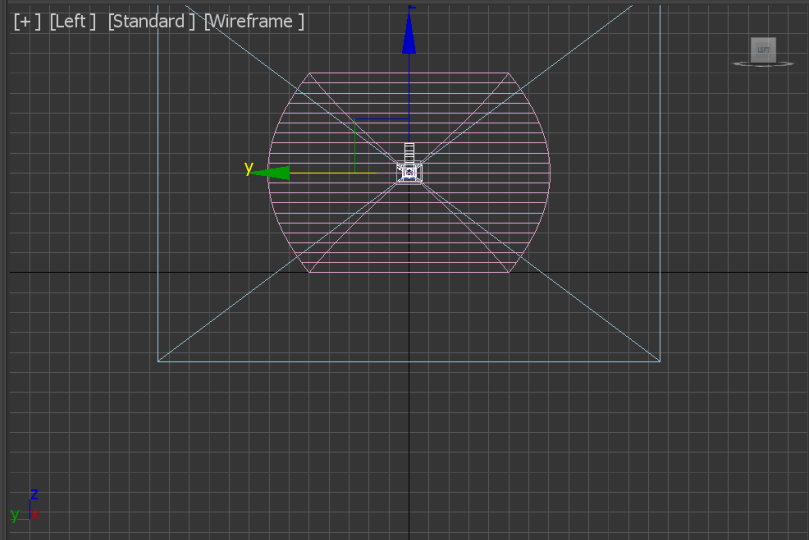
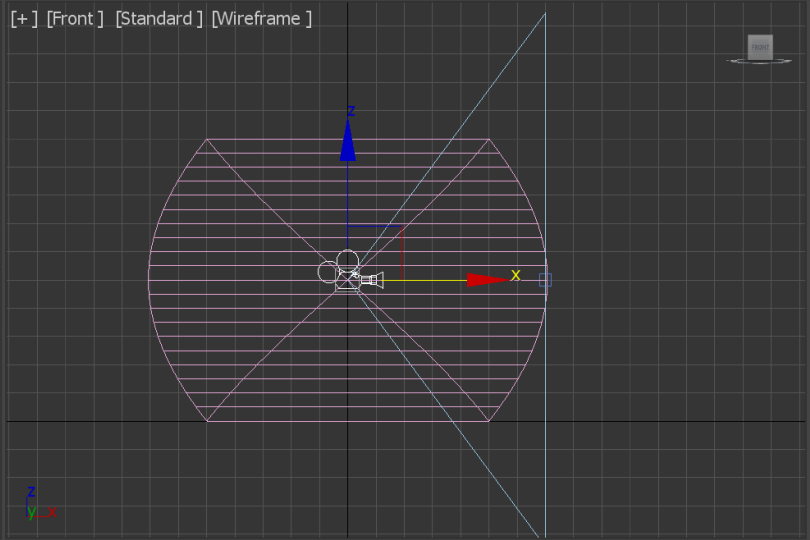
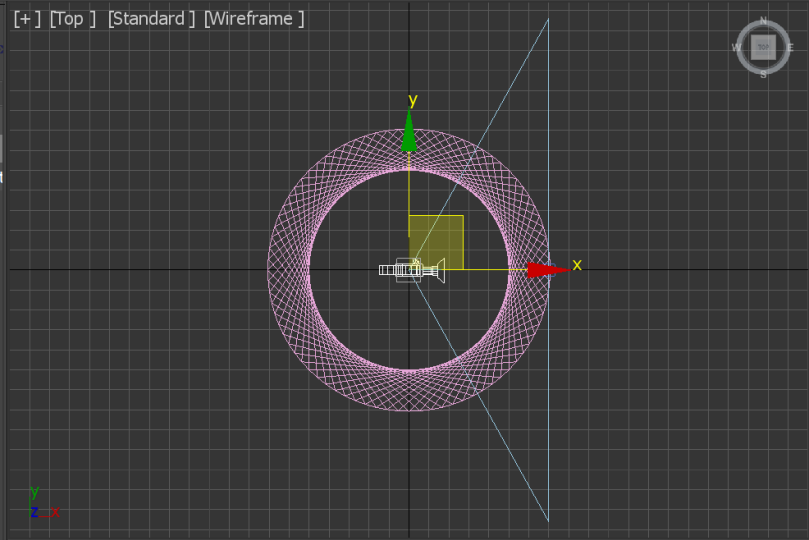
Multi-Pass Effect

- Enable
- Preview
- Depth of Field

Select Display Edit

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target



Camera001

Modifier List

- Target Camera

Parameters

- Lens: 10,0 mm
- FOV: 121,891 deg.
- Orthographic Projection

Stock Lenses

- 15mm 20mm 24mm
- 28mm 35mm 50mm
- 85mm 135mm 200mm

Type: Target Camera

- Show Cone
- Show Horizon

Environment Ranges

- Show
- Near Range: 0,0
- Far Range: 1000,0

Clipping Planes

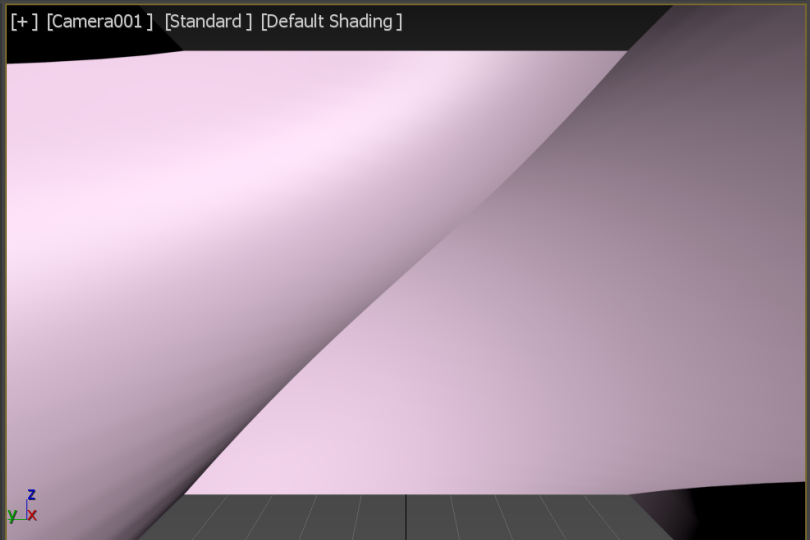
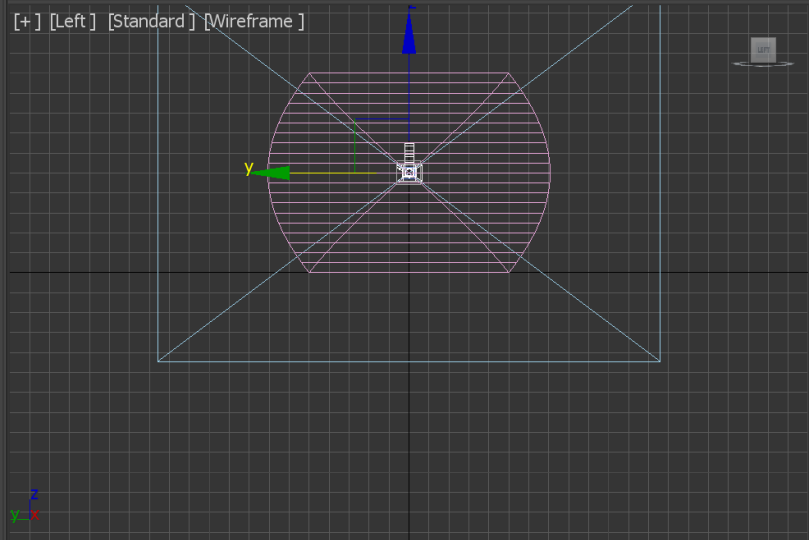
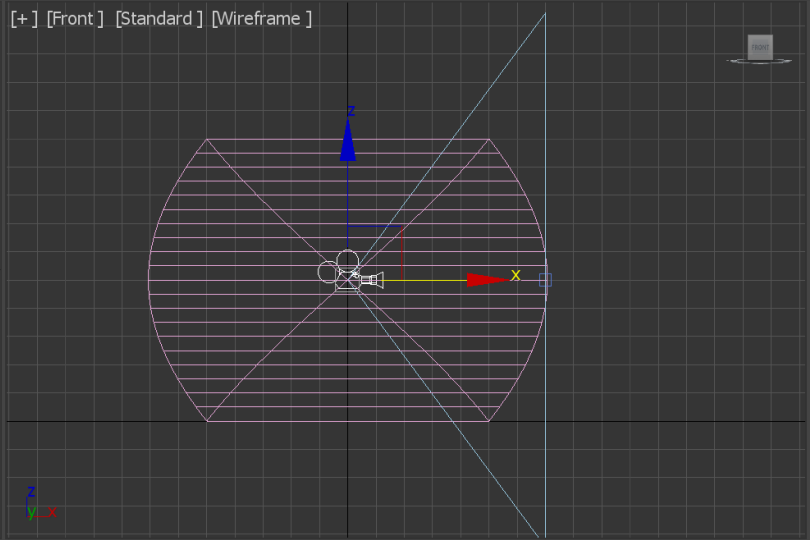
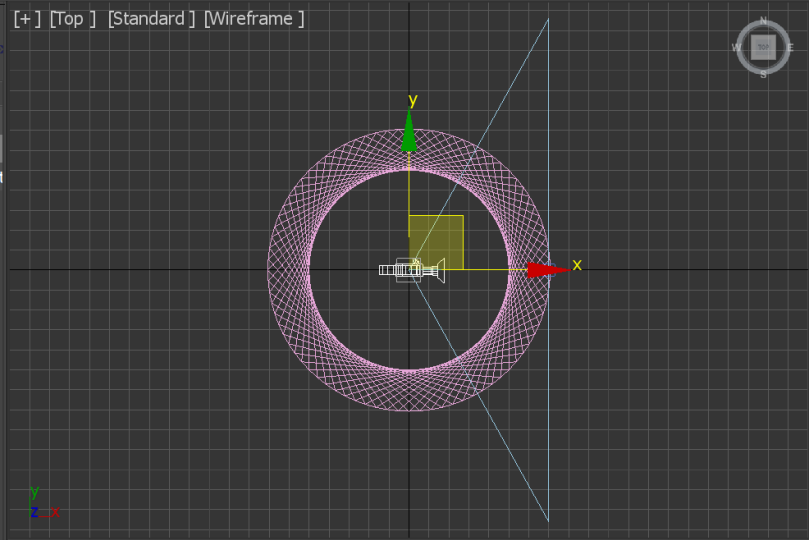
- Clip Manually
- Near Clip: 1,0
- Far Clip: 1000,0

