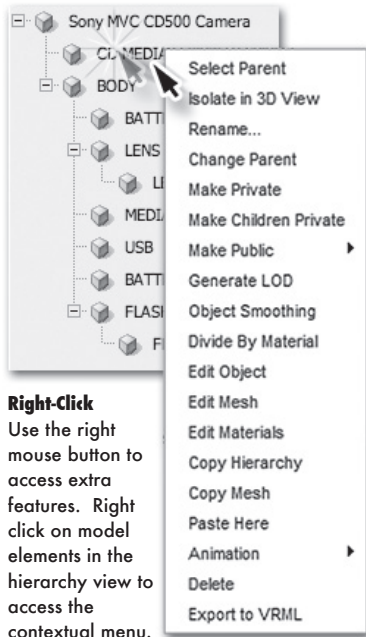
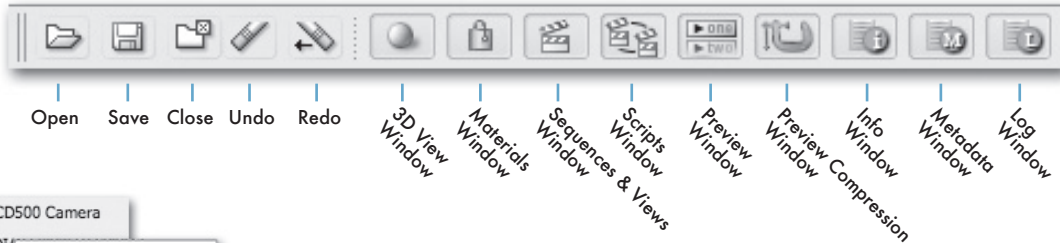


Command Buttons

Window Access Buttons

Toolbar Note:

Drag handle —
to tear-off
palette.



Right-Click

Use the right mouse button to access extra features. Right click on model elements in the hierarchy view to access the contextual menu.

Get Your 3D Models In

Strata Live 3D can start with VRML files from any 3D application. From Strata 3D CX you can create a native XMM file by using the **Render > Render to Live 3D** menu command.

Reduce Complexity

Most models start with far too many polygons for online viewing. Right-click on the object name in the main palette and select **Generate LOD** from the context menu. Move the top slider to the right and click the **Generate LOD** button. When you're satisfied with the result click **OK**.

Adjust Textures & Materials

Open the **Materials** palette and right-click on the name of the material you want to edit. Add Chrome Effect, Glossiness or other effects, then click **OK**.

Get Online

1. Create an account at StrataLive3D.com (You will need to register your serial number with Strata first).
2. Upload your Live 3D project from within the Live 3D application, using **Export > Direct to Web**.
3. Edit the display settings, if needed.

Keyboard Shortcuts

File Menu

Open	Command/Ctrl O
Save	Command/Ctrl S
Close	Command/Ctrl W

Edit Menu

Undo	Command/Ctrl Z
Redo	Command/Ctrl Y

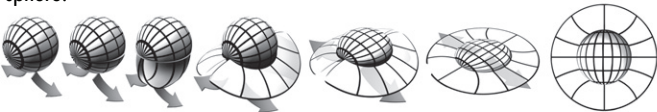
Windows Menu

3D View	Command/Ctrl 3
Materials	Command/Ctrl M
Sequences & Views	Command/Ctrl E
Scripts	Command/Ctrl T
Preview Scripts	Command/Ctrl P
Preview Compression ...	Command/Ctrl R
Info	Command/Ctrl I
Metadata	Command/Ctrl D
Log	Command/Ctrl L

Manipulating Lights

Think of the light sphere controller as a sphere that surrounds the model environment. The sphere has the back half un-wrapped and flattened out to give you access to all sides.

The light sources can then be manipulated as cross-hairs on the flattened sphere.



To edit the lights, open the Sequences and Views palette and click on the **"Scene Lighting..."** button. The Lighting Editor will appear on the 3D View palette.

On the left side of the editor is the ambient light slider. The circular controllers and the adjacent sliders each represent one light source. The cross-hair icon is the light indicator for the position, or direction, of the light source.

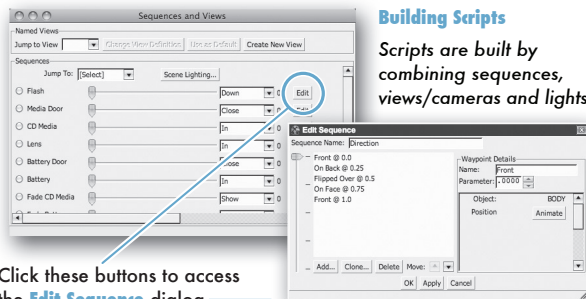
Ambient light intensity slider Each circle represents a light source



STRATA LIVE 3D CX 2 QUICK REFERENCE

Building Scripts

Scripts are built by combining sequences, views/cameras and lights.



Click these buttons to access the **Edit Sequence** dialog

Strata Live 3D uses **Scripts** to create animations and interactive elements. Scripts are created using event markers, dialogs and buttons. Scripts are assembled from **Sequences**, **Views** and **Lights**. Sequences are explicit combinations of actions for a given object.

