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# Welcome 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 ongoing reference while you are working with the program.

## Getting started

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- Study the [Introduction](#) 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.

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](#)

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 effects.

- **Freedom and flexibility of use**

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

- **Import and Export**

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

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.

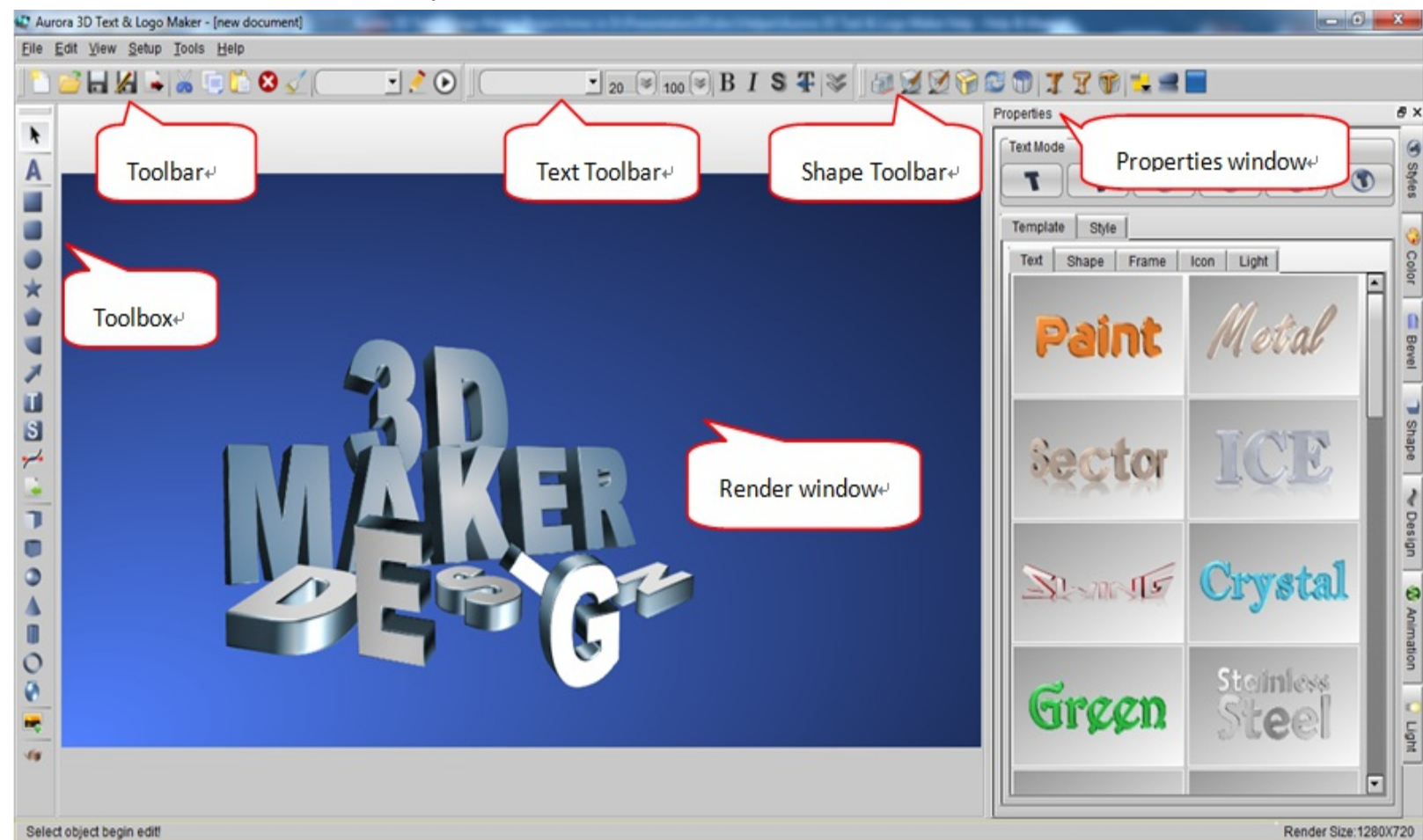
- **Export multiple formats**

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...

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.

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 > Import SVG

Import svg file shape node.

### File > Import Image

Add image node.

### File > Import 3D Model

Add 3d model node.

### File > Export Clipboard

Export the current screen as a image in the clipboard.

### File > Export Image

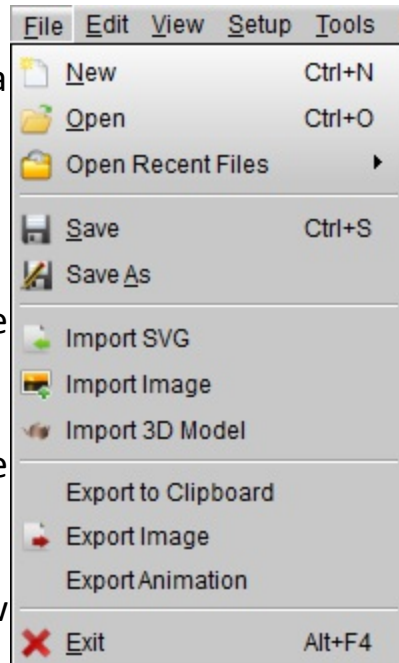
Export the current screen as a image.

### 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**

Arrange node size, position, rotation, scale.

### **Edit > Copy Properties**

Copy animation, color, text format between nodes.

### **Edit > Lock**

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

### **Edit > Visible**

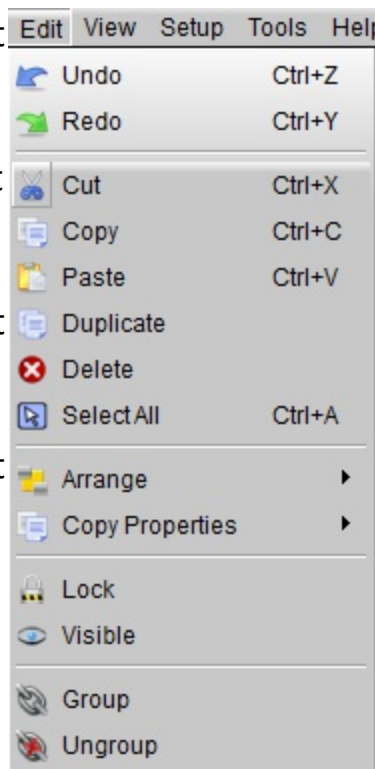
Set selected nodes visible or invisible.

### **Edit > Group**

Let selected nodes in one group.

### **Edit > Ungroup**

Ungroup a selected group node.



## ● View Menu

### **View > Properties**

Open/Close the Properties window.

### **View > Toolbar**

Open/Close the Toolbar window.

### **View > Text Toolbar**

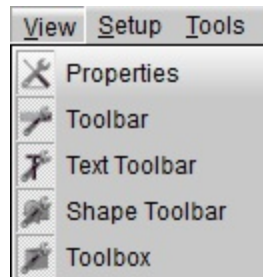
Open/Close the Text Toolbar window.

### **View > Shape Toolbar**

Open/Close the Shape Toolbar window.

### **View > Toolbox**

Open/Close the Toolbox window.



## ● Setup Menu

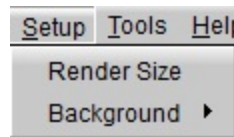
### **Setup > Render Size**



Set the project render size.

### **Setup > Background**

Set background of project.



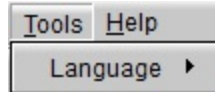
## ● **Tools Menu**

### **Tools > Language**

The program support multi-language, you can choose 8 languages.

Language setting will take effect at next startup.

English, French, Japanese, Chinese, German, Spanish, Russian and Arabic language are supported.



## ● **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.

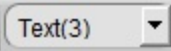


There are four toolbar. Toolbar, Text Toolbar, Shape Toolbar and Toolbox.



● **Toolbar**



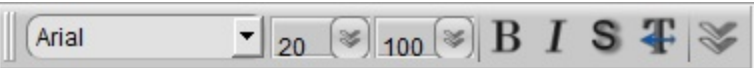
-  Create a project. you can select a template from the templates.
-  Open a project from disk.
-  Save the current project under the current name.
-  Save the current project under a new name.
-  Export the current screen as a image.
-  Cut selected nodes.
-  Copy selected nodes.
-  Paste copy or cut nodes.
-  Delete selected nodes.
-  Copy selected node format to an other node, double click can copy to multi-nodes.



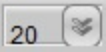
Select a node use this drop list.

-  Edit content of selected node, such text, image or 3d model.
-  Preview animation of current project, every node apply some easy and fixed animation.

● **Text Toolbar**








Select font of current text.





Change size of current text.





Change font size rate of current text, change the aspect of text, some time you want stretch or extrusion the width of text.

-  Change to a heavier font.
-  Change to a italic font.
-  Change 2D text have shadow.
-  Change text type, switch 2D/3D.
-  Change more text properties.

 Draw a line below the text.

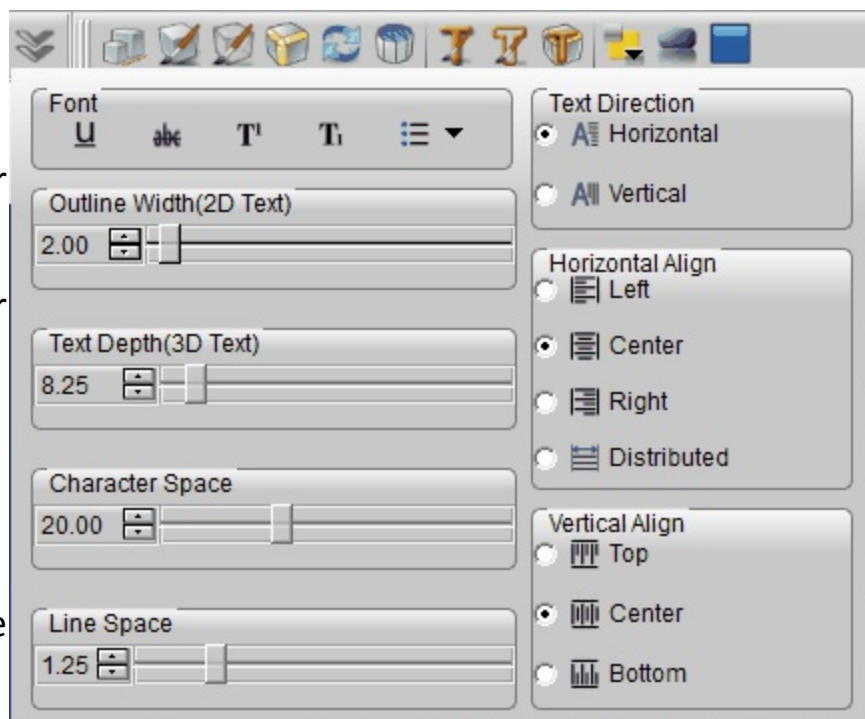
 Draw a line through the text.

 Draw the text smaller and higher than the regular text.

 Draw the text smaller and lower than the regular text.



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





## ● Shape Toolbar

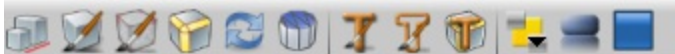


Change node's size, position, rotation and scale.