Multi-Pass Effect

- Enable
- Preview
- Depth of Field

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target



Standard

Photometric

Standard

- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

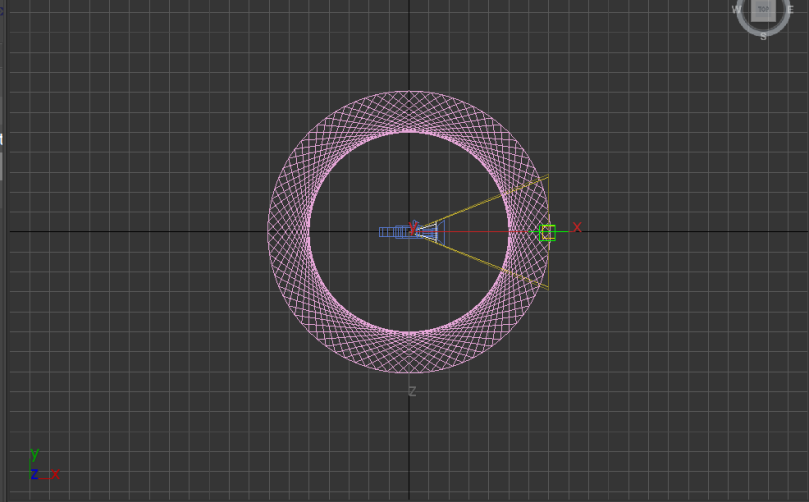
Name and Color

- Camera001

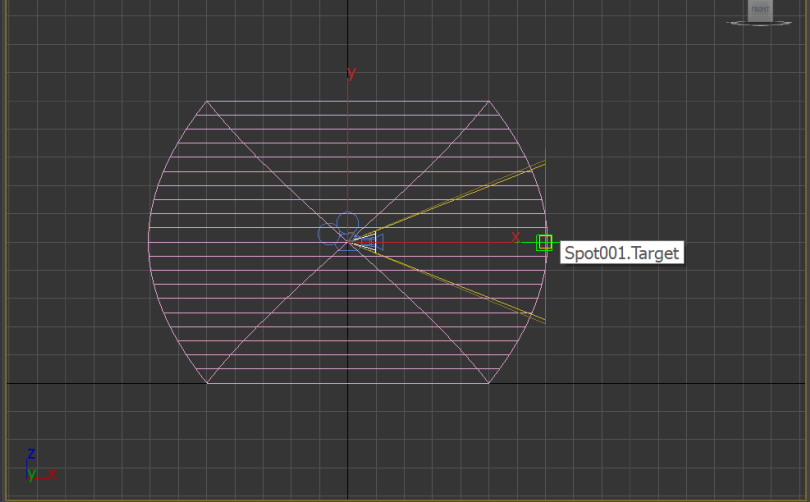
Select Display Edit

- Name (Sorted Ascending)
- Box001
- Camera001
- Camera001.Target
- Spot001
- Spot001.Target

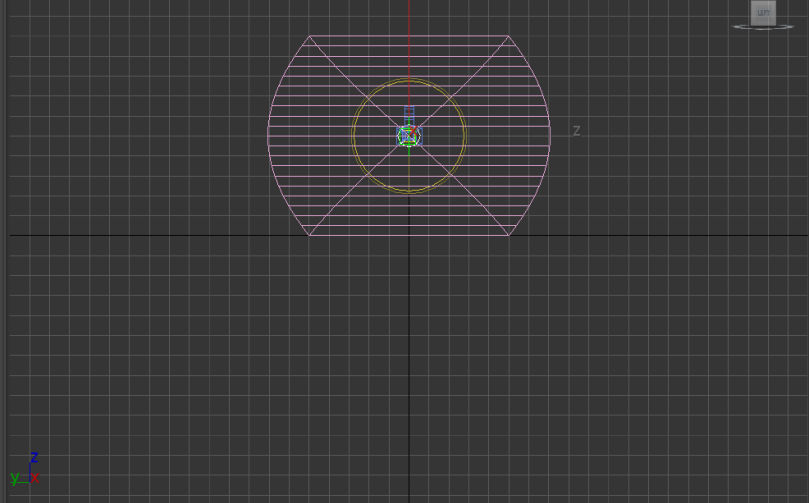
[+] [Top] [Standard] [Wireframe]



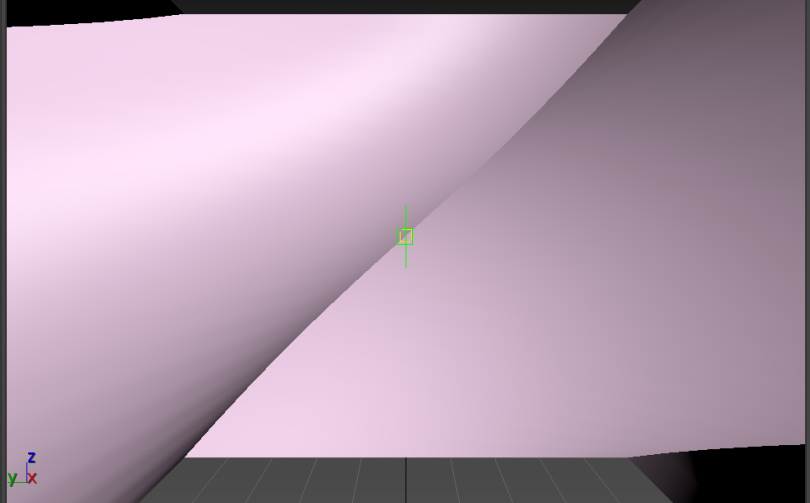
[+] [Front] [Standard] [Wireframe]



[+] [Left] [Standard] [Wireframe]



[+] [Camera001] [Standard] [Default Shading]



Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Spot001

General Parameters

- On
- Targ. Dist: 70,0
- Shadows
- On
- Use Global Settings
- Shadow Map
- Exclude...

Intensity/Color/Attenuation

Spotlight Parameters

Advanced Effects

Shadow Parameters

Shadow Map Params

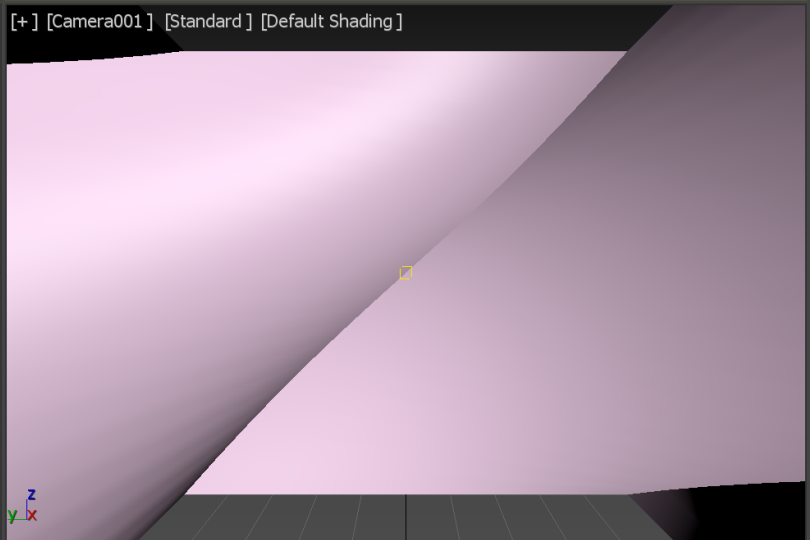
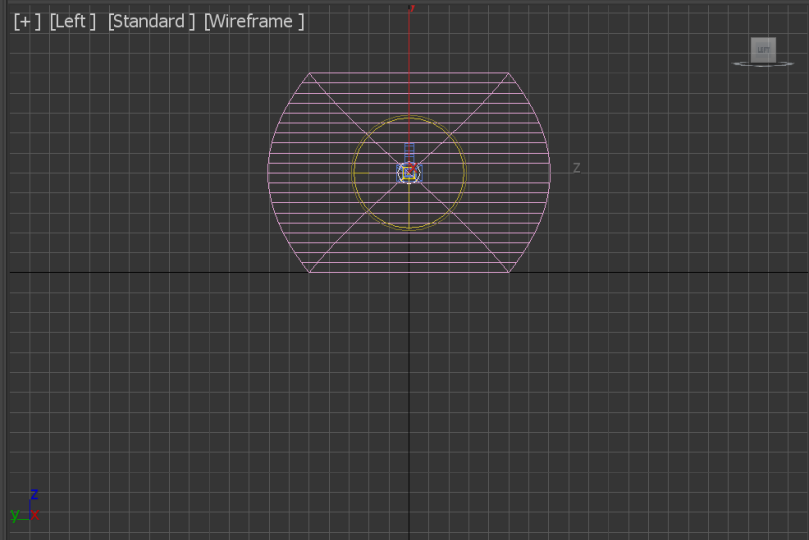
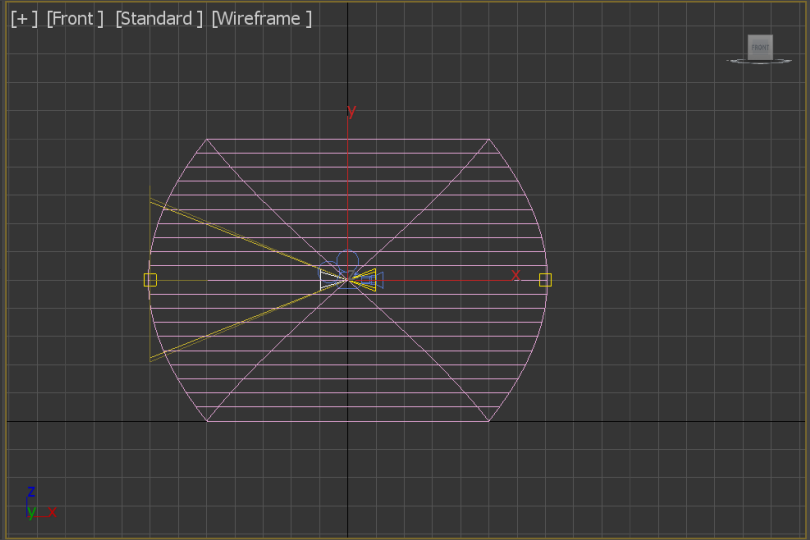
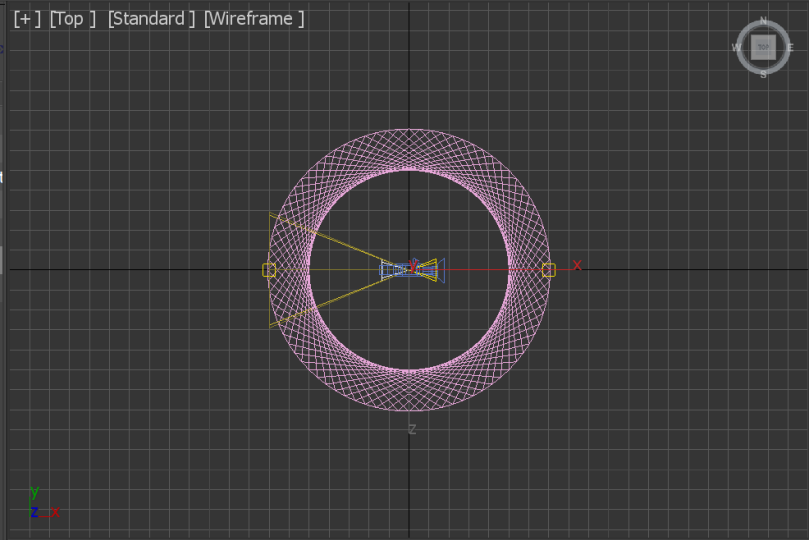
Welcome to MA: 1 Light Selected

