

SELECT,MOVE,ROTATE,SCALE,PIVOT,COORD SYSTEMS

SELECT,MOVE,ROTATE,SCALE,PIVOT,COORD SYSTEMS(phew!)

SELECTING:

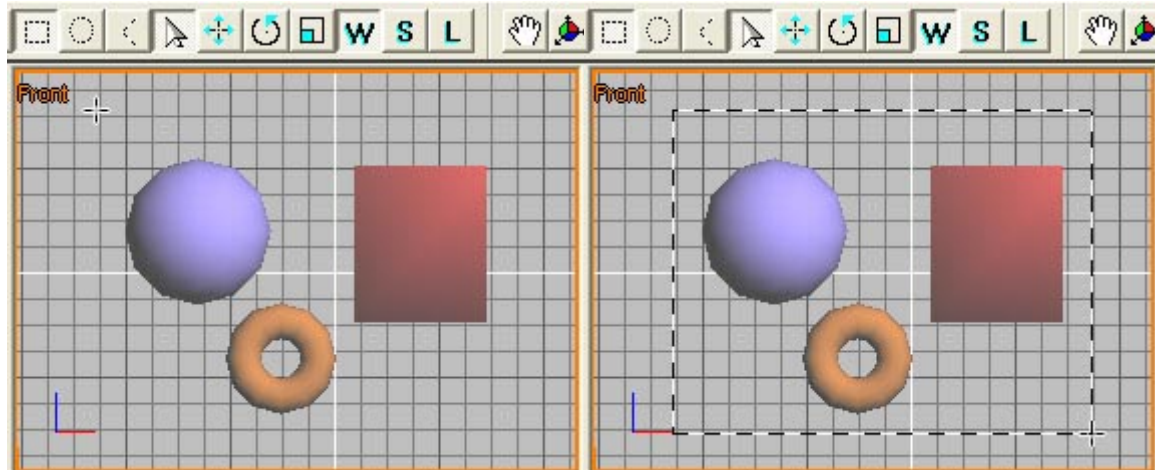


Selection Modes: Rectangular,Circular,Contour(free-shape)

Single selection: Just click on object(all modes but contour).

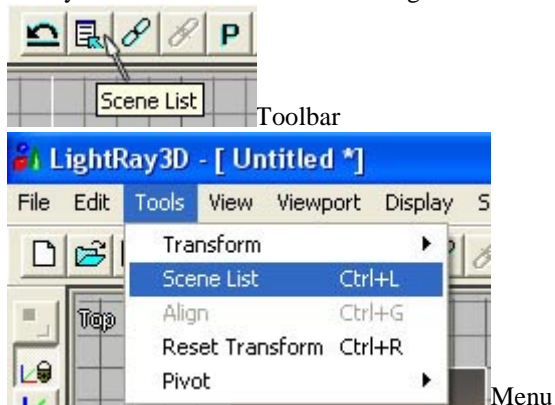
Tip: You can select a single object with Select,Move,Rotate,Scale tools.

Multi-selection: Set the selection mode to one of Rectangle/Circle/Contour.Click and drag.



NOTE:Use keyboard Ctrl to add to selection, Shift to remove from selection.

Also you can use the Scene List dialog when selecting.



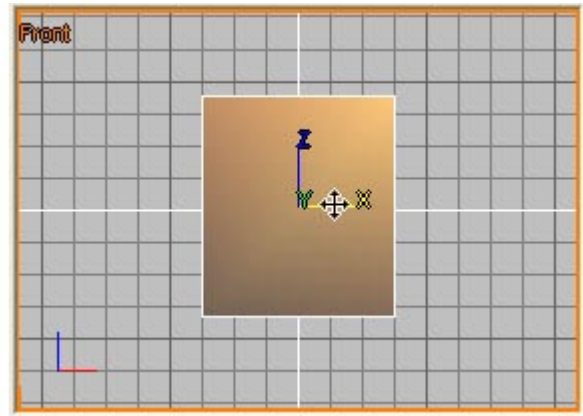
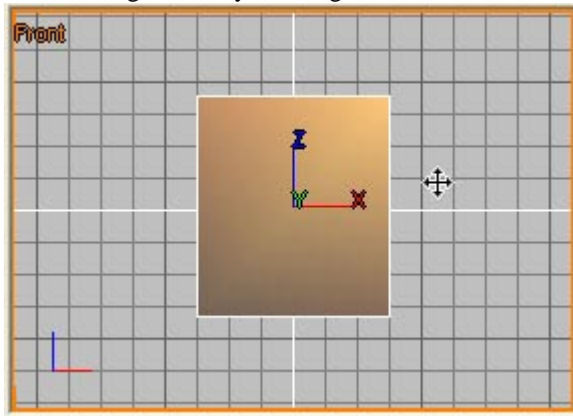
MOVE,ROTATE,SCALE:

In order to move,rotate,scale selected objects you must place the cursor over one of the three coloured axes. (Object(s) must be selected first).

When the tripod's color changes to YELLOW:

Move-Scale: click and drag along axis direction.