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  can reset the data to initial state.



Size	Width	0.10		Height	2.85		Depth	1.00	
Pos	X	-20.74		Y	8.33		Z	-29.47	R
Rotate	X	-11.51		Y	25.09		Z	-0.49	R
Scale	X	1.00		Y	1.45		Z	1.00	R



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



Add ellipse node.



Add concave polygon



Add convex polygon



Add arc shape node.



Add arrow shape



Add text shape node.



Add SVG shape node.



Add Free Hand shape



Import a SVG file to



Add cube node.



Add round cube node.



Add sphere node.



Add cone node.



Add cylinder node.



Add ring node.



Add sphere node.



Add cone node.



Add cylinder node.



Add ring node.





Add revolving solid

node.



Add image node.

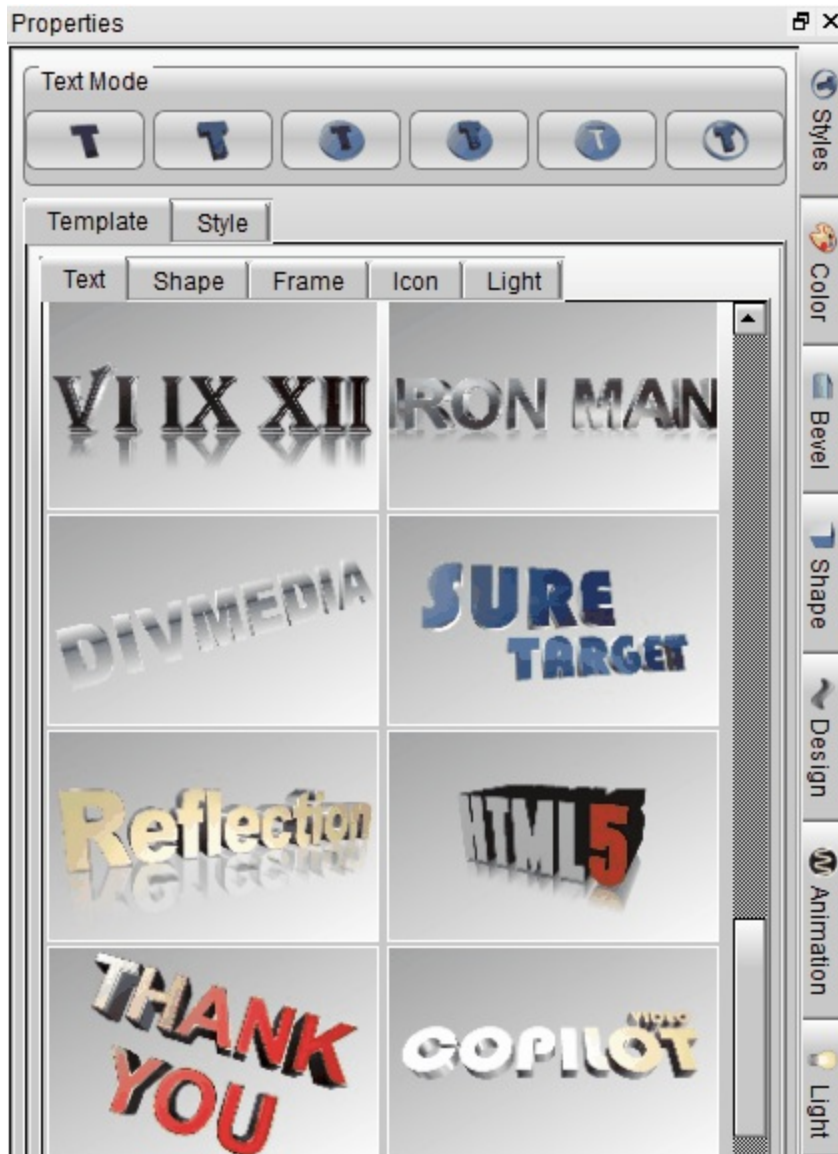


Add a 3D model node

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

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

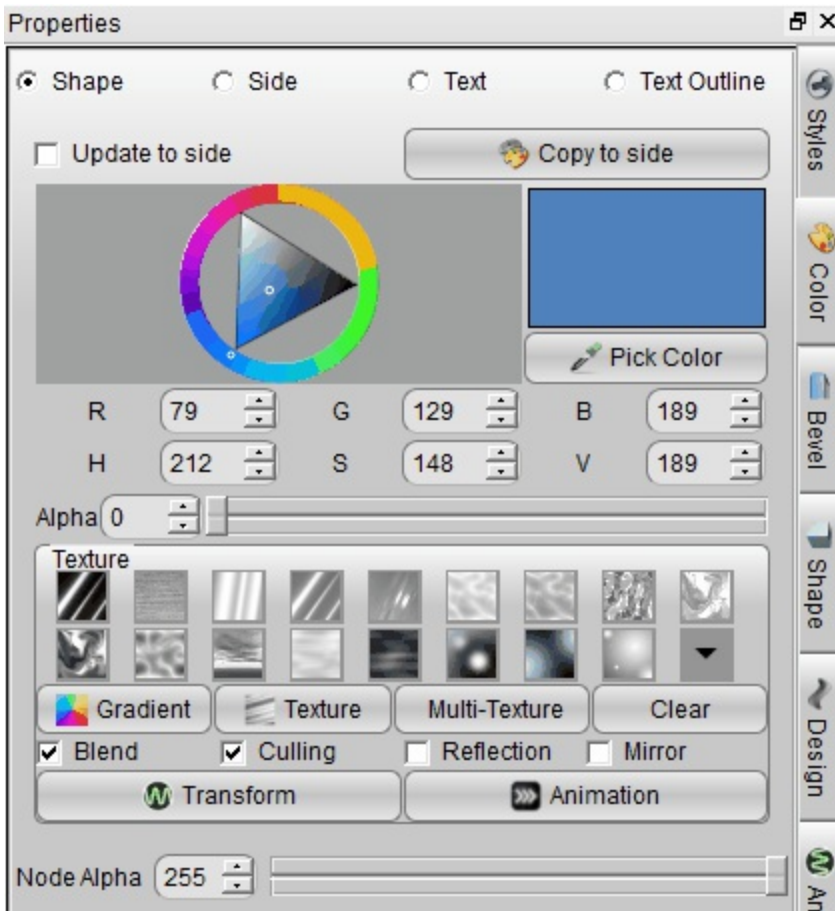
Change node's color, texture, texture transform, texture animation and other properties.

### 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.

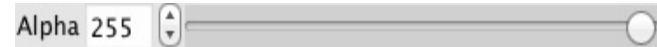
### Copy to side

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 transparency of a part.

### Texture

**Gradient** Add a custom gradient texture.

**Texture** Select a texture file from disk also.

**Multi-Texture** Add multiple texture.

**Clear** 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, transparency need select this sometimes.



## Reflection

Choose texture has reflection effect.

## Mirror

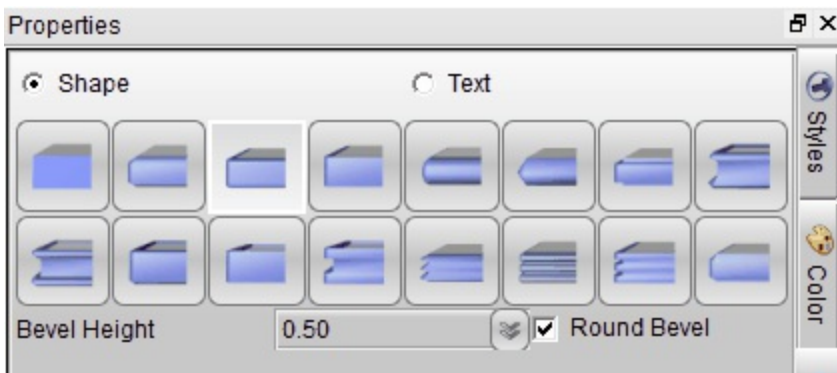
Choose texture's joint of multi repeat image with mirror type.

**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

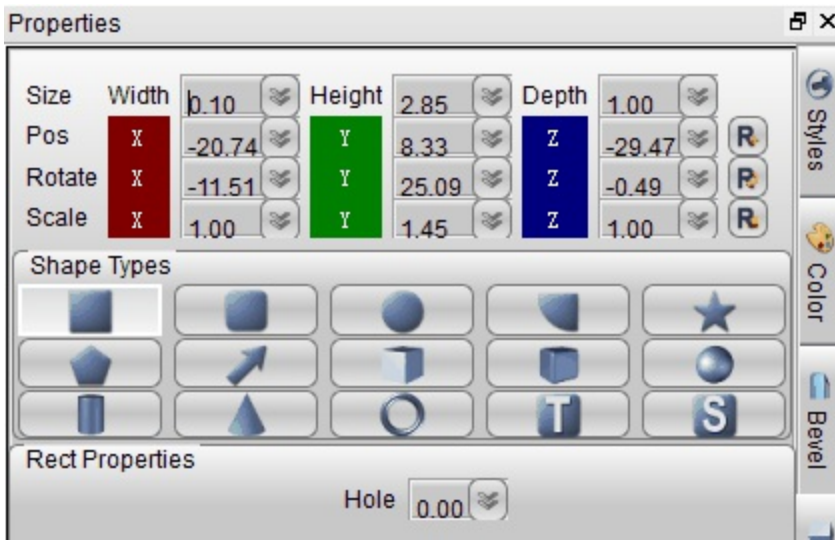
### Size, Pos, Rotate and Scale

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 .

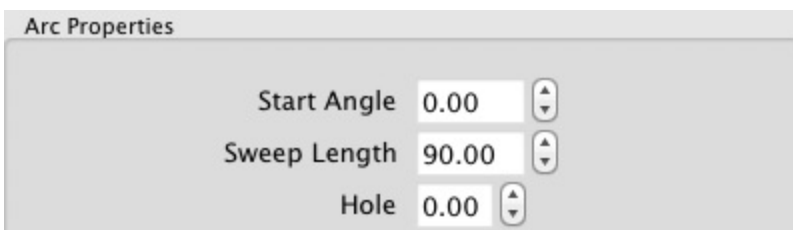
Left Top: Set left top of rectangle has round edge or not.

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

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

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

Hole: Set the size of hole in the rectangle.