Grid Points snap on Scene Root at [70,0, -0,0, 50,0]

X: 70,0 Y: -0,0 Z: 50,0 Grid = 10,0

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target



Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Spot002

General Parameters

- On
- Targ. Dist: 70,0
- Shadows
 - On
 - Use Global Settings
 - Shadow Map
- Exclude...

Intensity/Color/Attenuation

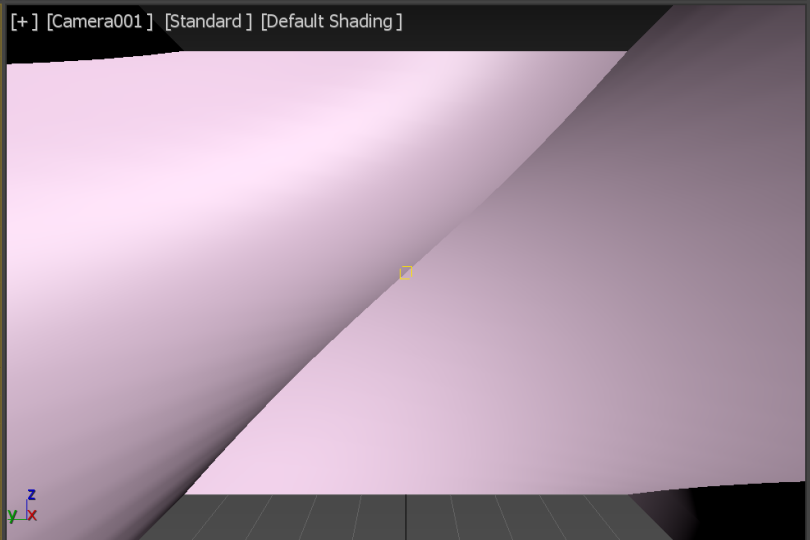
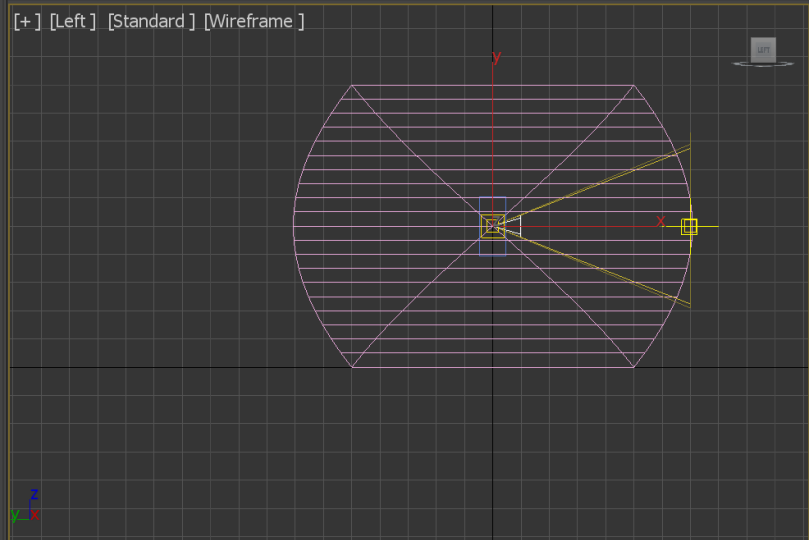
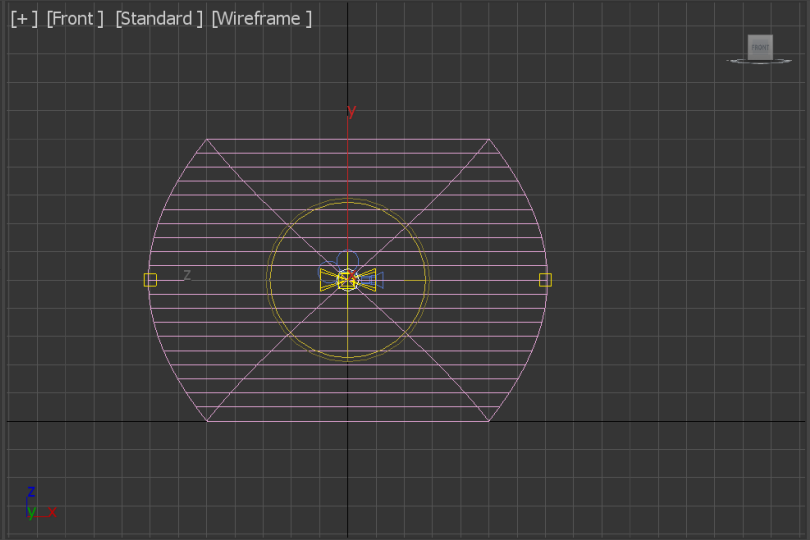
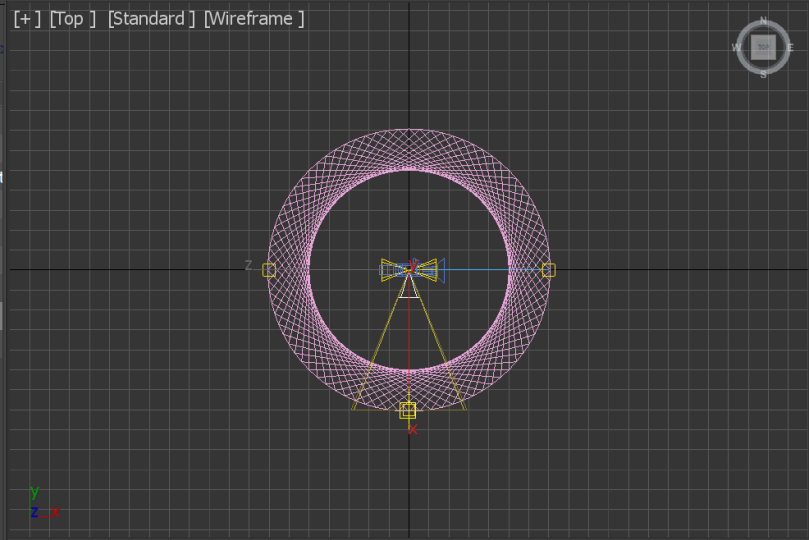
Spotlight Parameters

Advanced Effects

Shadow Parameters

Shadow Map Params

Select Display Edit



- Name (Sorted Ascending)
- Box001
- Camera001
- Camera001.Target
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target

Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Spot003

General Parameters

- On
- Targ. Dist: 70,0
- Shadows
- On
- Use Global Settings
- Shadow Map
- Exclude...

