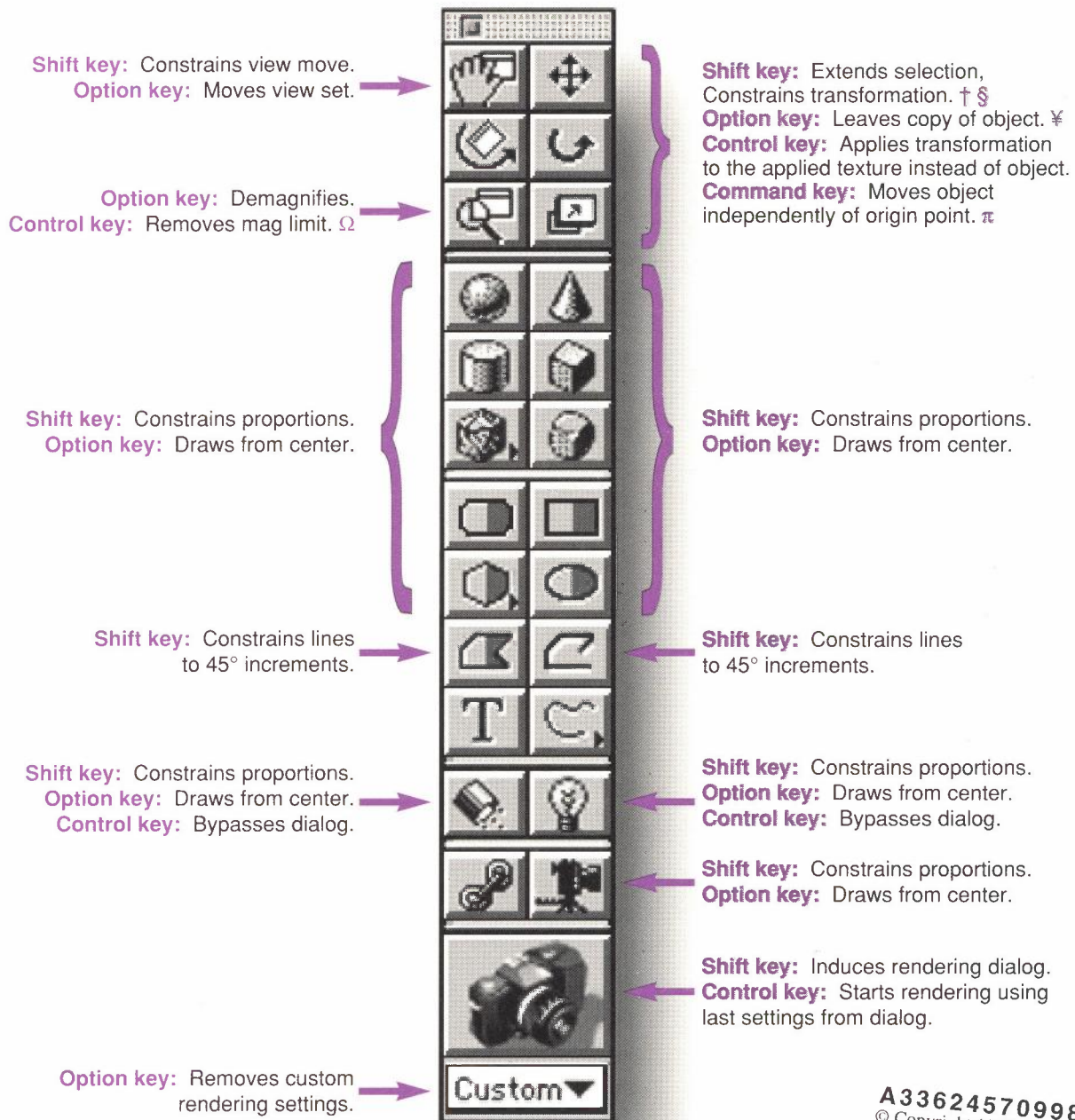


THE TOOL PALETTE



- † Shift key constrains rotation on handle rotations only.
- § Scale automatically constrained when scaling from object surface (non-handle scale).
- ¥ Option key scales object from center.
- Ω Orthographic view only.
- π Command key removes left/right drag constraints on handles.

Shift key: Extends selection, Constrains transformation. † §
Option key: Leaves copy of object. ¥
Control key: Applies transformation to the applied texture instead of object.
Command key: Moves object independently of origin point. π

Shift key: Constrains proportions.
Option key: Draws from center.

Shift key: Constrains lines to 45° increments.

Shift key: Constrains proportions.
Option key: Draws from center.
Control key: Bypasses dialog.