**Concave Polygon Properties**

Side Num

Inner Diameter

Hole

**Convex Polygon Properties**

Side Num

Hole

**Arrow Properties**

Head Width

Head Height

Two Side ☐

Curve

Direction

**Round Cube Properties**

Bevel

**Cylinder Properties**

Bevel

**Ring Properties**

Radius

Angle

## 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

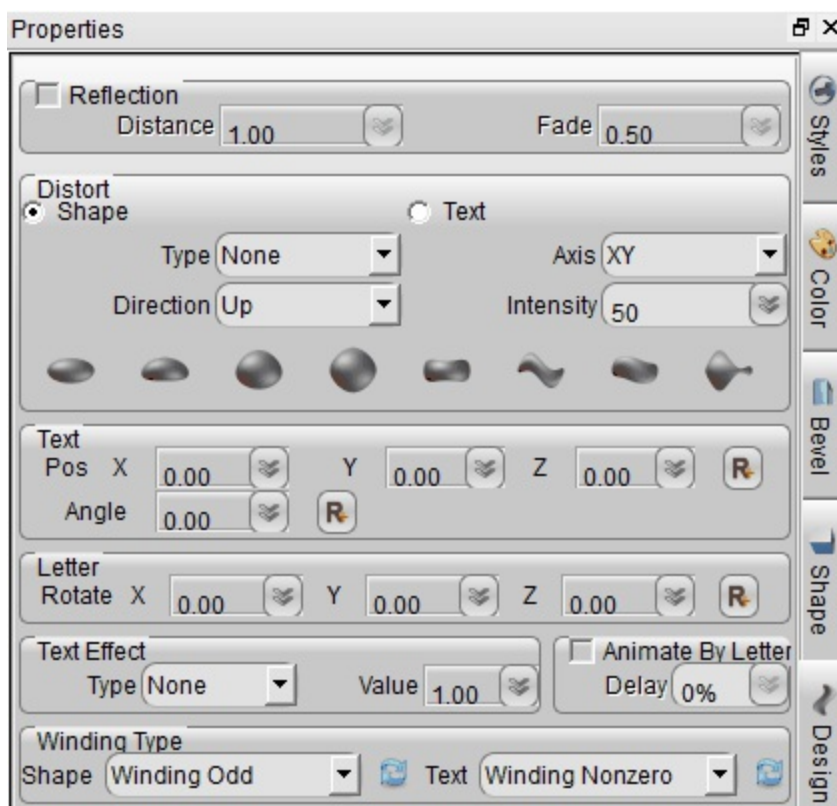
Bevel: Set radius of round edge, the value is edge radius divide cylinder radius.

### 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.

Note: Following attribute can be set different value in every key-frame(Aurora 3D Animation support key-frame).

#### Fade

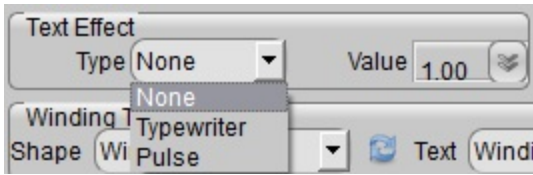
Set the reflection has a fade effect, no effect with 0.

#### 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.

## Text Effect

Type:Set animation type of text, support Typewriter and Pulse.

Value:Set the value of effect.

**Animate By Letter:** When make a move or rotate animation of node, move the node by every letter.

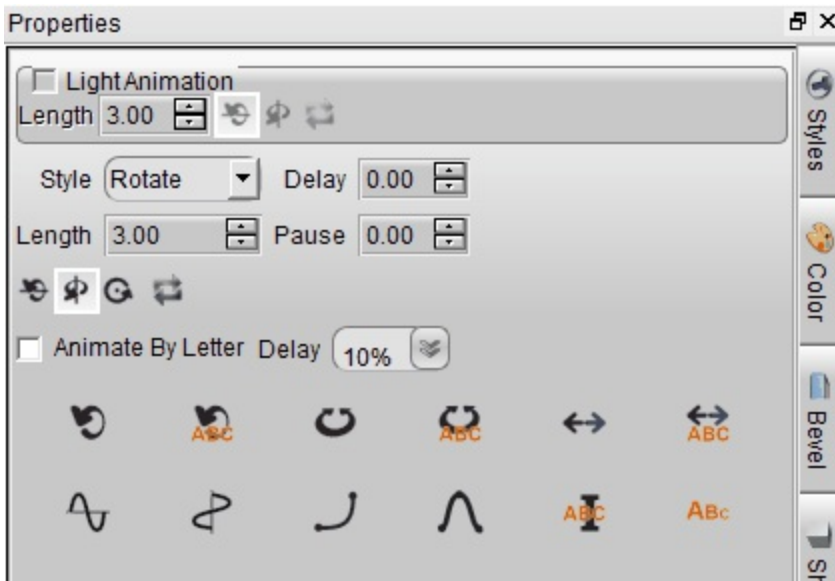
Set the delay value can change the animation between each letter.

**Winding Type:** Select different winding type for shape and text, Example: when you find the node is not solid, you can select the 'Winding Reverse' to solve the problem.

## ● 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.

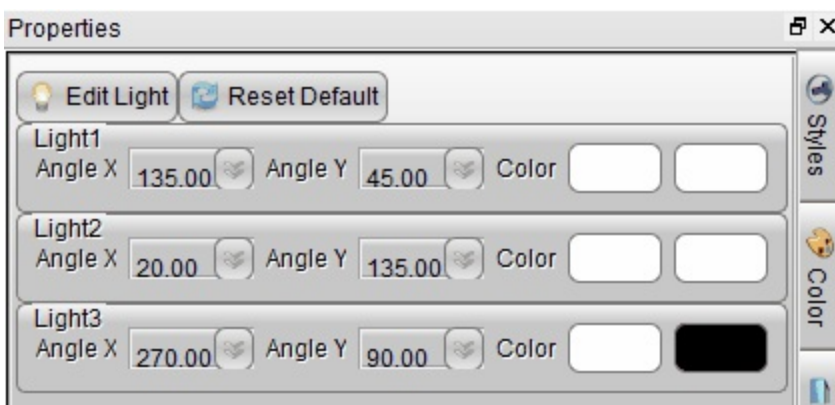
**Delay:** The pause time before the animation.

**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.

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.

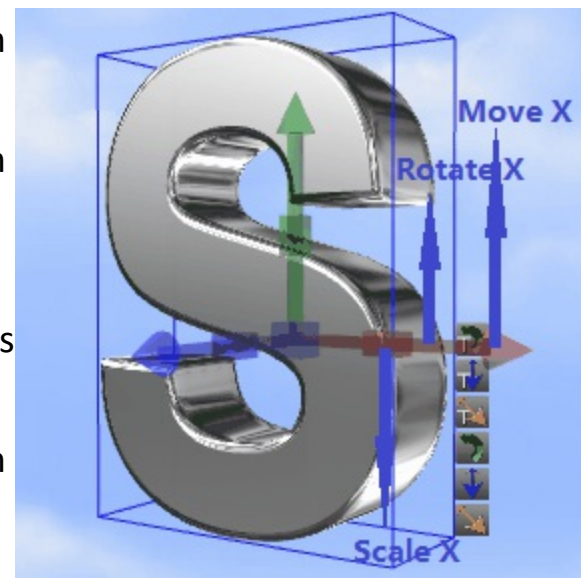
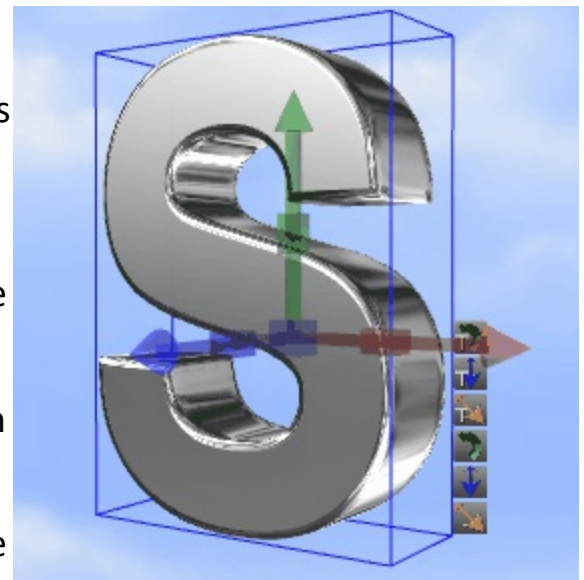
Press Left move node to left position.

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 position shortcut add Ctrl key move position slowly.





Drag **Move Node X** button left or right can change X axis position.

Drag **Move Node Y** button left or right can change Y axis position.

Drag **Move Node Z** button left or right can change Z axis position.

### **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.

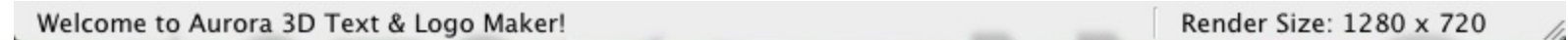
Drag **Scale Node Y** button left or right can change Y axis scale.

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.

The statusbar provides program status tip and render size information.

A screenshot of a software status bar. It is a horizontal bar with a light gray background. On the left, it contains the text "Welcome to Aurora 3D Text & Logo Maker!". On the right, it contains the text "Render Size: 1280 x 720". There is a small icon in the bottom right corner of the bar.

Welcome to Aurora 3D Text & Logo Maker!

Render Size: 1280 x 720

### **Status Tip**

Show program status message.

### **Render Size**

Show the render window's width and height pixels, like 1280x720 said width is 1280 and height is 720 Pixels.

## ● 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 nodes content.

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.



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.

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.

- **Buy Now**

Select Menu **Help > Buy Now** can open the buy page in our website.