Intensity/Color/Attenuation

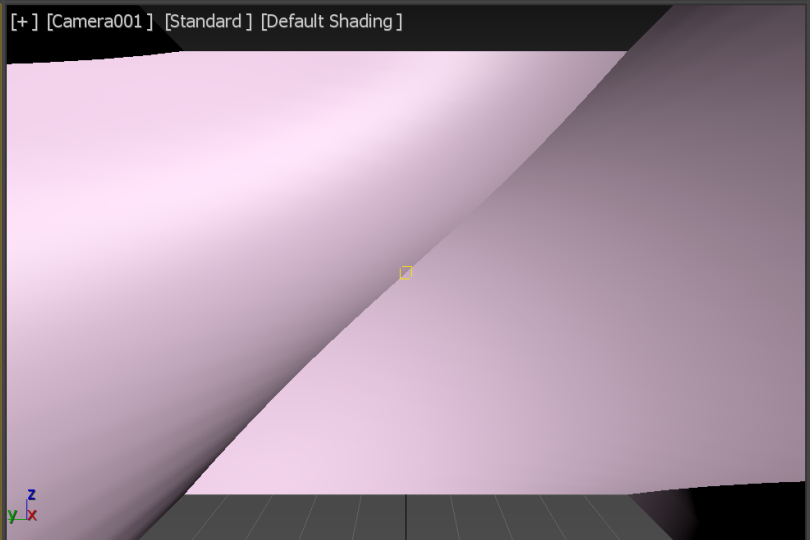
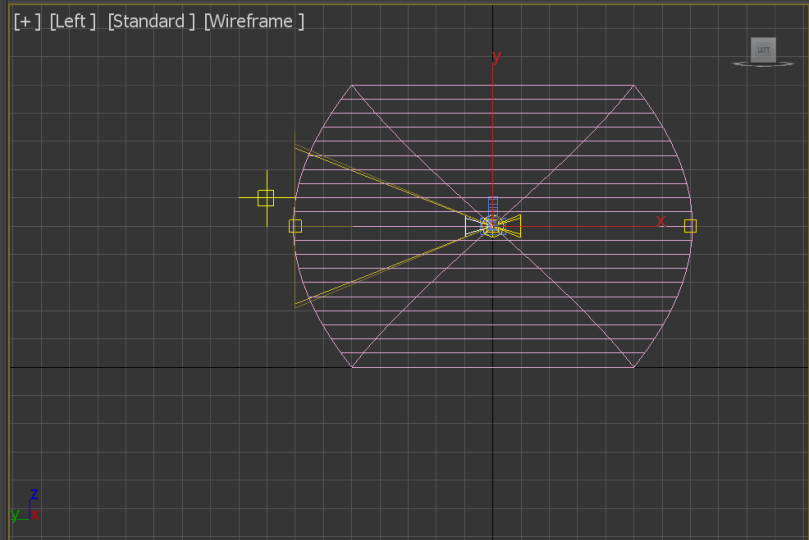
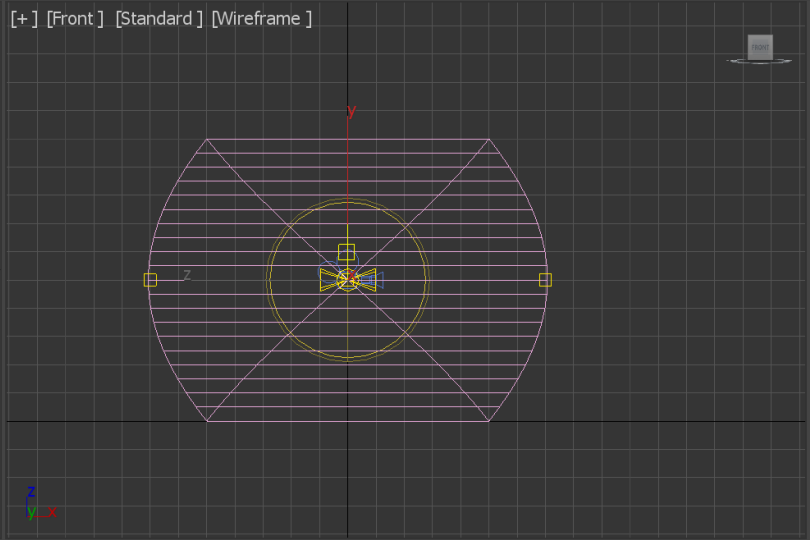
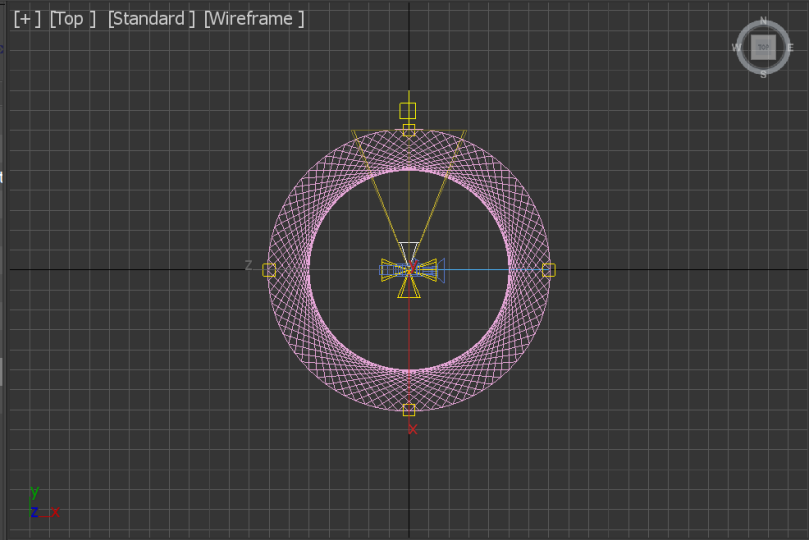
Spotlight Parameters

Advanced Effects

Shadow Parameters

Shadow Map Params

Select Display Edit



- Name (Sorted Ascending)
- Box001
- Camera001
- Camera001.Target
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target

Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Spot004

General Parameters

On Targ. Dist: 70,0

Shadows

On Use Global Settings

Shadow Map ▼

Exclude...

Intensity/Color/Attenuation

Spotlight Parameters

Advanced Effects

Shadow Parameters

Shadow Map Params

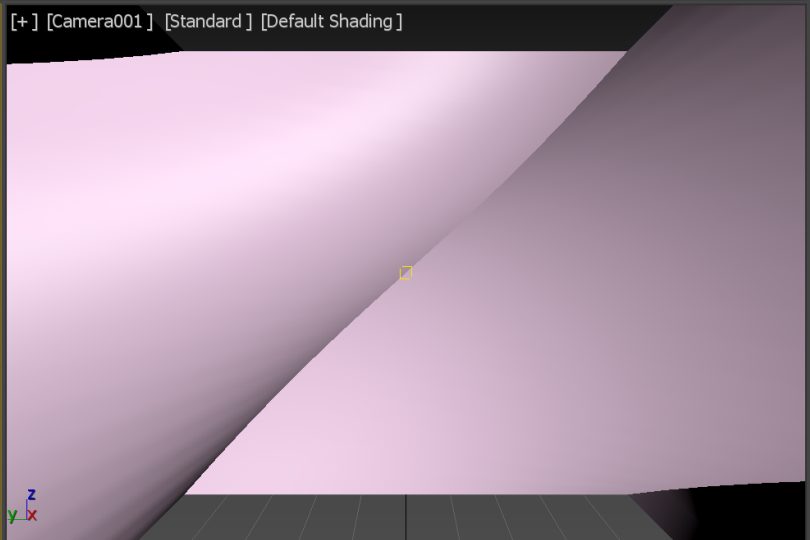
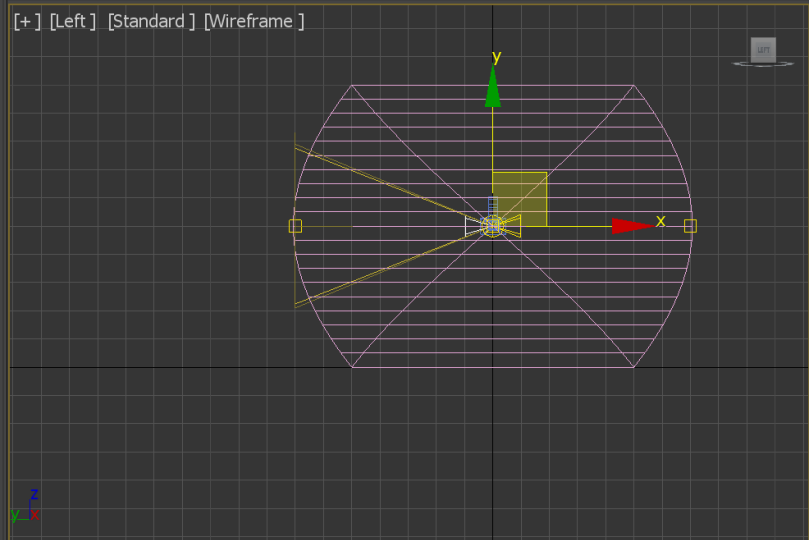
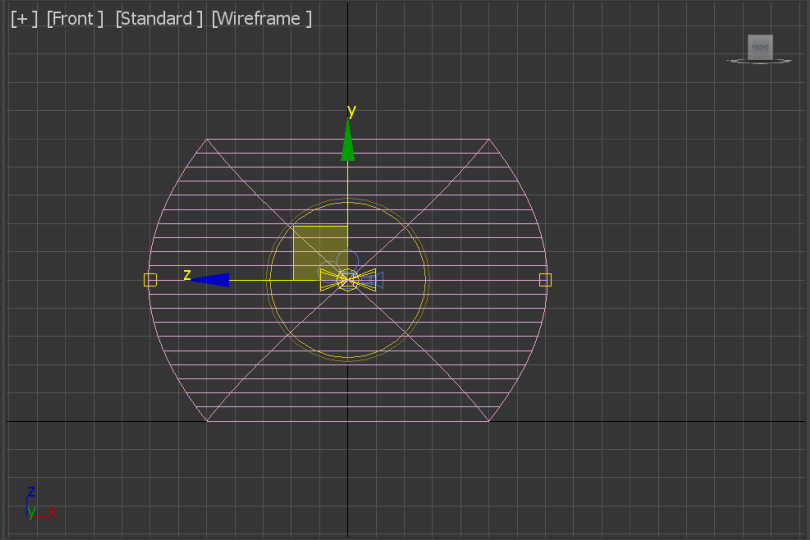
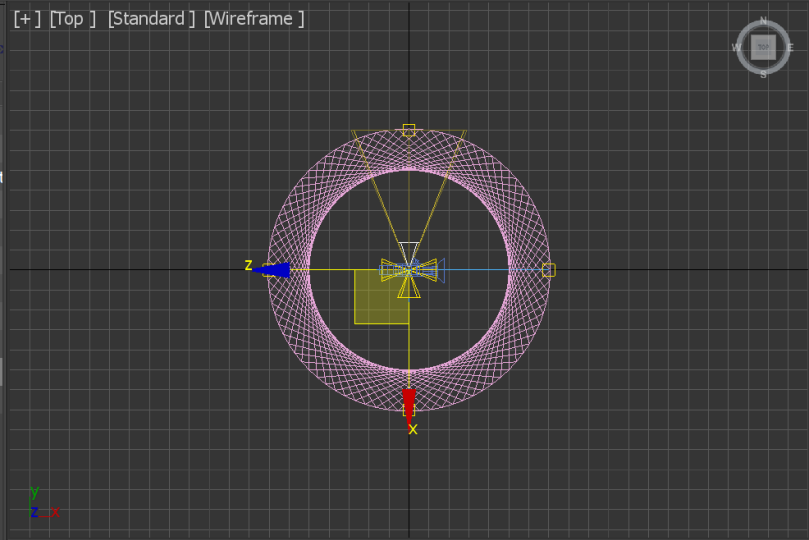
Welcome to MA: 1 Light Selected

