

## How to Make 3D Car Business Interactive Program

Shops, exhibitions, product launches, automobiles, real estate, health care, training and other occasions, the need for effective interactive presentations, to attract more customers stop, in a limited space to display more information. Use Aurora 3D Presentation, you can do everything you want. Now, we can learn how to create a commercial interactive presentations.



## 1. Make Program UI

First, presentation interface and button making. This is a very important part of the presentation, friendly interface and buttons guide users to browse information and options.

We need to select the background image, the effect is as shown:



After selecting the background, we create a new UI, select the "button" because we need to make the camera animation, UI object will not change as the camera position changes. It is always on top, but the angle will button not change. Select the "button" after the direct drag and drop interface, you can add a default button. Double-click the button, the button Settings dialog box will pop up. Arrange 🔻 I Fill We choose the ? X 😥 UI Node Setup button image, if there 📲 ShapeType Object Bevel Shape are multiple UI C Effects rties 🛃 Image coincidence, Node Shape 🛎 Video then, you can choose UI 8 × Text 3D Model Layer, set the current Table . UI which floor. In Navigation esktop/media\_temp/Car/whiterect.png Image 🐲 Wall 🛑 Data Graph **UI Layer** Front Layer -2 Front Layer Particle Adding UI study, we look Middle Layer UI at how to 🍤 Label Back Layer add a 3D model, select Button the object-> 3D Model, select a 3D model import dialog box Hierarchy X will pop up split Model, in order to adjust Slide Presentation3D ShapeType Object the color and easy to create Button(55) Do you want to split the model? group(295) interactive animation, we chose YES. rties 🗮 Image Objector (296) Select yes, the model will be imported into Video wheel(297) the show, in the hierarchy, we see that model 1 wheel(298) 3D Model to form a group. 54

Accordance with the above method, we can build one by one slide, in this show, we need to build a total of 5 slide, including the home page, color choices, more features, parts decomposition, video parts, the establishment of a good slide below:



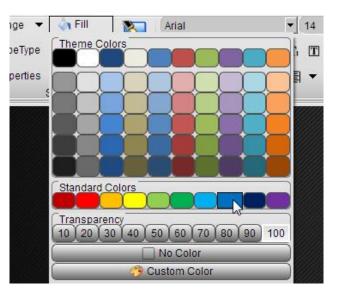
In establishing the color interface, we can mix different colors of a UI to achieve, so do not need to create multiple images.

Also in the Object, we need to create a video, select the video, here we need to add the file, add video, pop up dialog box, in this show, we select auto start, loop play, and play completed return to beginning.

After confirmation, the video will be added to the display of.



Final, we build a 5 page slides. Here we will link each page.



况 Vic	leo Setup	? <b></b>
•	Auto start	🔽 Loop play
•	Play completed ret	urn to beginning
File	rator/Desktop/ferr	ari/car/media/videos/458Italia.wmv
		OK Cancel



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

After the completion of all the navigation, we need each page object animation and interactive design, this time, we need to use the interactive panel features. Open

Presentation Common .... 6 C Interactive Size Background Interactive Open/Hide the Interactive window(F3) Music Design Panel Design presentation interactive events and actions Setup Interactive Presentation

the Presentation Tab, click the Interactive Panel, we will see an interactive panel on the right.

Aurora3d Software



Interactive

Loop

Event List

Add 🕴 Delete

Slide Show

8 ×

Event



First, we have to design the control vehicle rotation around the button animation.

Rotating button is selected, the interactive panel on the Event List, select, Add-> Node-> Left Mouse Click, add a button's click event.

R Node Animation		Slide Hide KeyPress	t Mouse Click
Action Name group(379)_Ani Delay 0.00 🐼 Duration 1.00 🐼 🗂 Finish Hidden	<b>I</b>	rc KeyRelease	e t Mouse Click
Repeat (None) Speed Z InOutQuad		Node	Left Mouse Click     Middle Mouse Click
Translate		black	Le Right Mouse Click
Rotation		blue	Left Mouse Click
		red	Left Mouse Click
Scale	Action List		lete 📕 Save Template
Transparency In Alpha 1.00 Delay Delay Duration 1.00	Trigger ☑ gro		ion Template
Content Color Delay 0.00		Node Action PlaySound PlaySound Fr Camera Anin	
OK Cancel		Tooltip Action	

Then select the 3D model, at the bottom of the Action List, select Add-> Node Animation, Node Animation pops up a dialog box, where we choose Rotation animation, set the offset value of -30, so click the left arrow Button, three-dimensional model will be rotated 30 degrees to the left to make a movie. Similarly, we can make the right rotate animation.