- **Ordering link**

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

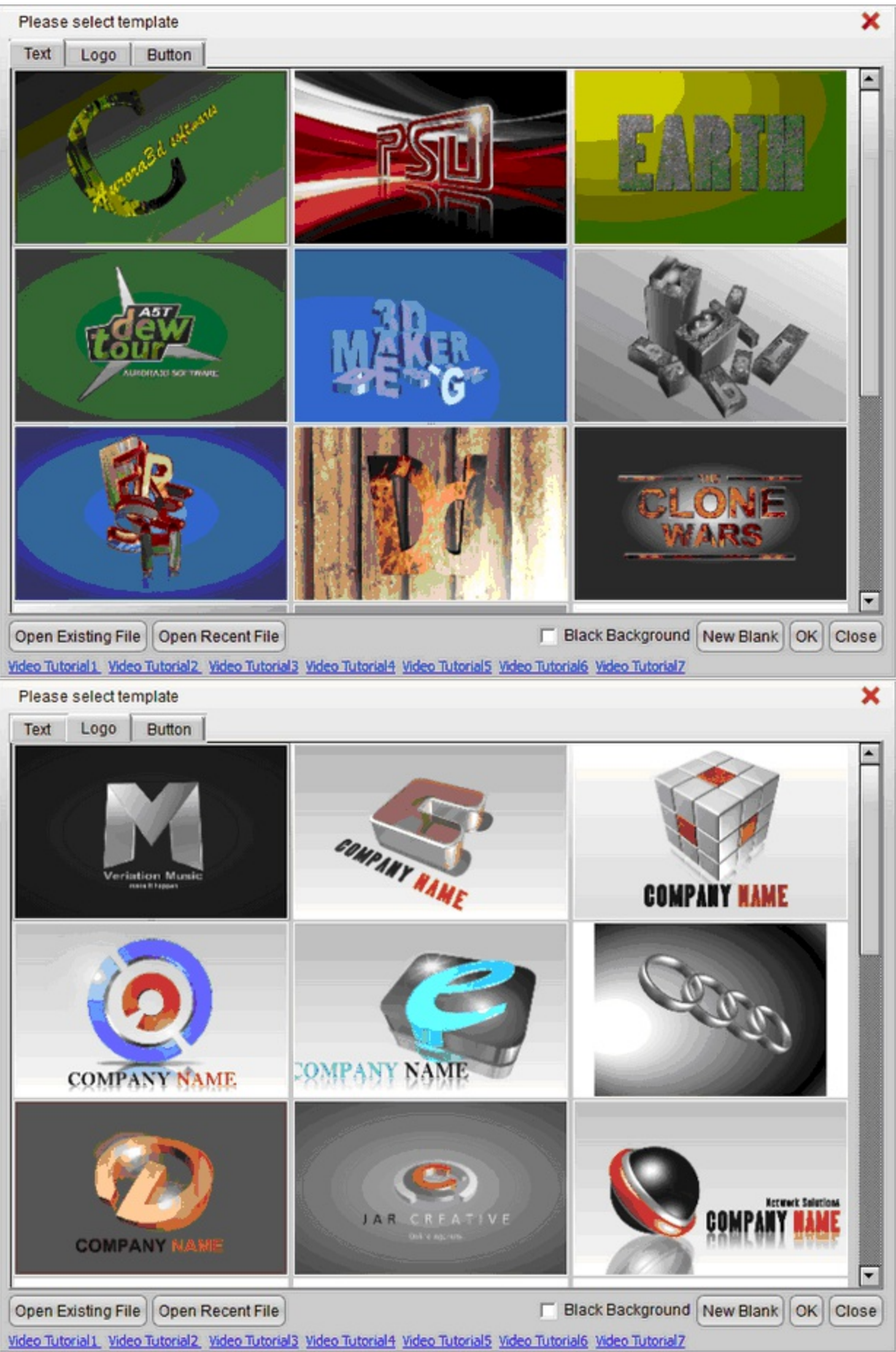
- **Aurora Software homepage**

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

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 background](#)
- [Export](#)

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



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

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

**Black Background:** Select this option create a project with black background, else create a project with a gradient background.

**New Blank:** create a empty project.



Change size of current project.

1. Select menu **Setup > Render Size**.

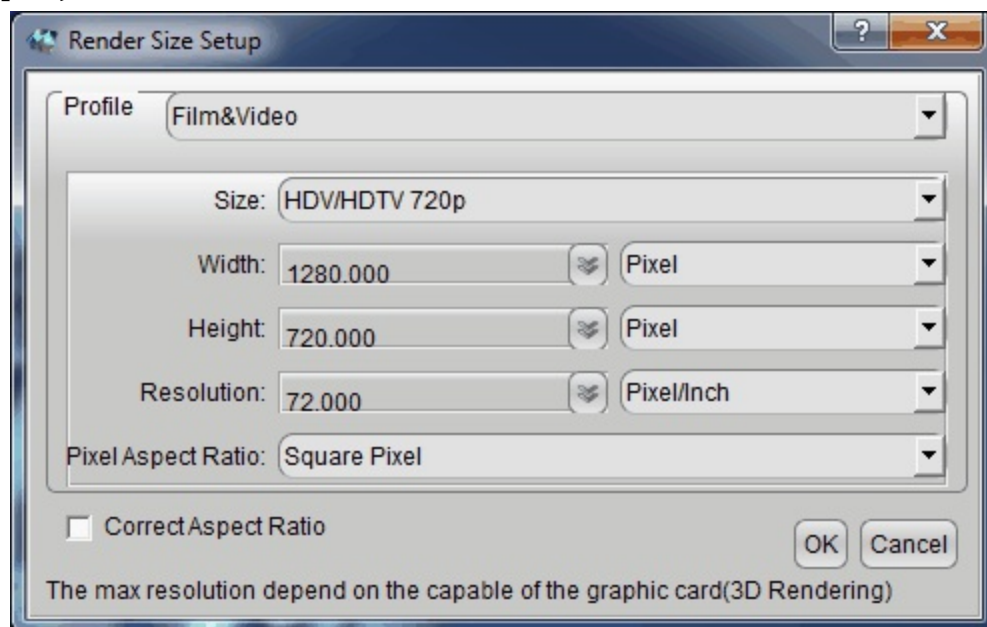
2. Set the size in the 'Render Size Setup' window.

You can select different size from profile.

**Correct Aspect Ratio:**

Avoid distortion of the shape when the output aspect ratio is small than 0.5 or larger than 2.0.

The render size and quality depend on the graphic card hardware. A powerful graphic card is recommended.




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

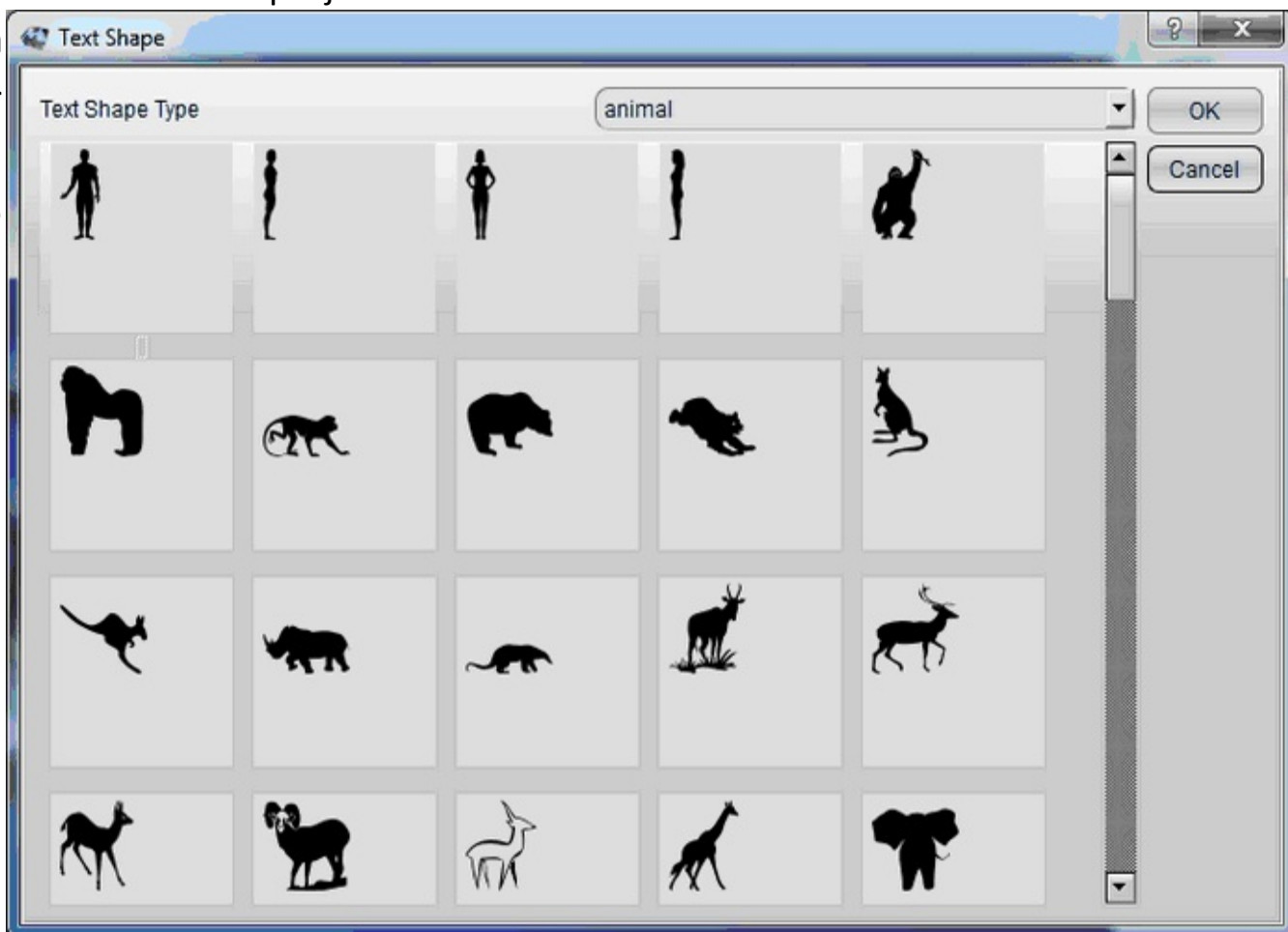
introduce following.