Grid Points snap on Scene Root at [0,0, 80,0, 60,0] X: 0,0 Y: 70,0 Z: 60,0 Grid = 10,0

Select Display Edit

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target



Spot004

Modifier List

- Target Spot

General Parameters

Light Type

- On Spot
- Targeted 70,0

Shadows

- On Use Global Settings
- Shadow Map

Intensity/Color/Attenuation

Spotlight Parameters

Advanced Effects

Affect Surfaces:

- Contrast: 0,0
- Soften Diff. Edge: 0,0
- Diffuse Specular
- Ambient Only

Projector Map:

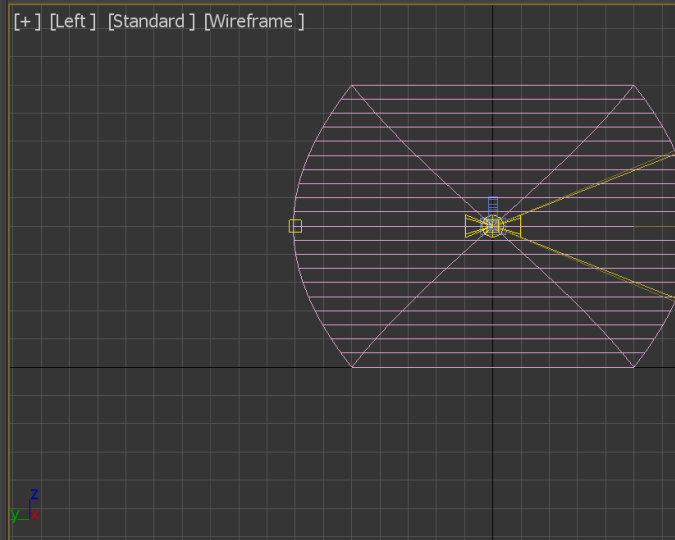
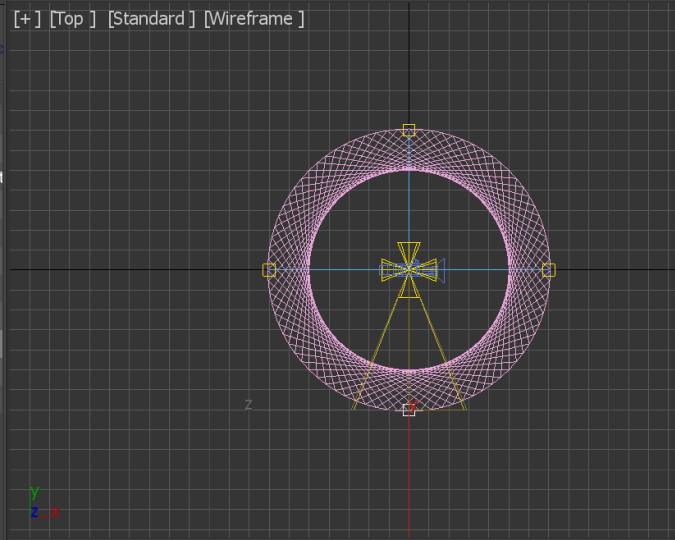
- Map: None

Shadow Parameters

Shadow Map Params

Atmospheres & Effects

- Name (Sorted Ascending)
- Box001
- Camera001
- Camera001.Target
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target



Target: Production Rendering Mode

Preset: No preset selected

Renderer: Scanline Renderer

View to Render: Quad 4 - Left

Render Elements Raytracer Advanced Lighting

Common Renderer

Common Parameters

Time Output

- Single Every Nth Frame: 1
- Active Time Segment: 0 To 100
- Range: 0 To 100
- File Number Base: 0
- Frames: 1,3,5-12

Area to Render

- View
- Auto Region Selected

Output Size

- Custom Aperture Width(mm): 36,0
- Width: 640 320x240 720x486
- Height: 480 640x480 800x600
- Image Aspect: 1,333 Pixel Aspect: 1,0

Options

- Atmospheric Render Hidden Geometry
- Effects Area Lights/Shadows as Points
- Displacement Force 2-Sided
- Video Color Check Super Black
- Render to Fields

Advanced Lighting

Standard

Object Type

- AutoGrid
- Target Spot Free Spot
- Target Direct Free Direct
- Omni Skylight
- mr Area Omni mr Area Spot

Name and Color

- Spot003.Target

General Parameters

- On Targ. Dist: 0,0
- Shadows
- On Use Global Settings
- Shadow Map
- Exclude...

Intensity/Color/Attenuation

Spotlight Parameters

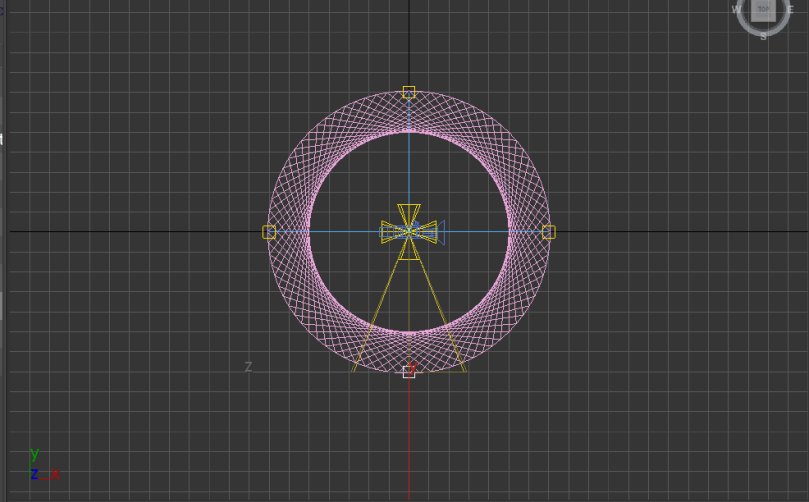
- Light Cone
- Show Cone Overshoot
- Hotspot/Beam: 43,0
- Falloff/Field: 45,0
- Circle Rectangle
- Aspect: 0,777 Bitmap Fit...

Advanced Effects

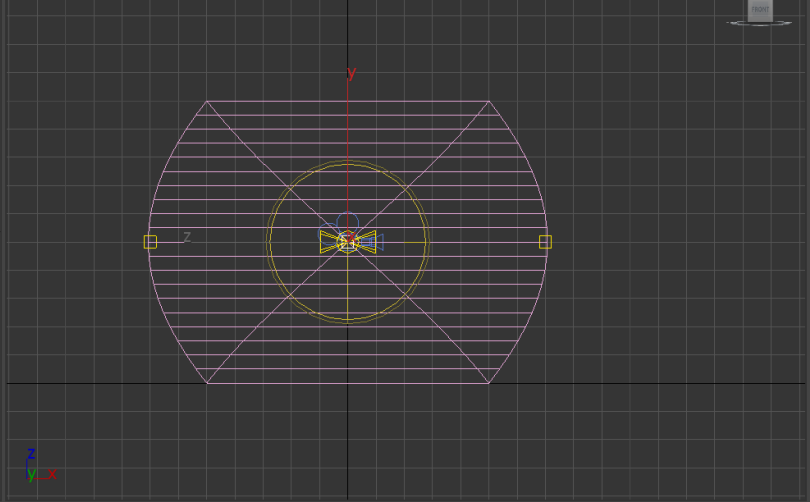
Shadow Parameters

Shadow Map Params

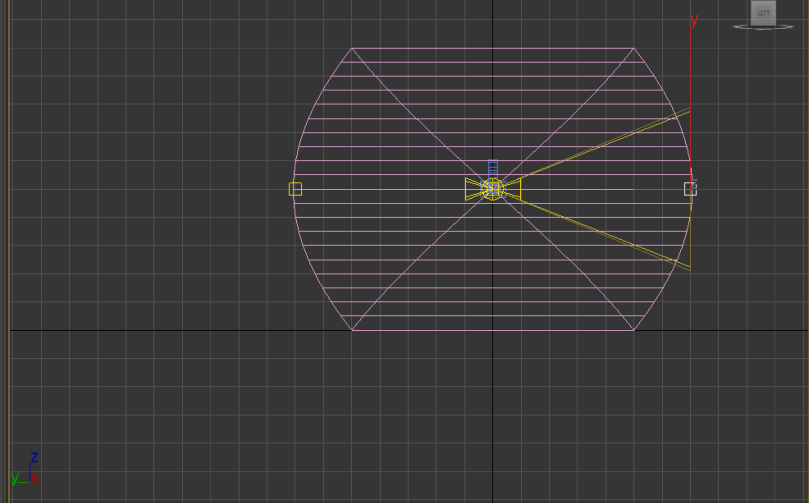
[+] [Top] [Standard] [Wireframe]