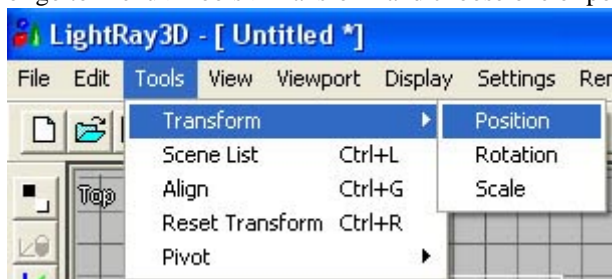
Rotate: Drag vertically or along axis direction.



You can also use the Pos,Rot,Scale dialogs to numerically perform these actions.

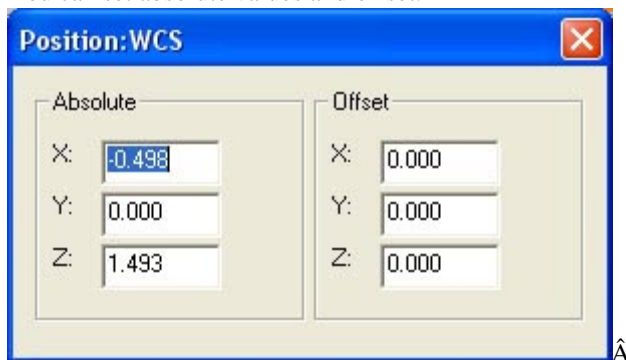
Use toolbar's **P R S**

or go to Menu->Tools->Transform and choose one of pos,rot,scale dialogs.



The coord system supported is WORLD(see coord systems below).

You can set absolute values and offset.

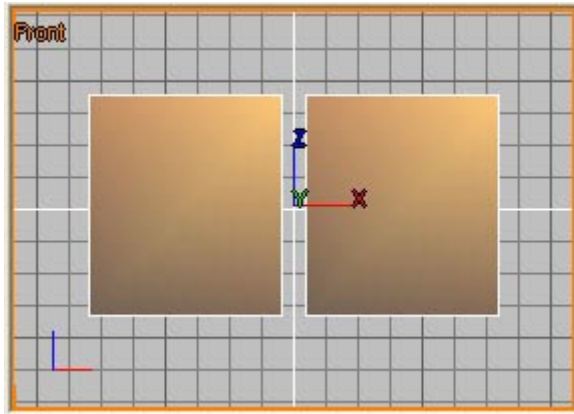


Once you have changed a number click inside another edit box in the dialog or press Enter to apply the changes. The object(s) and views will be updated.

PIVOT:

The tripod is placed at (0,0,0) in object's space(Local coords).

If multiple objects selected the origin will be placed to the center of all(World Coords).

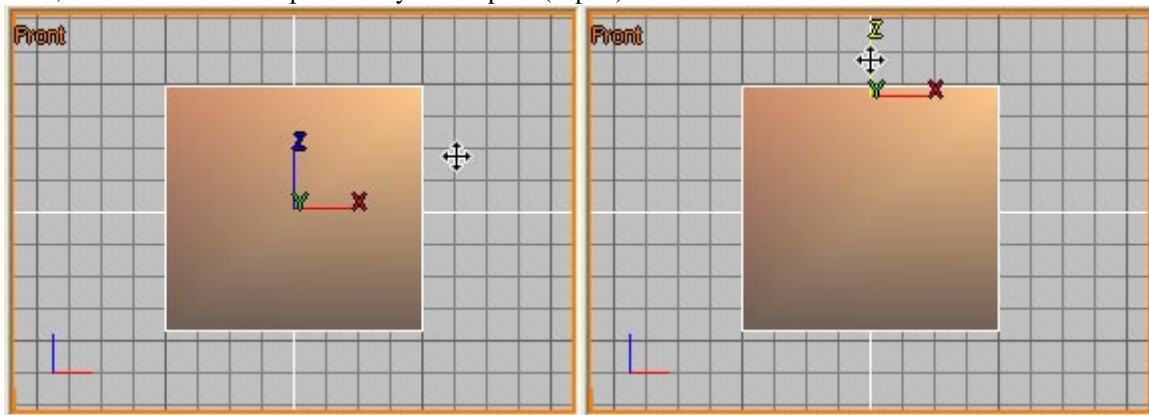


Usually, objects created inside LR3D(not those imported) have their pivot centered.

If you need to move,rotate,scale the origin(pivot) press the toolbar button "Lock geometry".



Now, Pos-Rot-Scale will operate only on the pivot(tripod).



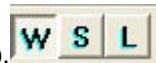
Press again the button when finished.

NOTE:Pivoting applies to mesh,skin,shape objects only.

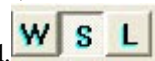
COORD SYSTEMS:

Use the toolbar buttons W,S,L to change the coord system.

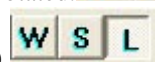
W(world): axes will always be aligned to scene's x,y,z axes(like grid).



S(screen): axes will be aligned to screen even if viewport is rotated.



L(local): axes will be aligned to object's orientation(rotation).



NOTES:

Local will work for single selection Pos-Rot-Scale operations only.

Local allows non-uniform scaling(scaling along one axis only).

Prometheus