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

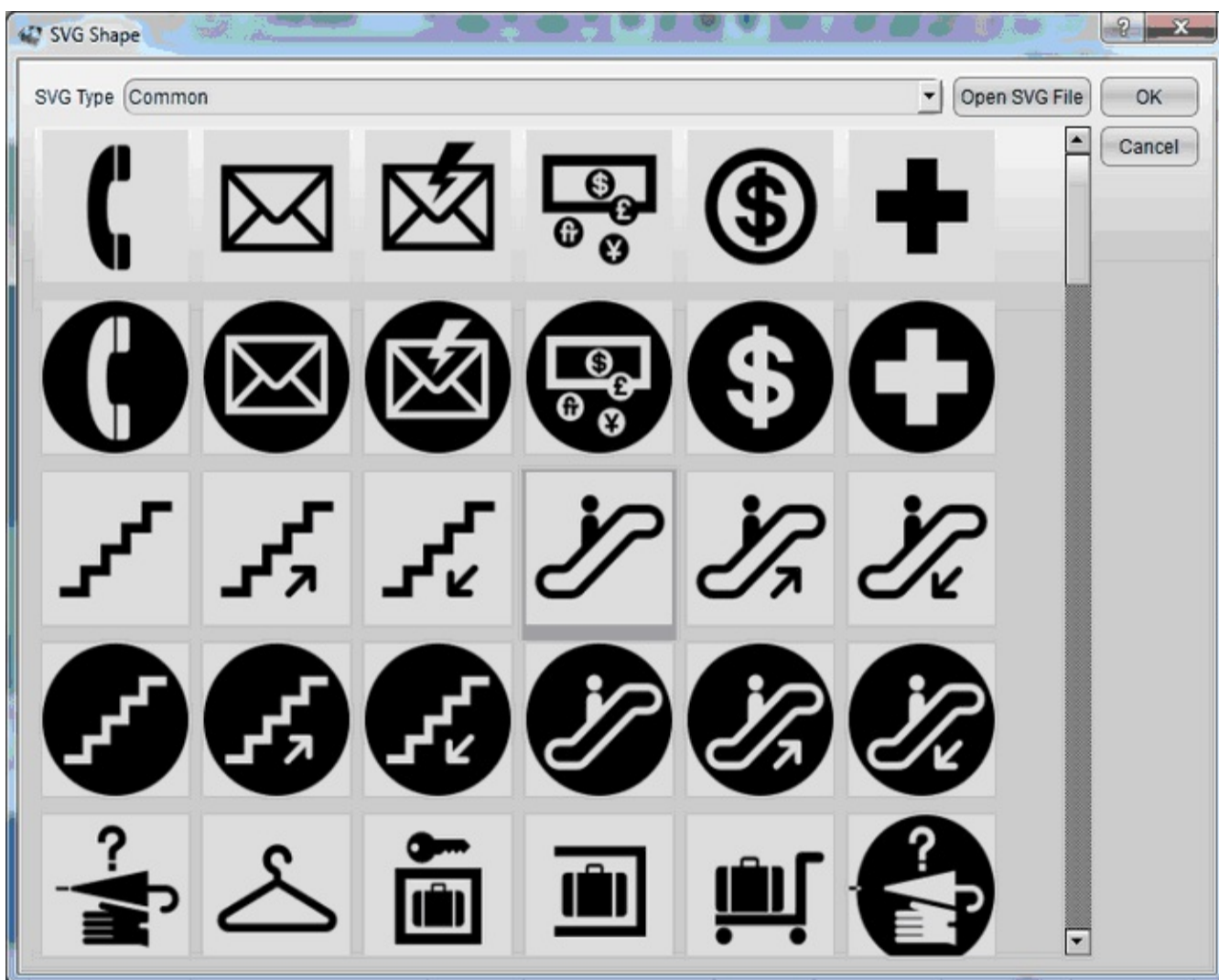
### **Text Shape**

#### **Type:**

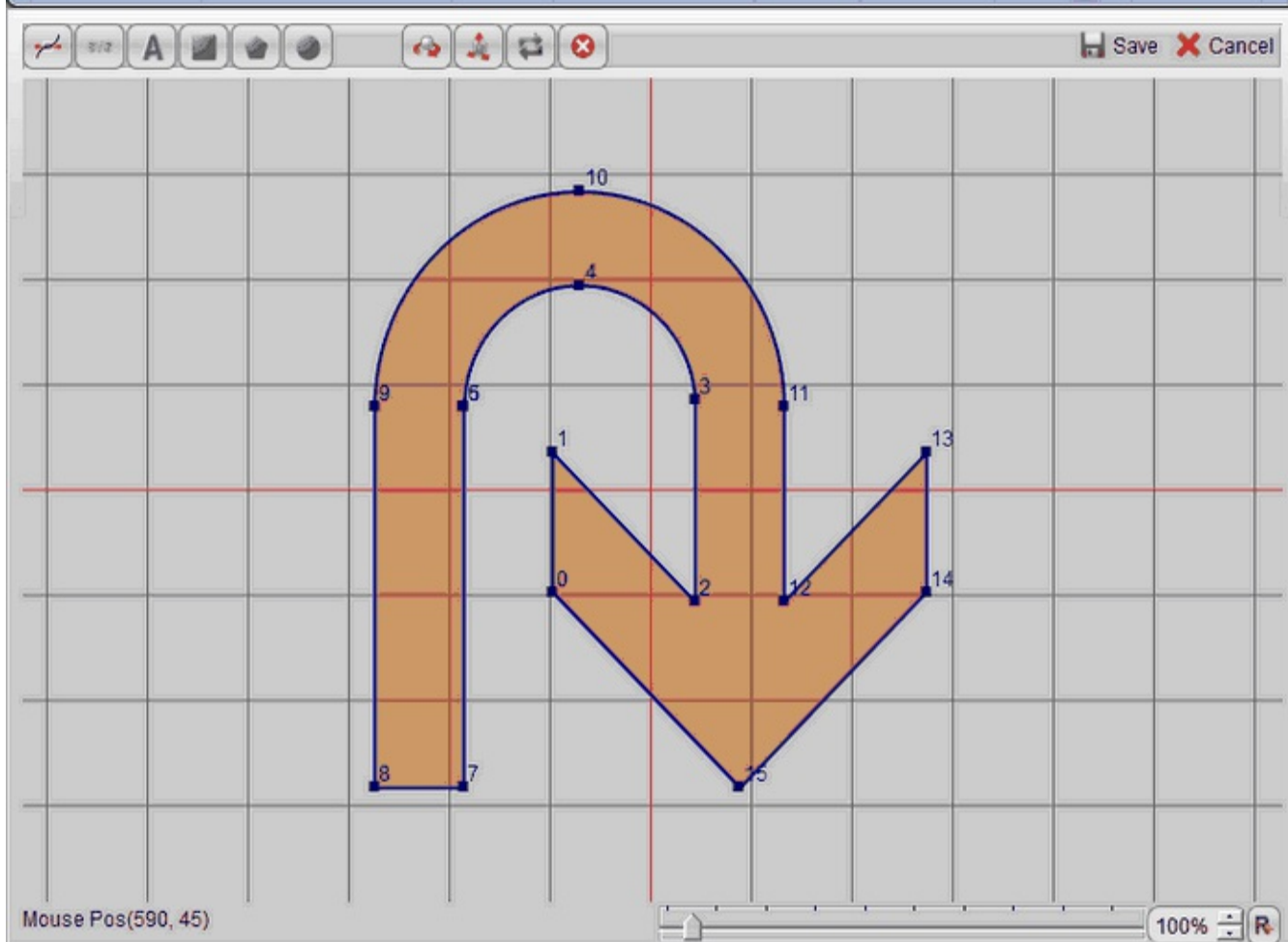
Select the different type, the



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.



**S** 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  
revolving  
solid node,  
draw a  
freehand

shape to  
revolve.



Add  
image  
node.

Select a  
image file  
from the  
disk.



Add 3D  
model  
node,  
select a  
model 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.



Apply

the

modified

and close

the

window.



Cancel

the edit

and close


the


window.





## 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.

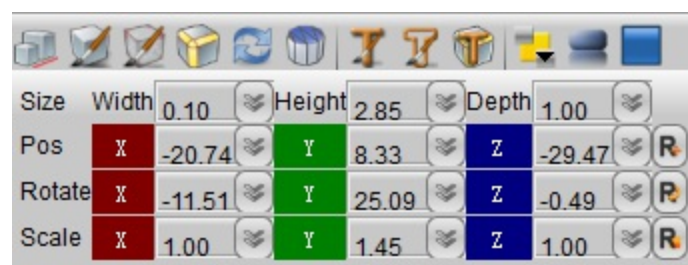
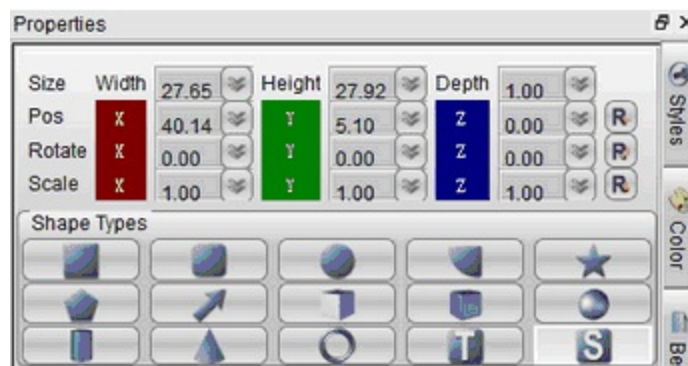
2. Select the Shape tab in Properties window.

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




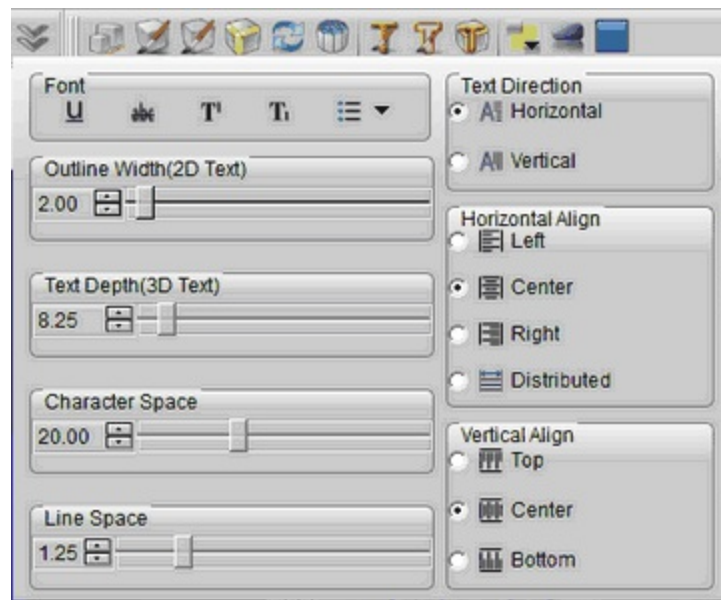
size and depth also.



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.



## 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.

Drag **Move Node X** button left or right can change X axis position.

Drag **Move Node Y** button left or right can change Y axis position.

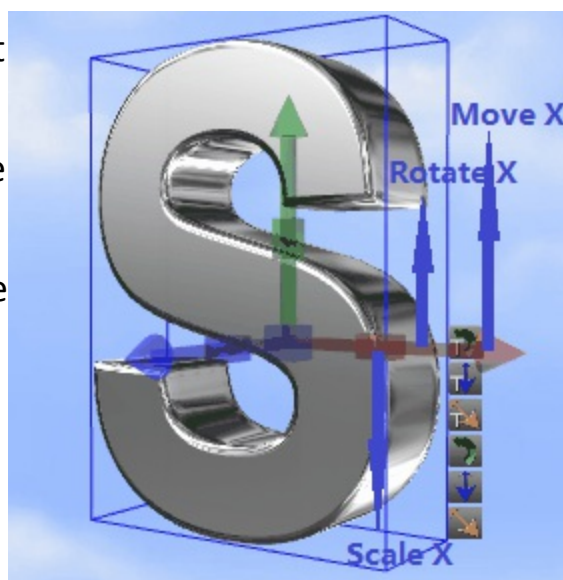
Drag **Move Node Z** button left or right can change Z axis position.

### 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.

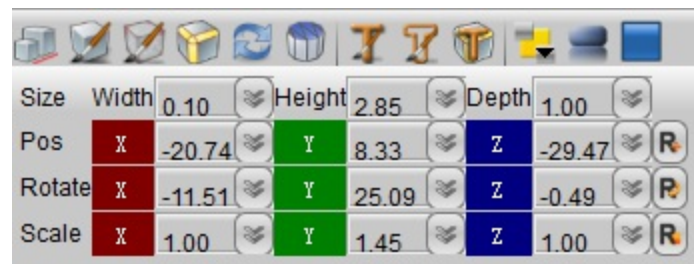
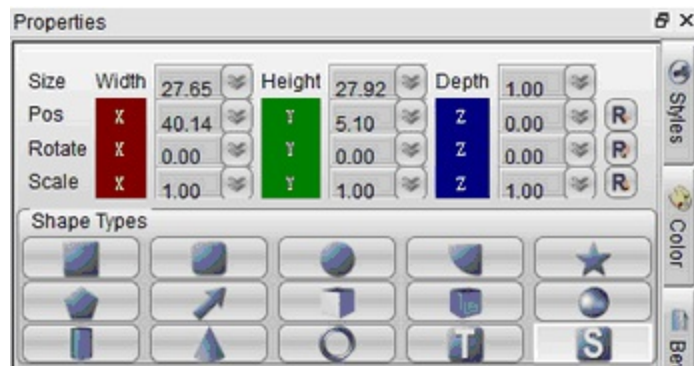
2. Select the Shape tab in Properties window.


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.