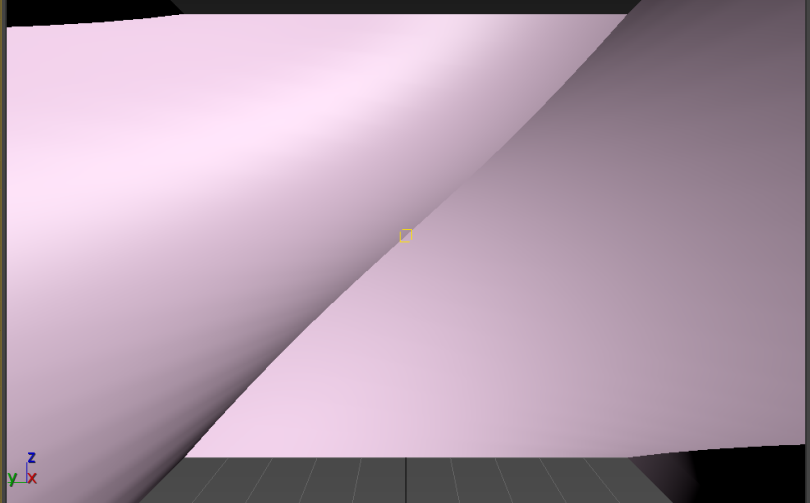
[+] [Front] [Standard] [Wireframe]



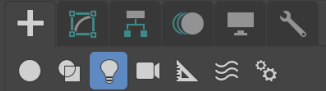
[+] [Left] [Standard] [Wireframe]



[+] [Camera001] [Standard] [Default Shading]



- Name (Sorted Ascending)
- Box001
- Camera001
- Camera001.Target
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target



Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Spot003.Target

General Parameters

On Targ. Dist: 0,0

Shadows

On Use Global Settings

Shadow Map ▼

Exclude...

Intensity/Color/Attenuation

Spotlight Parameters

Light Cone

Show Cone Overshoot

Hotspot/Beam: 43,0

Falloff/Field: 45,0

Circle Rectangle

Aspect: 0,777 Bitmap Fit...

Advanced Effects

Shadow Parameters

Shadow Map Params

Render Setup: Scanline Renderer

Target: Production Rendering Mode

Preset: No preset selected

Render

Left, frame 0, Display Gamma: 2,2, RGBA Color 16 Bits/Channel (1:1)

Area to Render: View Viewport: Quad 4 - Left Render Preset: Production

Render

RGB Alpha



Options

- Atmospherics
- Effects
- Displacement
- Video Color Check
- Render to Fields
- Render Hidden Geometry
- Area Lights/Shadows as Points
- Force 2-Sided
- Super Black

Advanced Lighting

- Name (Sorted Ascending)
- Box001
 - Camera001
 - Camera001.Target
 - Spot001
 - Spot001.Target
 - Spot002
 - Spot002.Target
 - Spot003
 - Spot003.Target
 - Spot004
 - Spot004.Target

Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Spot003.Target

General Parameters

- On
- Targ. Dist: 0,0
- Shadows
- On
- Use Global Settings
- Shadow Map
- Exclude...

Intensity/Color/Attenuation

Spotlight Parameters

Light Cone

- Show Cone
- Overshoot
- Hotspot/Beam: 43,0
- Falloff/Field: 45,0
- Circle
- Rectangle
- Aspect: 0,777
- Bitmap Fit...

Advanced Effects

Shadow Parameters

Shadow Map Params

[+] [Left] [Standard] [Wireframe]

0 / 100

X: 40,0 Y: -0,0 Z: 40,0 Grid = 10,0

Auto Selected

Set K Filters...

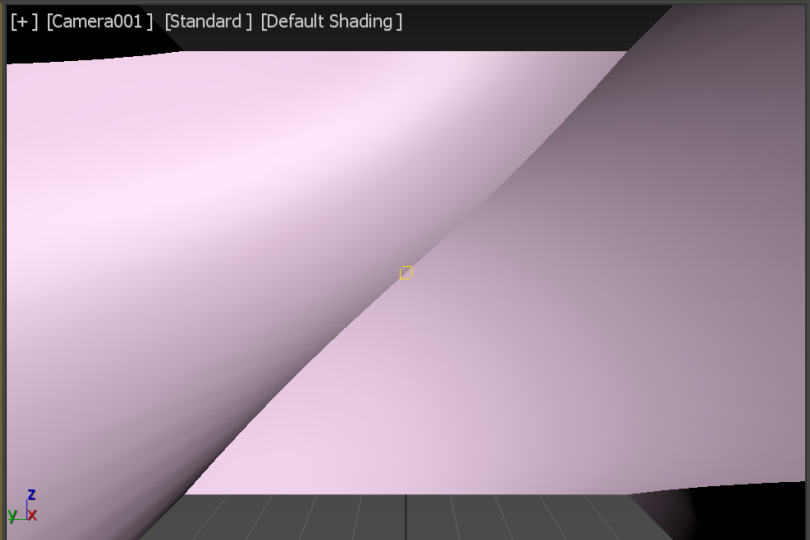
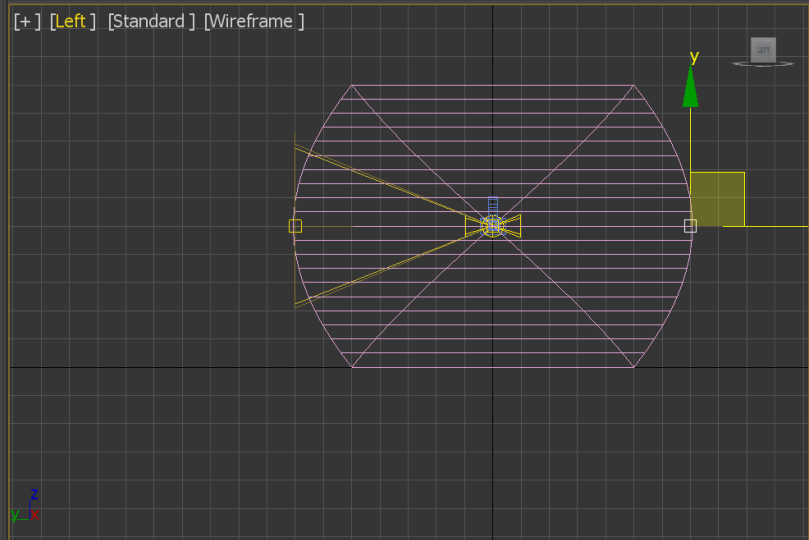
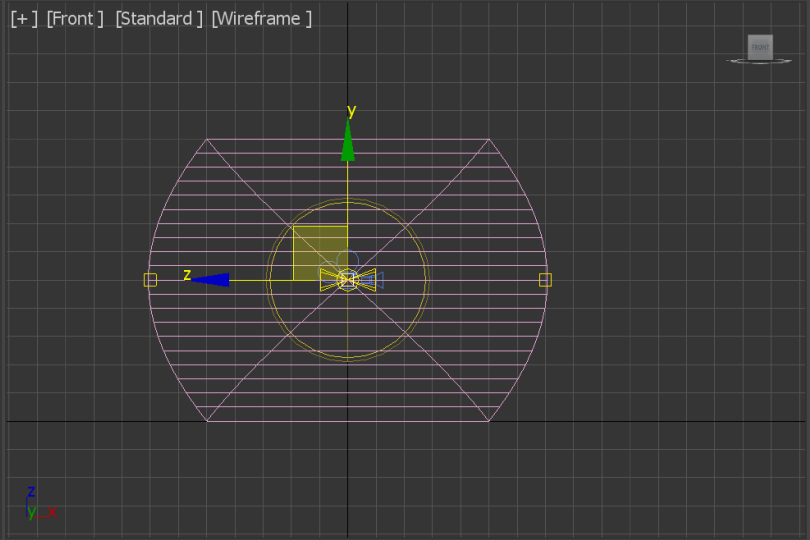
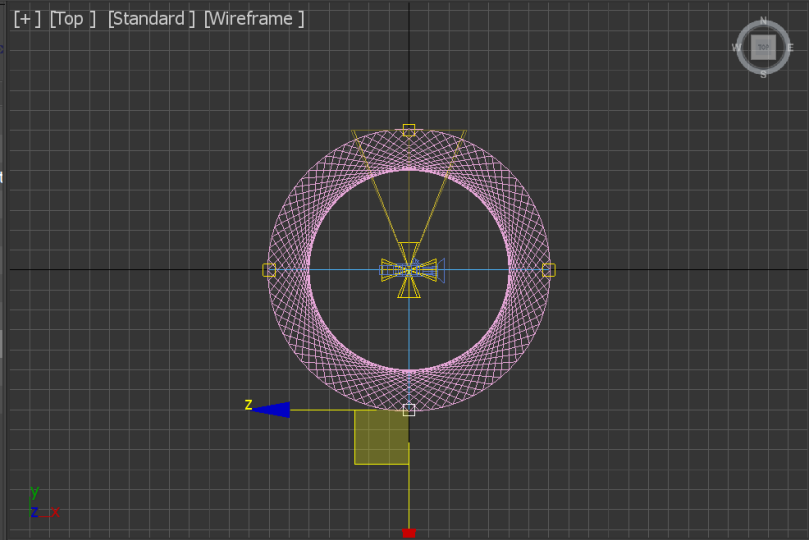
1 Object Selected

Welcome to MA: Grid Points snap on Scene Root at [30,0, -0,0, 50,0]