Use the same method, we can also produce color animation, increased left-click event, and then select the need to change the color of the object, in the click event to increase under the action list object Node animation, color animation in the dialog box, select, set the colors you need to change.





Page feature in detail, we need to design a camera for each feature animation, when you click the button for each function when the camera will automatically give the location of car

model features a close-up.

Camera Fixed Animation

Tooltip Action

gro

First, we need to move the camera to the location, the mouse wheel operation from near and far, right rotation operation, hold down the mouse button move the mouse, operating the camera movement. After the mobile good camera, in the action list, select add -> camera animation. and then a dialog box will pop up a camera animation. You can just click OK.

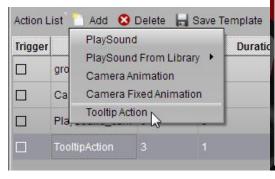
□       gro       Camera Fixed Animation         Tooltip Action       Tooltip Action         ▶I       Light       Lett Mouse Click         Action List       Add ② Delete       Save Template         Because playing in the interactive display process, the optimized state	Action	List	📄 Add 🙁 Delete 🔚 Save	e Template	R Camera Animation
Action List Add S Delete Save Template Trigger Node Animation Ca Pla Pla Sound PlaySound PlaySound From Library Node Hide		Ca Pla Toc	Node Animation Template Node Action PlaySound PlaySound From Library Camera Animation Camera Fixed Animation		Pos $X = 25.67 \div Y = 13.32 \div Z = 0.63 \div$ Orientation $X = 0.32 \div Y = 0.63 \div Z = 0.32 \div W = 0.63 \div$
Node Action       Node Reset         Pla       PlaySound         PlaySound From Library       Node Hide	Action Trigge	er	Add 😣 Delete 🔚 Save Ter Node Animation	mplate	Because playing in the interactive display process, the ope so on, if the car changed direction, camera animation displ different, so here we have to add a Node Reset the action
		Pla	PlaySound	Node Show	

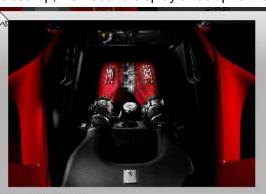
ration of the vehicle to rotate and lays the results might be so that we Do not worry about the Increase intheaudio when playing animation. Inthe actionist,select add->PlaySound, pop-up dialogbox,select the audiofile,select open,the audio fileplayer in the action list willbeadded to,youcan settheplayback timeand delay and so on.

the nimat	Action L	ist _	Add 😢	Delete	Save T	Contraction of the second s	Sound File	ıp ▶	•	Search media	temp P
list, Play	Trigger		PlaySoun PlaySoun		ibaras b	Duratio	Organize  New folder  Favorites				
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o file st will		Са	Camera I		mation		<ul> <li>Libraries</li> <li>Documents</li> <li>Download</li> <li>Music</li> </ul>				TRANSPO.
n set		Pla	Tooltip Ac	tion	-		Pictures Source Videos	New folder	WAV car_1.wav	WAV open_door.wav	
time		Tool	ipAction	3	1		File na	ne:		<ul> <li>Sound Files (*.v</li> <li>Open</li> </ul>	vav kmid) 🔹 Cancel

Setting Tooltip Action, a function to do when the camera close-up, we need to display a tooltip to the reality of functional and

do image enhancement is described. In the action list, select add -> Tooltip Action, in the pop-up dialog box, select to use the picture, fill in the caption, and set the text size, and the tooltip shows the relative position of the screen. After setting, Results shown in Figure:



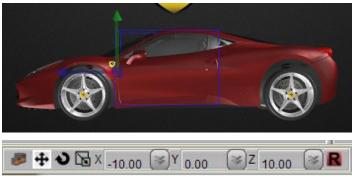


Powerful Engine The engine is a dry-sump 90 degree V8 with a displacement of 4499 cc and is mid-rear mounted. It is an entirely new design engineered to reach a maximum of 9,000 rpm – a first on a road car – with a high 12.5:1 compression ratio and maximum power output of 570 CV. This equates to an outstanding power output of 127 CV/litre, a new benchmark for a naturally-aspirated production engine.