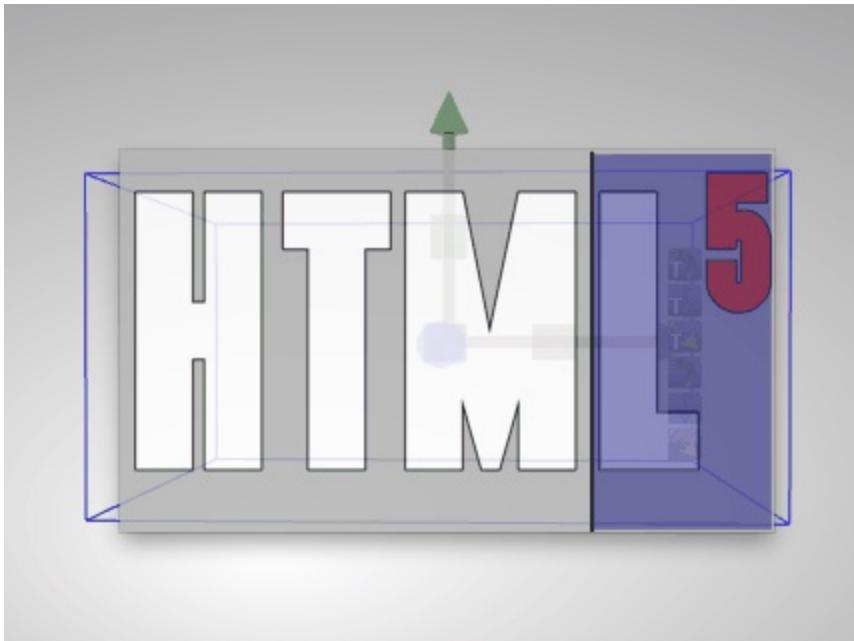


 Change node's position, rotation and scale.

## 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.

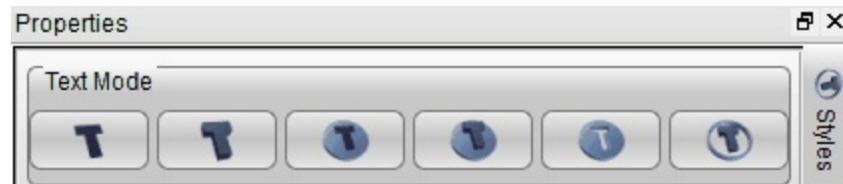








You can edit text in this window,The edit method like the other Word Processing Software. Press **ESC** key or click other place of render window can exit the edit mode.

## 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.

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.



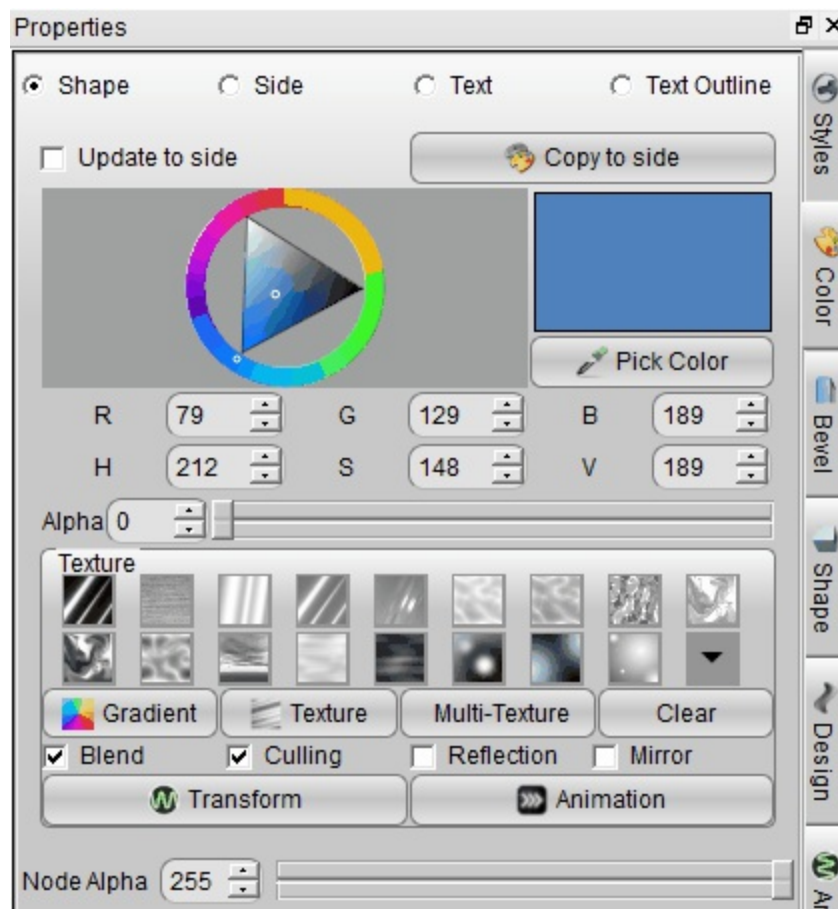
Change text's color, texture, alpha texture transform and texture animation.



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.

### Template

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

### Scroll

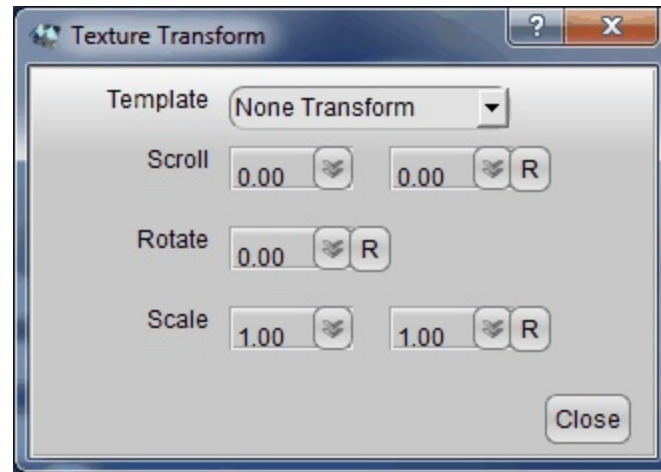
The range of the value is -1 to 1, set the value can move the texture in X axis and Y axis.

### 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.

### Template

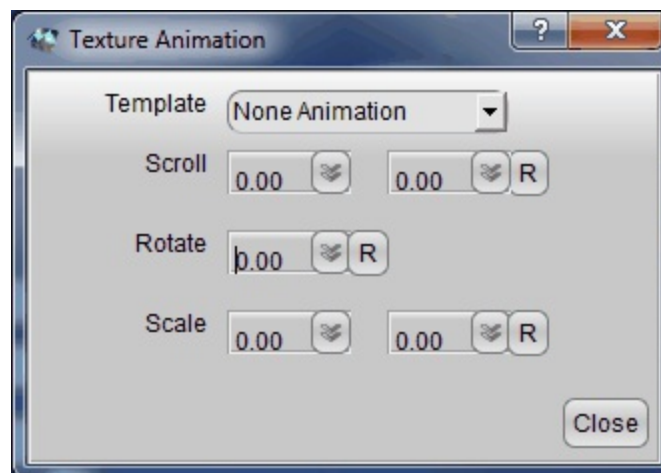
Select a template that has default parameter, can set the parameter quickly.

### 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.



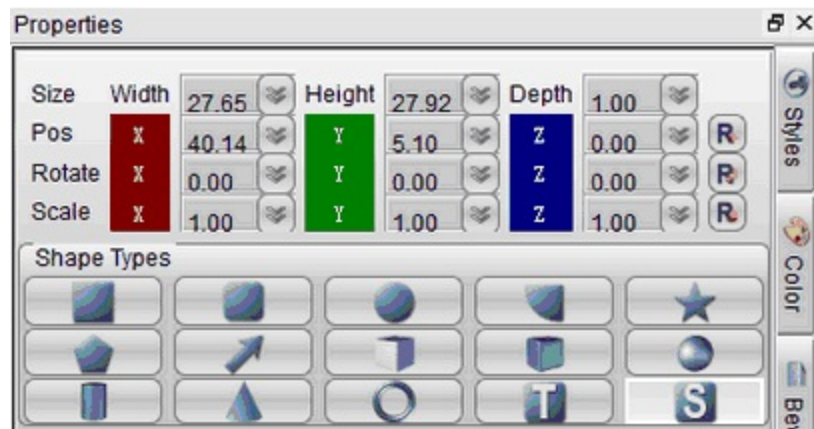
Change node's shape type.

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.

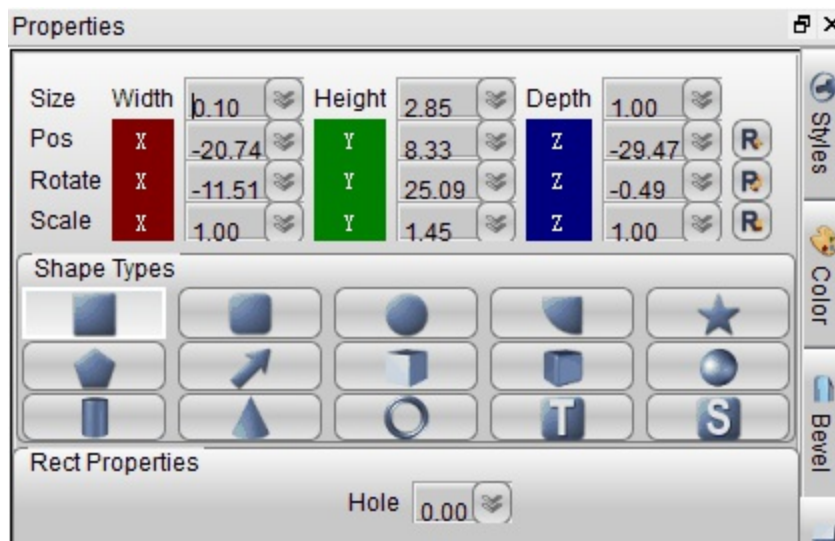
On the Shape Toolbar, can change shape type also.



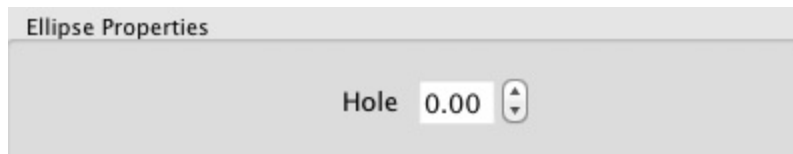
Change shape type, such as rectangle, circle..

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.



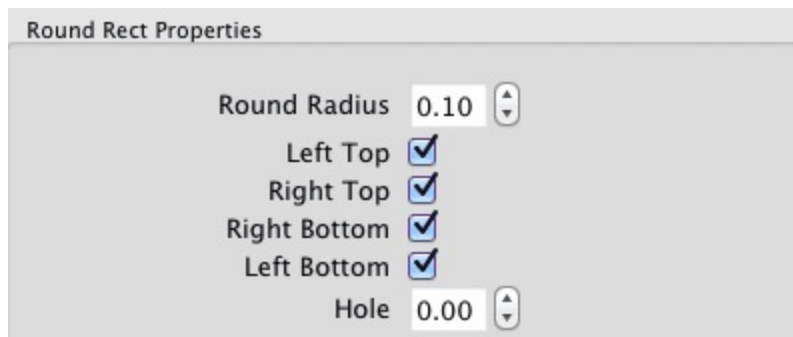
Change shape property, size of polygon edge..