Add Time Tag

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target



Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

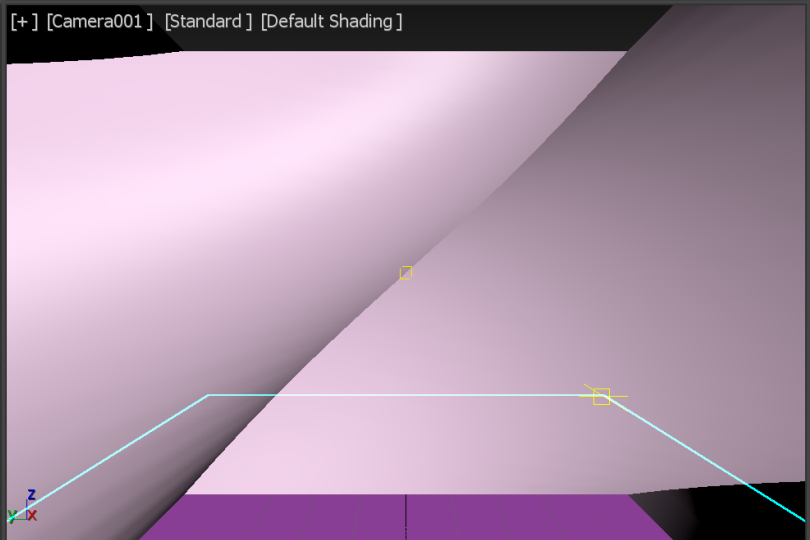
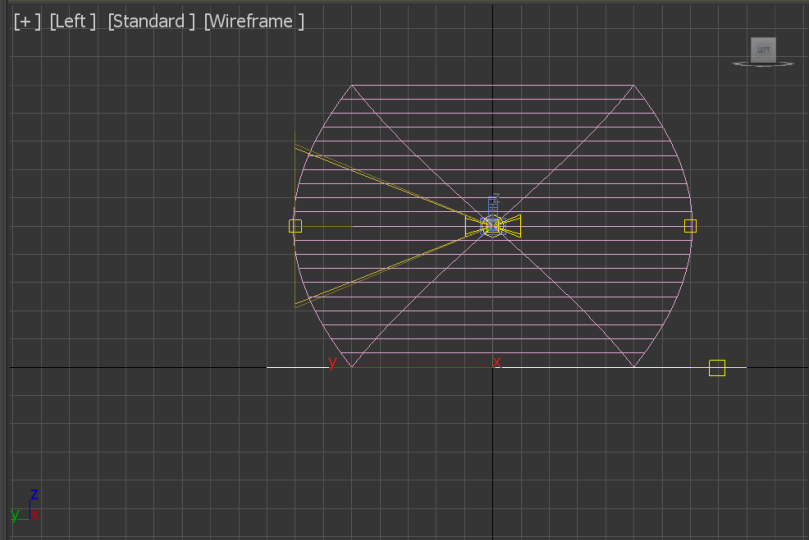
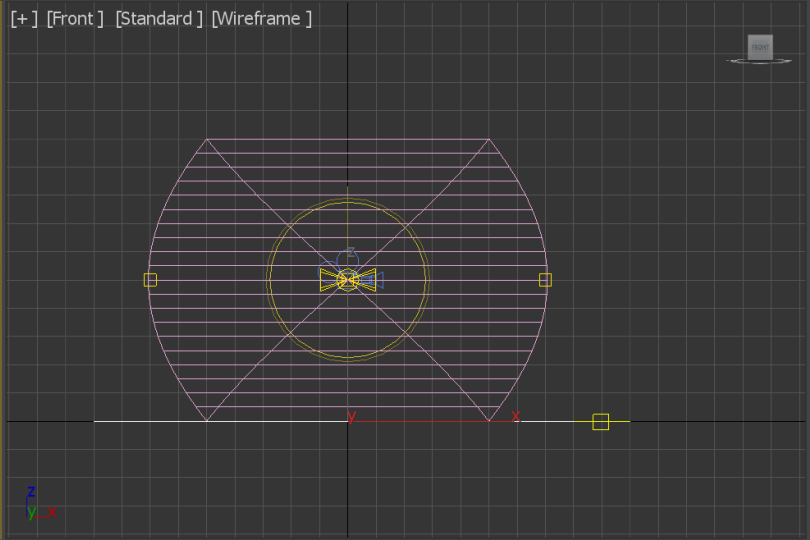
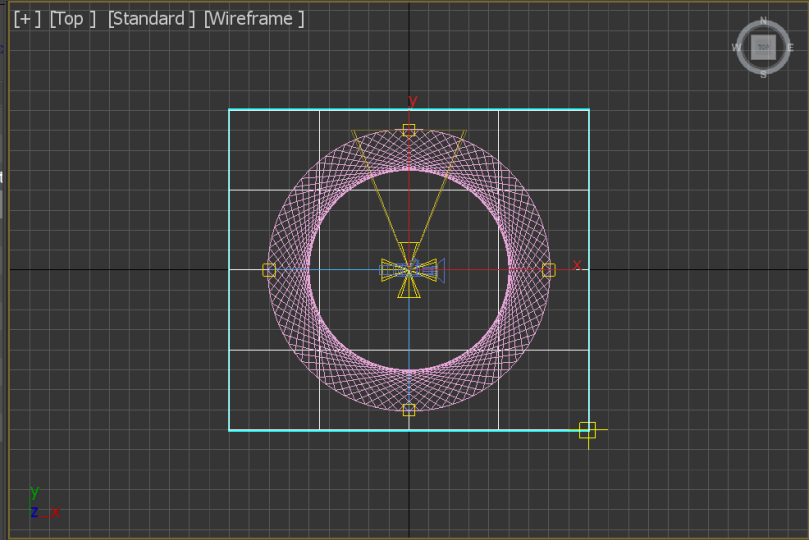
Name and Color

Spot003.Target

Select Display Edit

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target
- Plane001
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target



Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Plane001

Creation Method

- Rectangle
- Square

Keyboard Entry

Parameters

Length: 160,0

Width: 180,0

Length Segs: 4

Width Segs: 4

Render Multipliers

Scale: 1,0

Density: 1,0

Total Faces : 32

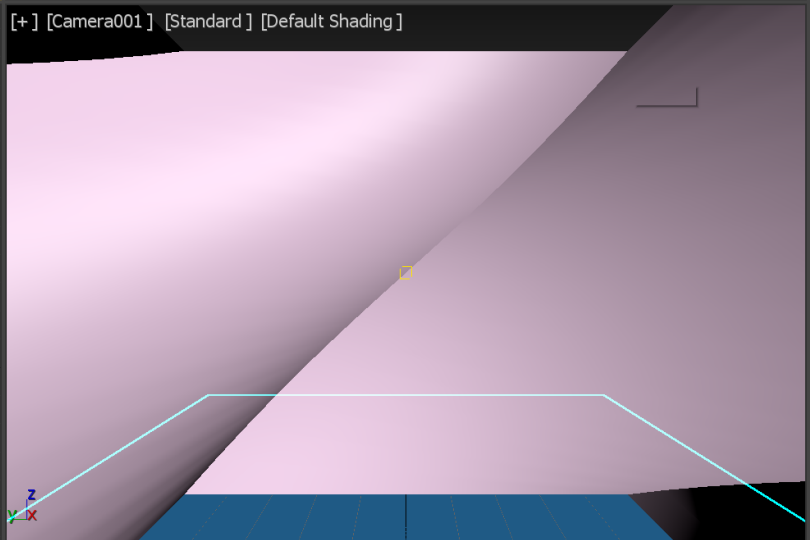
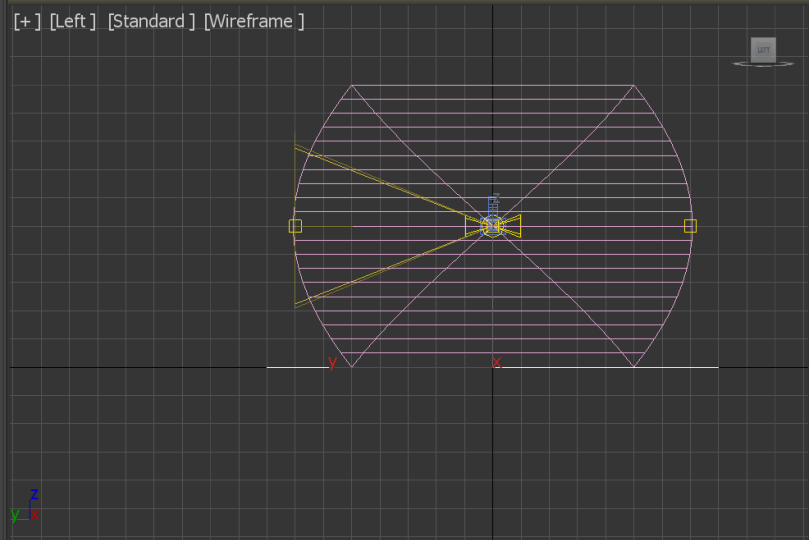
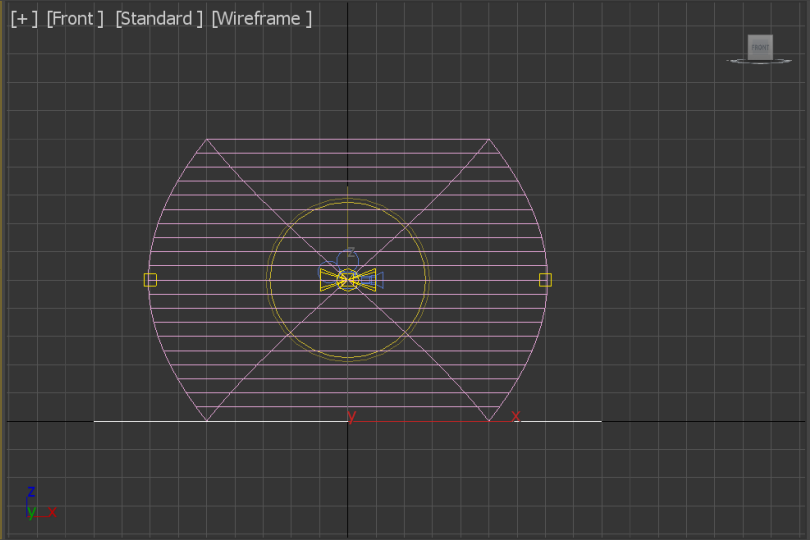
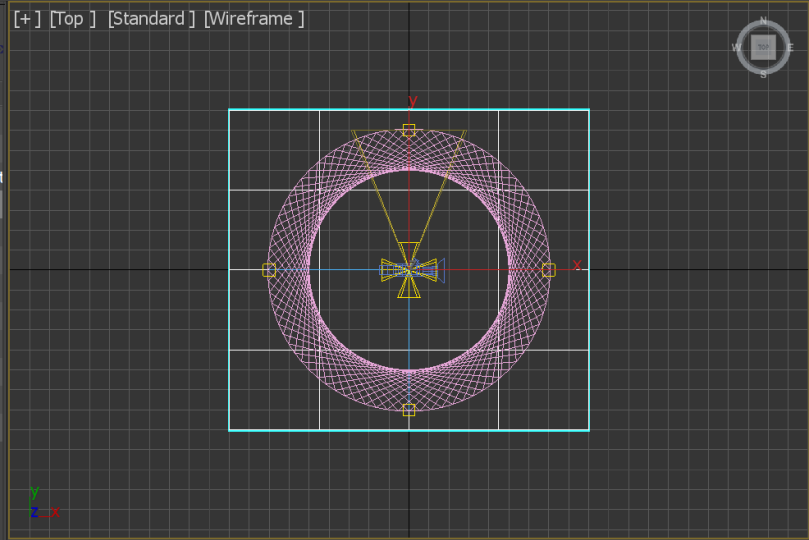
Generate Mapping Coords.