Shift key: Constrains proportions.
Option key: Draws from center.

Shift key: Induces rendering dialog.
Control key: Starts rendering using last settings from dialog.










QUICK REFERENCE CARD

A336245709981
© Copyright 1993 Strata Inc.
All rights reserved

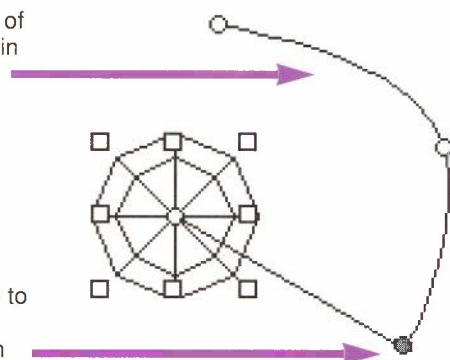
STRATA™
STUDIO Pro

THE ANIMATION PALETTE

LEGEND

-  No path
-  Linear path, no change
-  Spline path, no change
-  Linear path, changing
-  Spline path, changing
-  Birth event mark
-  Death event mark
-  Selected event mark
-  Cycle event mark

Path segments echo color of texture at the current time in an animation.

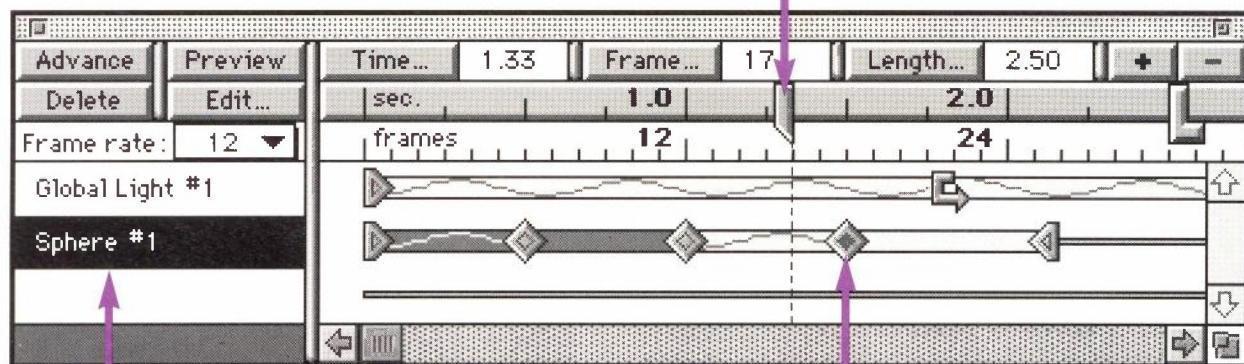


Command key: Jumps time to time of event mark, moves object independently of origin point.

Shift key: Selects multiple event marks.

Tab key: Advances time to next whole second. †

Shift/Tab key: Regresses time to next whole second. †



Option click: Selects all event marks.

Double click: Invokes object editor.

Single click: Selects object in model.

Shift click: Selects contiguous range.

Command click: Selects non-contiguous range.

Double click: Invokes event mark dialog.

Command key: Drags event mark without snap-to-time constraint, Jumps time to time of event mark.

Shift key: Selects multiple event marks. §

Control key: Scales group of selected event marks.

† Tab key cycles through multiple views in a window (if any) in preference to advancing time.

§ Dragging a marquee also selects multiple event marks.

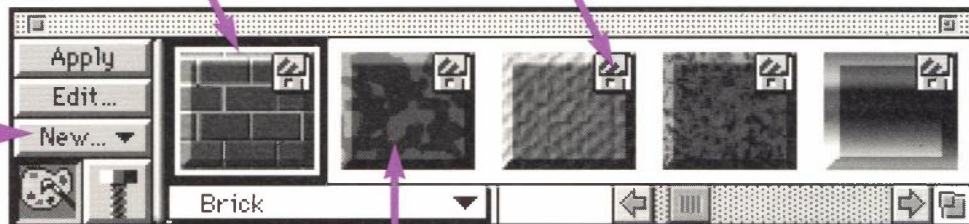
TEXTURE & LIGHTING PALETTES

Textures may be dragged directly off the palette and onto any object in a modeling window. The black frame indicates the selected texture.

Floppy disk icon indicates an unloaded file. Loaded textures or shapes always appear first (to the far left) in the palette.

Pop-up provides access to procedural textures such as the Rotoscoper.

Procedurals may also be accessed by holding down the Option key while choosing New Texture from the Textures menu.



Toggles between Texture palette and Shape palette.

Double click: Loads or edits a texture or shape.

Control key: Bypasses dialog.