## 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.

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

Hole: Set the size of hole in the rectangle.

Concave Polygon Properties

Side Num	5
Inner Diameter	0.50
Hole	0.00

Convex Polygon Properties

Side Num	5
Hole	0.00

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.

Arrow Properties

Head Width	0.20
Head Height	0.20
Two Side	<input type="checkbox"/>
Curve	0.00
Direction	Right

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

Round Cube Properties

Bevel	0.40
-------	------

Cylinder Properties

Bevel	0.40
-------	------

Ring Properties

Radius	0.40
Angle	360.00



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.

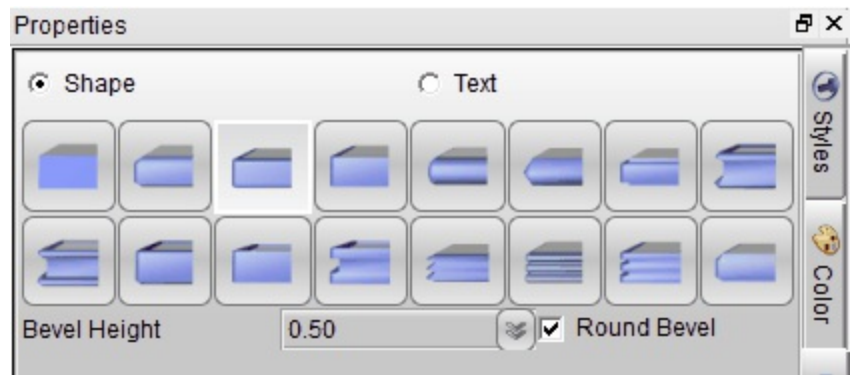
### **Ring Properties**

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.

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.

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

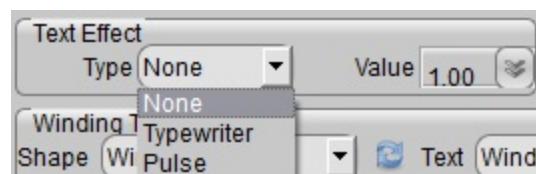
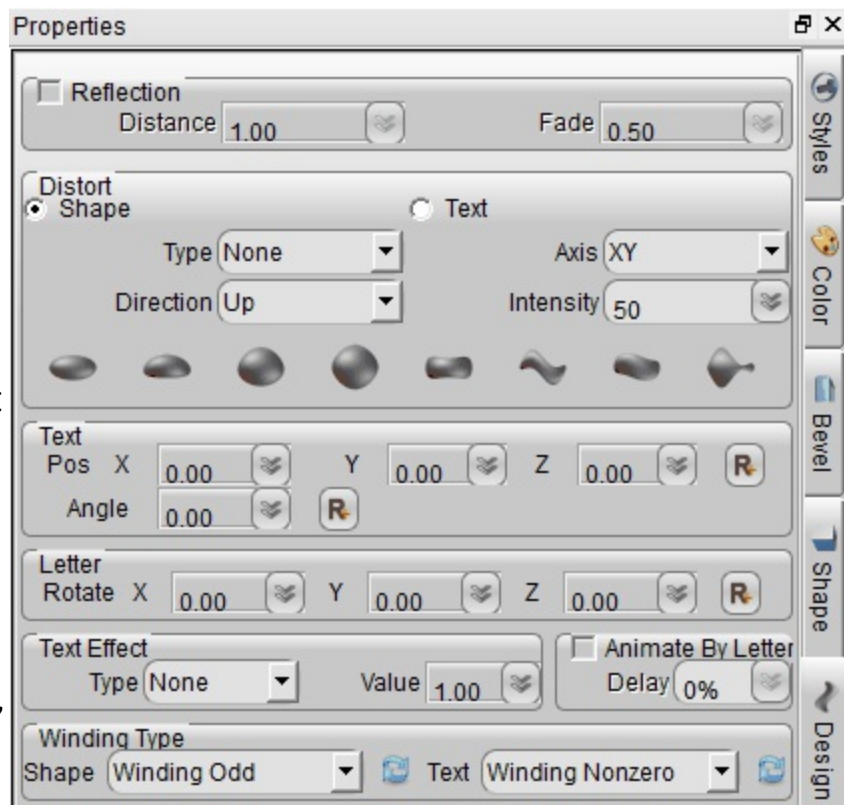
Rotate: Change every letter's rotation.

## Text Effect

**Type:** the type contain None, Typewriter, Pulse. None is no text effect.

**Value:** you can edit the value at different timeline position to make a animation effect.

## Animation By Letter



When make a node's movement or letter rotation animation. Select this option, the letter would move or rotate one by one.

**Delay:** You can set the delay time between the two letters.

**Winding Type:** Select different winding type for shape and text, Example: when you find the node is not solid, you can select the 'Winding Reverse' to solve the problem.



The program provides some some type background, you can select it.

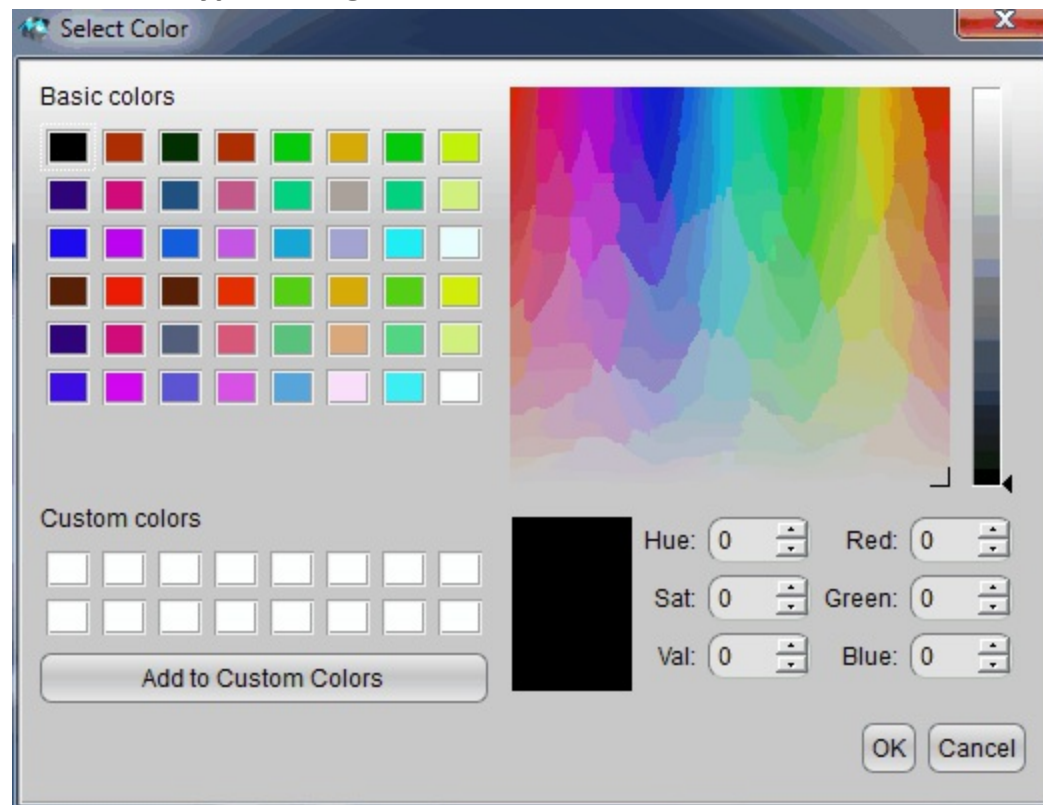
## ● How to change background

Click the Shape Toolbar  button to change background.

### Support following type

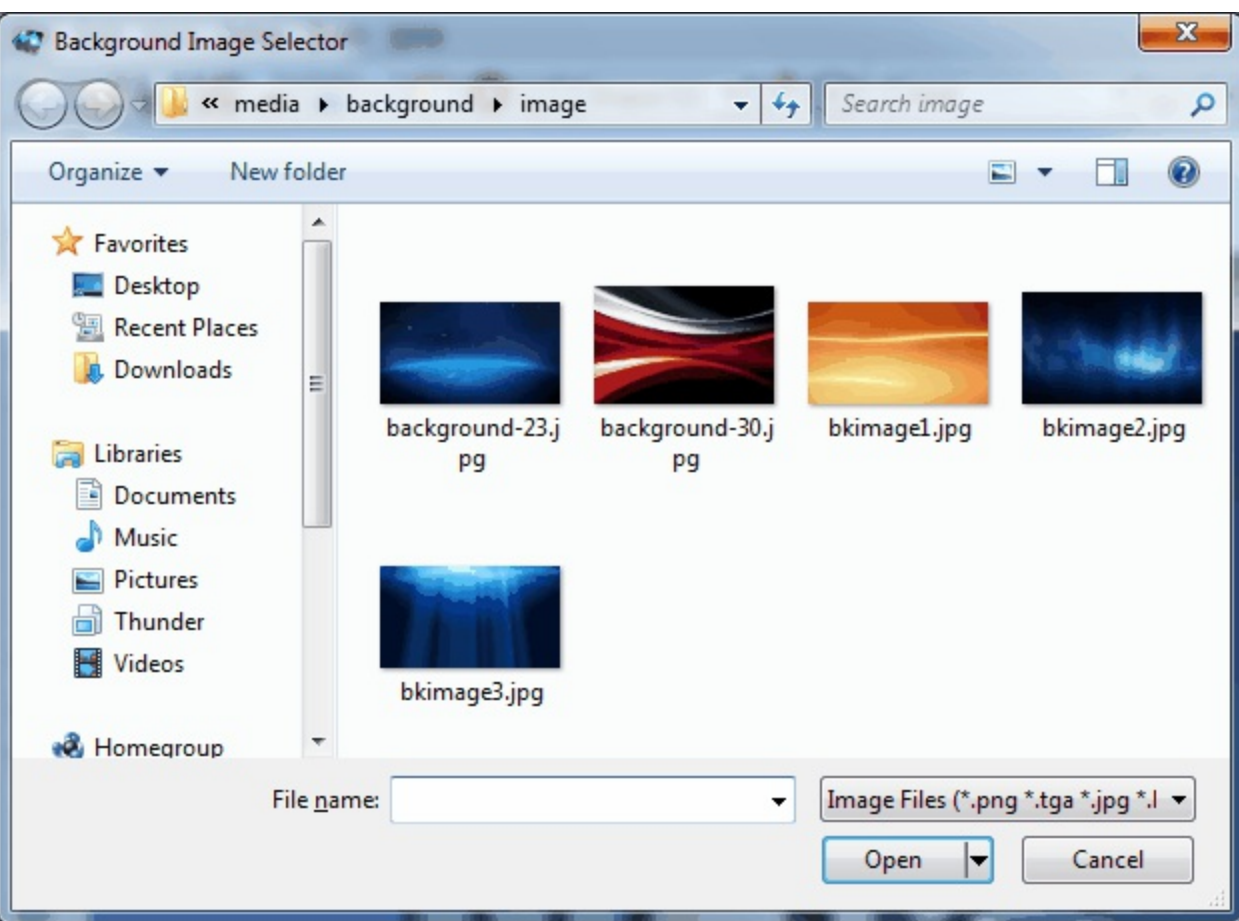
- **Color:** Select a color to fill the background.
- **Gradient:** Select a gradient to fill the background.
- **Image:** Select a image to fill the background.
- **SkyBox:** Select two images,one as the sky and the other as the floor.the image support texture transform and animation.
- **Dynamic:** Select two images fill the background,the image support texture transform and animation so can create dynamic effect.
- **Video:** Select a video background.