Real-World Map Size

Select Display Edit

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target
- Plane001
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target



Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Plane001

Creation Method

- Rectangle
- Square

Keyboard Entry

Parameters

- Length: 160,0
- Width: 180,0
- Length Segs: 4
- Width Segs: 4

Render Multipliers

- Scale: 1,0
- Density: 1,0
- Total Faces : 32

- Generate Mapping Coords.
- Real-World Map Size

Select Display Edit

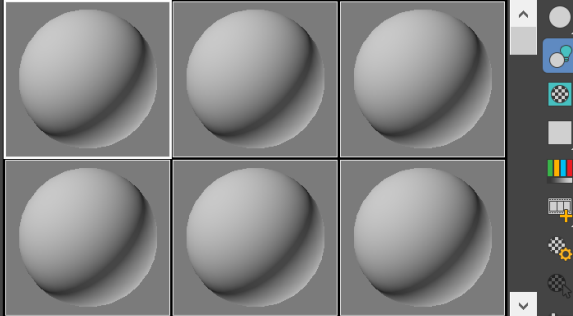
[+] [Top] [Standard] [Wireframe]

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target
- Plane001
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target

Material Editor - 01 - Default

Modes Material Navigation Options Utilities



01 - Default Standard

Shader Basic Parameters

Blinn Wire 2-Sided
 Face Map Faceted

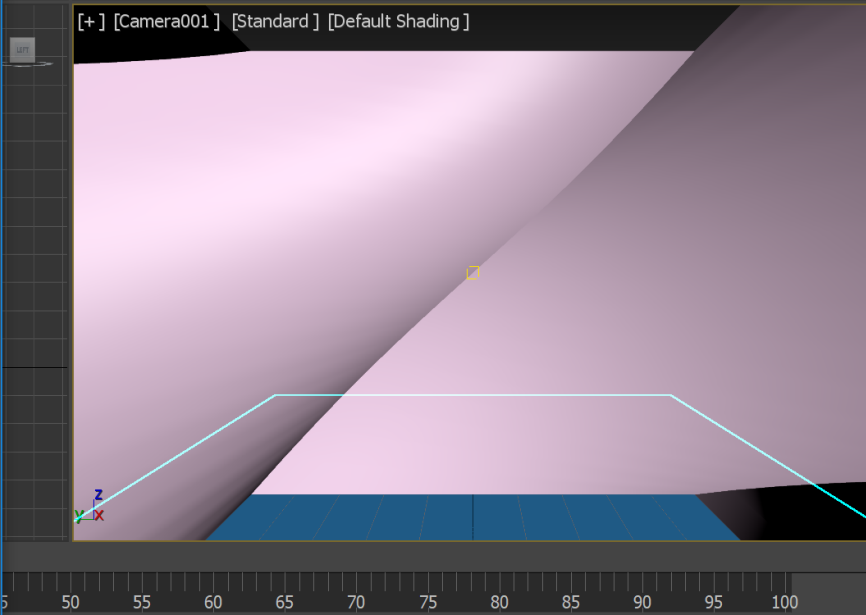
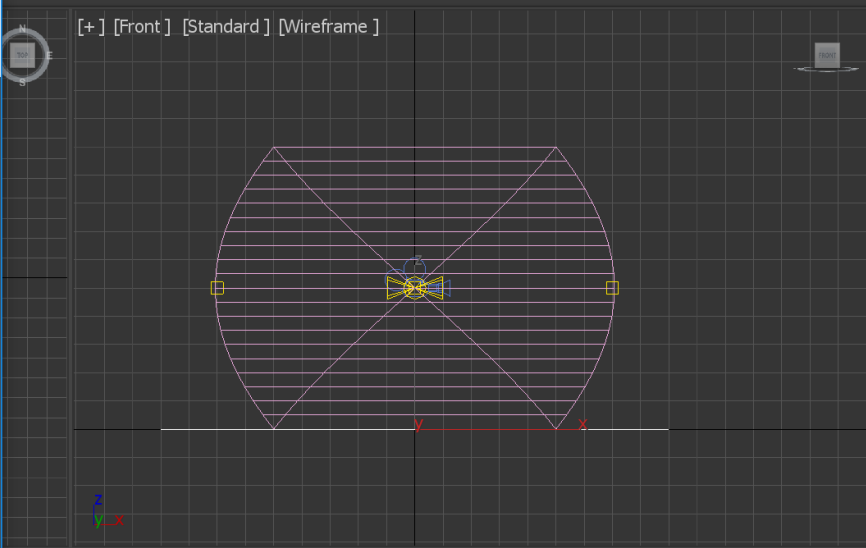
Blinn Basic Parameters

Ambient: Self-Illumination Color 0
 Diffuse:
 Specular: Opacity: 100 None

Specular Highlights

Specular Level: 0
 Glossiness: 10
 Soften: 0,1

Extended Parameters
 SuperSampling
 Maps



Standard Primitives

Object Type

AutoGrid

Box Cone
 Sphere GeoSphere
 Cylinder Tube
 Torus Pyramid
 Teapot **Plane**
 TextPlus

Name and Color

Plane001

Creation Method

Rectangle Square

KeyboardEntry

Parameters

Length: 160,0
 Width: 180,0

Length Segs: 4
 Width Segs: 4

Render Multipliers

Scale: 1,0
 Density: 1,0
 Total Faces : 32

Generate Mapping Coords.
 Real-World Map Size

Select Display Edit

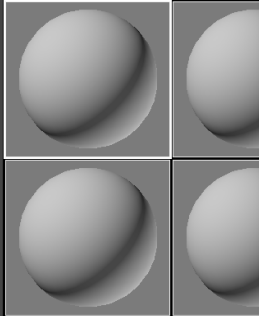
[+] [Top] [Stand...]

Name (Sorted Ascending)

- Box001
- Camera001
- Camera001.Target
- Plane001
- Spot001
- Spot001.Target
- Spot002
- Spot002.Target
- Spot003
- Spot003.Target
- Spot004
- Spot004.Target

Material Editor - 01 - Default

Modes Material Navigation



01 - Default

Shader Basic Parameters

Blinn

Blinn Basic Parameters

Ambient: []

Diffuse: []

Specular: []

Specular Highlights

Specular Level: 0

Glossiness: 10

Soften: 0,1

Extended Parameters

SuperSampling

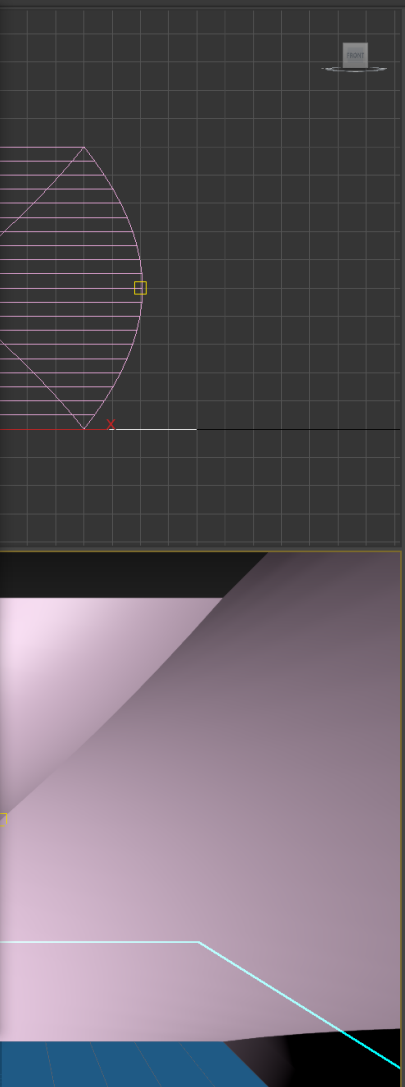
Maps

Material/Map Browser

- Checker
- Color Correction
- ColorMap
- Combustion
- Composite
- Dent
- Falloff
- Gradient
- Gradient Ramp
- Map Output Selector
- Marble
- Mask
- Mix
- MultiTile
- Noise
- Normal Bump
- Output
- Particle Age
- Particle MBlur
- Particle Marble
- Raytrace
- RGB Multiply
- RGB Tint
- ShapeMap
- Smoke
- Speckle
- Splat
- Stucco

Maps (readonly)

OK Cancel



Standard Primitives

Object Type

AutoGrid

Box Cone

Sphere GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

TextPlus

Name and Color

Plane001

Creation Method

Rectangle Square

KeyboardEntry

Parameters

Length: 160,0

Width: 180,0

Length Segs: 4

Width Segs: 4

Render Multipliers

Scale: 1,0

Density: 1,0

Total Faces : 32

Generate Mapping Coords.

Real-World Map Size