Image	textures/Engine.png
of 4499 c design er first on a i and maxii an outsta	Engine e is a dry-sump 90 degree V8 with a displacemen c and is mid-rear mounted. It is an entirely new rgineered to reach a maximum of 9,000 rpm – a road car – with a high 12.5:1 compression ratio mum power output of 570 CV. This equates to nding power output of 127 CV/litre, a new rk for a naturally-aspirated production engine.
Font Size	9
Positi	9 * on(Screen Rate%) 5 * Y 5 *

3D model of the car door opened and closed design of the animation, first select the object group to the door, right-click and select Adjust Group Center, so you can adjust the rotation of the center, will rotate in we the center of the door near

meracuv	e	
Event Li	st 🎦 Add 🔞 Delete	
Loop	Node	Event
	door_lf_ok(294)main(304)	Left Mouse Click
	door_rf_ok(318)main(328)	Left Mouse Click
	bonnet_ok(329)main(339)	Left Mouse Click



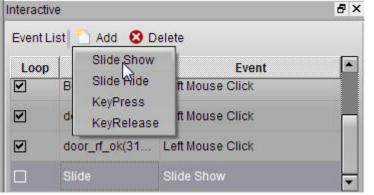
the front wheel set to the location of This door will be in the rotation along the left axis.

Interactive.

Set the center, the same door we add a click event object, to increase the click event opening and closing of the rotation action, set two action, one grou p is open, one is closed. Tick in the trigger that requires the mouse and then tap to trigger the next action, another event loop functions ha ve chosen.

Node Animation	bonnet_ok(32 Left Mouse Click	<ul> <li>✓ door_lf_ok(2</li> <li>✓ door_lf_ok(2</li> <li>✓ door_lf_d</li> <li>✓ door_lf_d</li> <li>✓ Camera Lock</li> </ul>
Action Name door_lf_ok(299)_Ani Delay 0.00 S Duration 1.00 Finish Hidden Repeat (None) Speed I InOutQuad	Rotation_left Left Mouse Click  Action List Add O Delete I Save Template	✓     door_if_c       ✓     door_if_c       ✓     door_if_c       ✓     door_if_c       ✓     door_if_c       ✓     Goor_if_c
Translate         In         X         0.00         Y         0.00         Z         0.00         Duration         1.00         Duration         Dur	Trigger         Action         Start Time         Duration           ✓         door_lf_ok(299)         0         1           □         PlaySound_open         0         1           ✓         door_lf_ok(299)         0         1           ✓         door_lf_ok(299)         0         1           ✓         PlaySound_open         0         1	Y     door_tr_c     Cut     Ctr+X       Y     door_tr_c     Copy     Ctr+C       Y     bump_rear     Paste     Ctr+V       Y     bump_re     Duplicate       Y     bump_re     Delete       Y     bump_re     Select All       Y     bump_re     Arrange
Transparency In Alpha 1.00 Delay 0.00 Duration 1.00	Node Animation Template Sound Library Alarm Bounce Clap	✓ Johnp_re     ✓ Lock     ✓ Johnp_re     ✓ Visible     ✓ Johnp_re     ✓ Johng_re     ✓ Joh
Content Delay 0.00 (a)	Confuse Drip Dropping Gunfire Idea Pass Rataplan	✓ Just Group Center     ✓ Just Group Center     ✓ Just Group Center     ✓ Center Group Center     ✓ Aduation     ✓ Aduation     ✓ Aduation     ✓ More Property

A door opened and closed the animation is complete.



Increase the slide show animation of each page, slide show automatically when each page is made

by animation, such as each page is opened in the car we need to do an animation, UI to do an animation, or video camera can make a movie here Achieved.