### Edit color type background



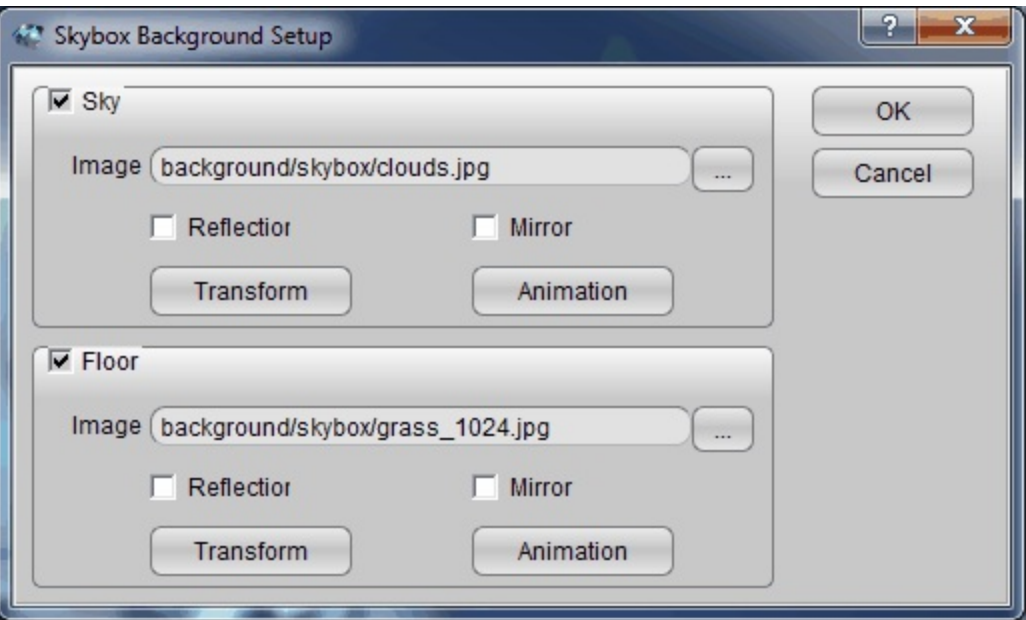
Select a color and click **OK** button to change the background.

### Edit image type background



Select a image and click **OK** button to change the background.

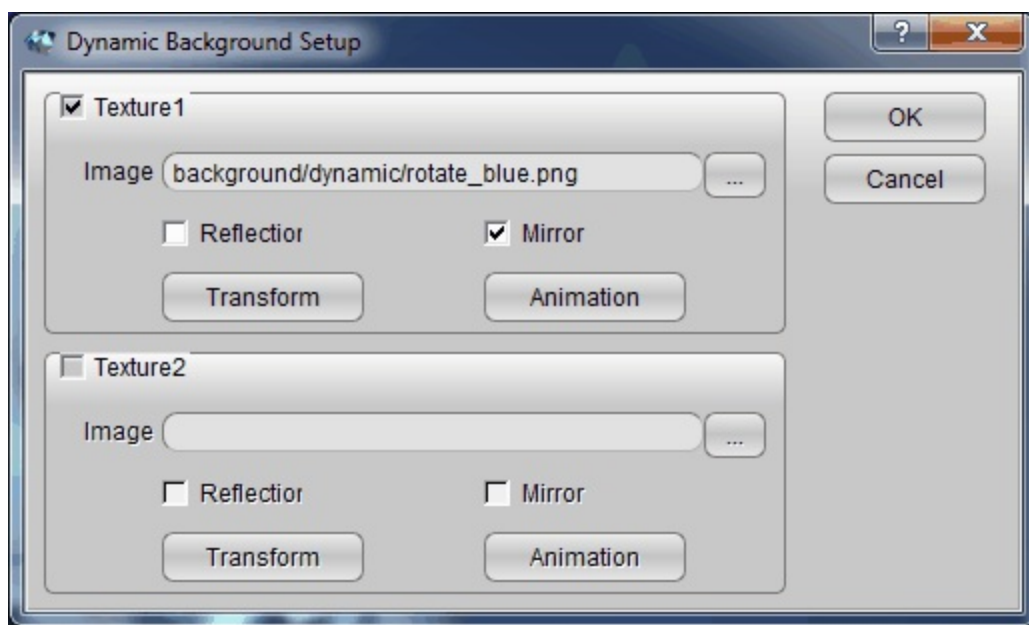
### Edit skybox type background



Select the image of Sky and Floor. Edit the texture flag, [texture transform](#) and [texture animation](#).

Click **OK** to change the background.

### Edit dynamic type background



Select the image of Texture1 and Texture2. Edit the texture flag, [texture transform](#) and [texture animation](#).

Click **OK** to change the background.

## Export image to clipboard

1. Select File Menu **File > Export Clipboard** export 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.

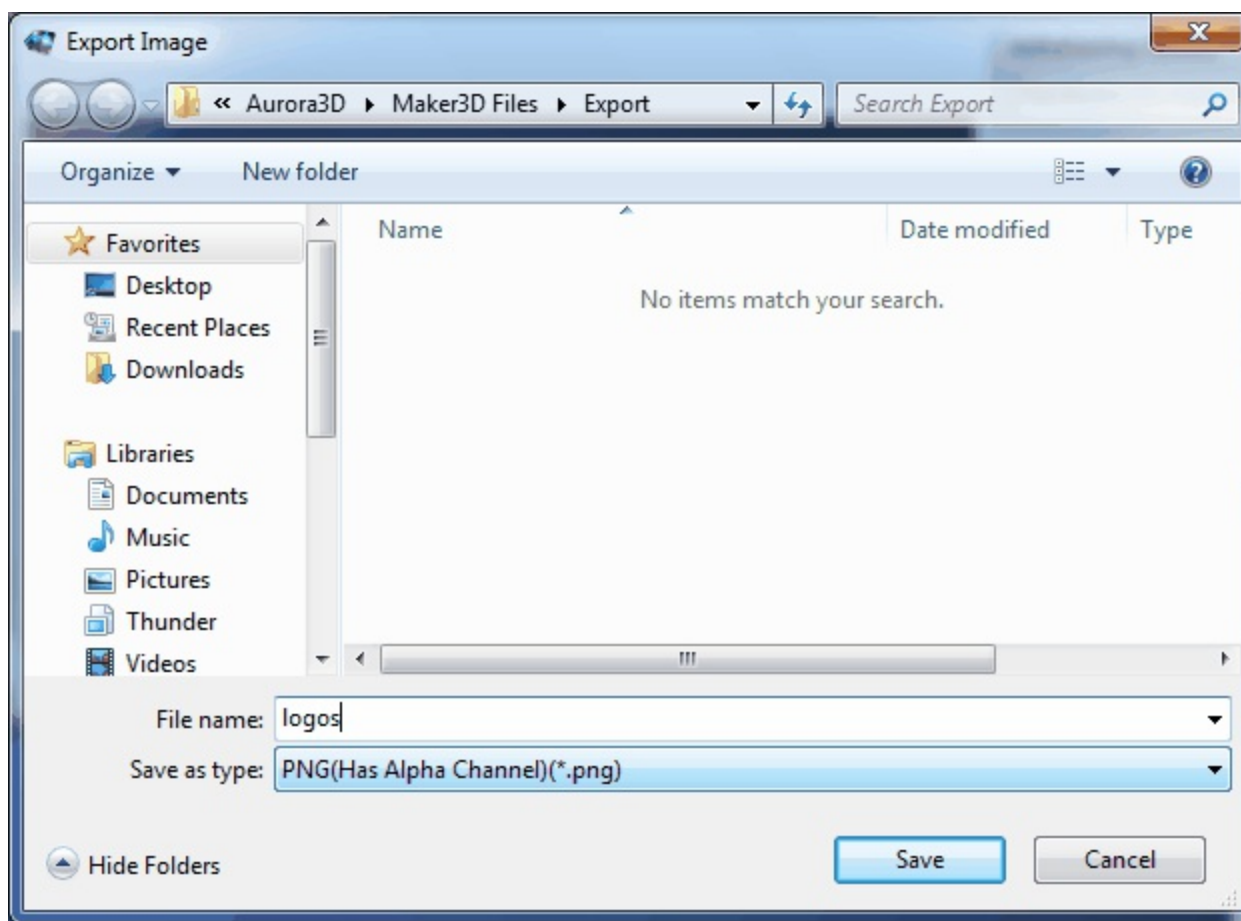


**Image Size:** show the export image size.

**Save Region:** select the region to export.

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

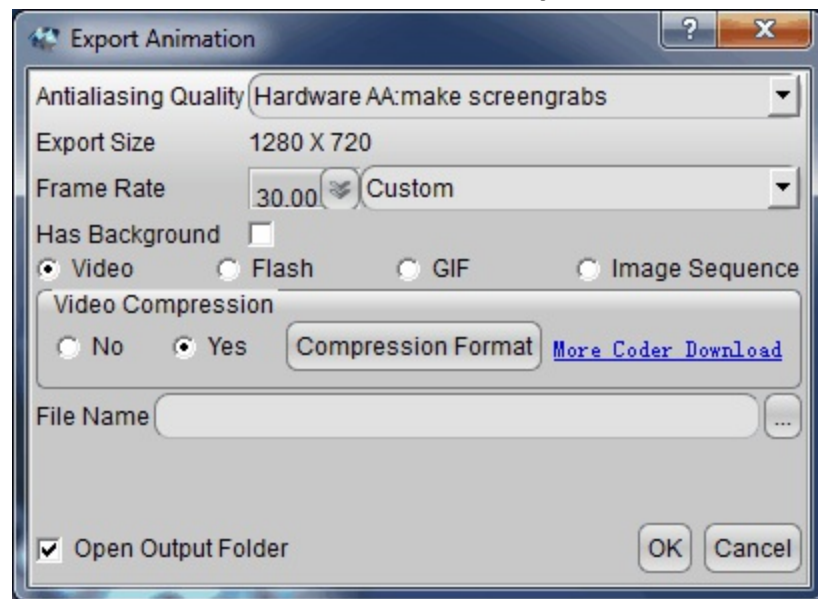
2. Click 'OK' button to save image continue.



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

## Export animation as video, GIF or image sequence.

1. Select the File Menu **File > Export Animation**, a 'Export Animation' dialog would show.



2. Select the **Export Rate** change the export size.

3. Select **Frame Rate**, the frame rate is 30 by default.

4. Select the export type, Video, GIF or Image Sequence.

Select a file name and click **OK** button to export.