Red indicates possible global lighting overflow.

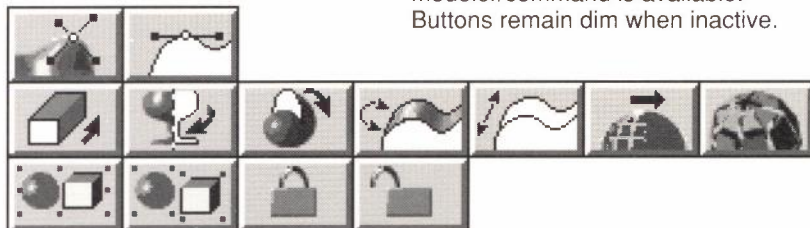


Control key: Toggles from frontlight to backlight.

Background color echoes ambient light.

BUTTON BAR

3-D Sculpter, 2-D Sculpter



Buttons become active when modeler/command is available. Buttons remain dim when inactive.

Extrude, Lathe, Sweep, Skin, Unskin, Smooth, Facet

Group, Ungroup, Lock, Unlock

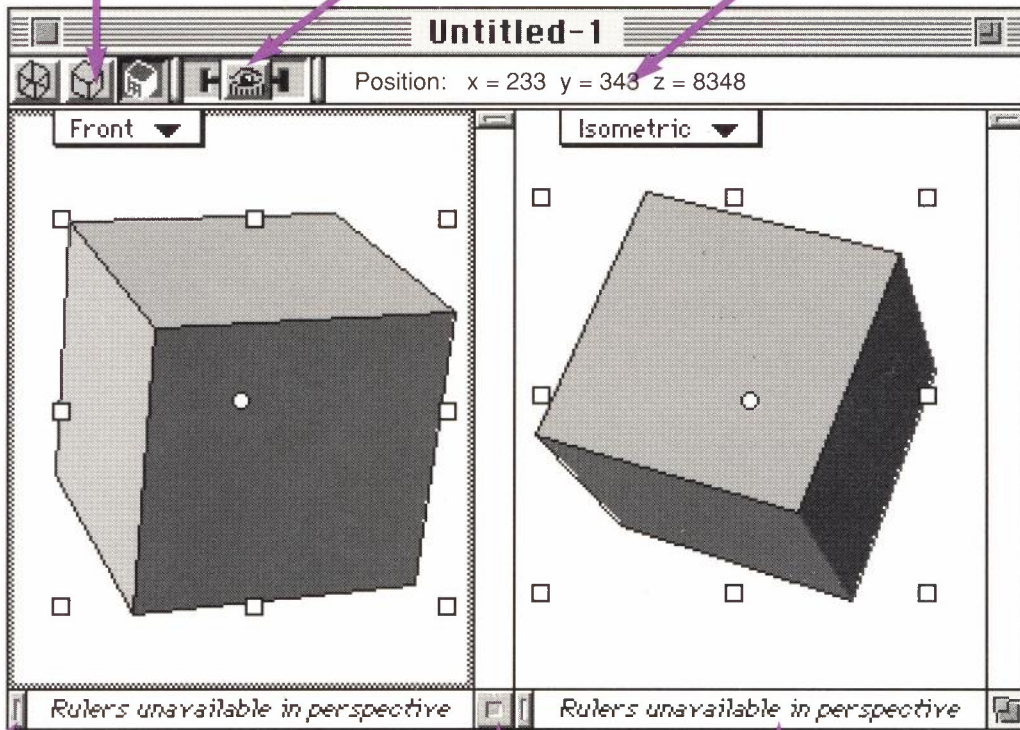
THE MODELING WINDOW

Gray frame indicates the active view.

Display buttons switch between wireframe, hidden line and shaded surface modes.

Perspective slider: Switches between orthographic, normal, and wide angle.

Feedback area: Echoes position, rotation, scale, and other information.



Double click: Splits window in half.

Option key: Deletes divider

Rulers: Display when perspective slider is set to orthographic.

SHORT CUTS

Tab key: Cycles forward through views. If there is only one view, the tab key advances the animation time instead.

Shift/Tab key: Cycles backward through views. If there is only one view, the tab key regresses the animation time.

Command/Spacebar: Magnification tool.

Command/Option/Spacebar: Demagnification tool.

Option key while suspending rendering: Saves rendering to current point without stopping the rendering process.

Option key while clicking Close Box: Closes all related windows.

Command key: Allows use of current tool in background windows.

Caps Lock: Turn echoing on for model window redraws.

Command key: Selects all items touched by selection marquee.

Option Copy/Paste: Retains absolute object values for the copy/pasted item. (Coordinates, size, etc.)