In the Event list, select add -> slide show,

In this slide show, we added a 3D Model of the loop the animation, set repeat: until the end, set the rotation:

360, set the duration: 10s.

In addition, we also added a camera animation, and a sound. In addition, we set the UI to enter the animation, note that the Spring UI to set the animation speed we choose out bounce. Play time is what we see effects.

R Node Animation	J .			
Action Name group(295)_Ani Delay 0.00 🐼 Duration 10.00 🐼 🗂 Finish Hidden	Action I	List 📄 Add 😢 Delete	🔚 Save Ten	nplate
Repeat Until The End 🗾 Speed 🗹 Linear 💌	Trigger	Action	Start Time	Duration
		CamerAni_(-18.6,25.8	0	3
□ In X 0.00 Y 0.00 Z 0.00 O 0.00 Duration 1.00 D		PlaySound_car_1.wav	0	3
▼ Rotation				
□ In X 0.00		Button(43)_Ani	0	1
Scale		Button(55)_Ani	0.2	1
C In X 1.00 Y 1.00 Z 1.00 Delay 0.00 Duration 1.00		Button(54)_Ani	0.4	1
In     Alpha     1.00     Delay     Duration     1.00		Button(53)_Ani	0.6	1
Property				
Content Delay 0.00			Sound Library	1
OK Cancel	Alarm		ound Library	

	Duration 1.00	🕞 🦳 Finish Hidde	n	Action L	ist 📄 Add 🛚 😢 Delete	📕 Save Ten	nplate
Repeat (None)	CutBounce 🗾			Trigger	Action	Start Time	Duration
Translate     X     30.00      Y     0.00      Z     0.00     Z     0.00     Z		Duration			CamerAni_(-18.6,25.8	0	3
	0.00	Duration 1.00			PlaySound_car_1.wav	0	3
Rotation     In X 0.00 Y 0.00 Z 0.00	Delay 0.00	Duration 1.00			group(295)_Ani	0	10
F Scale	0.00						
F In X 1.00 Y 1.00 Z 1.00	Delay 0.00	Duration 1.00			Button(55)_Ani	0.2	1
Transparency	0.00				Button(54)_Ani	0.4	1
ln Alpha 1.00	Delay 0.00	Duration 1.00			Button(53)_Ani	0.6	1
Property	4 <u>0</u>						
Content		Delay 0.00					
	ancel			Node	Animation Template S	ound Library	

In addition, we can set up a web link in the show, when we click on this link and they will jump to our site. Set by right-menu, select Edit

Hyperlink, select the website, completed in go to the URL address.

Set up a post, we can set the UI properties of the link, select always visible in every slide, so that on each page will be displayed.



Player Settings: Select the menu play setup, where we can select whether the full-screen playback, can freely move the camera, is hidden mouse. Finally, the completion of all the animation, open the presentation tab, click the preview, you can preview the animation.

🔀 Play Setup	Presentation Slide Tools H	Presentatio	on		
Auto Back To Main Slide	Size Design				
3005	Preview F4			Rat	D.
Free Camera THide Cursor	🔯 Full Screen Play F5		Pro//iow/	Reset	Full Screen Play
Full Screen	Play Setup	Music	Panel	Preview	X1080 -
OK Cancel	Background	ıp	Interactive	Preview the pres	ation (F4)

New New	Ctrl+N	Save Path	
蔖 Open	Ctrl+O	Media	Type
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😋 Open Recent F	iles 🕨	sounds/458italia_engine.wav	sound
		sounds/car_1.wav	sound
Save	Ctrl+S	sounds/open_door.wav	sound
🖌 Save As		textures/Aerodynamics.png	texture
Save As Packag	ge	textures/BUMPER_F.TGA	texture
🛓 Export As Imag		textures/BUTTONS.TGA	texture
Export As Video		textures/Bi-xenon head lights.png	texture
Export As EXE		textures/Drive-oriented cockpit.png	texture
Exportino EXE [	3	0%	

Preview complete, you want to share with friends or send to customers, the software can be exported into a single exe file, select file-> export as exe, in the pop-up dialog box, select Export to export the path, you can click save.

I wish you happy. Thank You Very Much.

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