

ZAXWERKS



3D INVIGORATOR

Photoshop Plug-in

User Guide



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System Requirements

To run this program, your system must be able to run Adobe Photoshop CS2 or above. The following requirements are the minimum system specifications to run the program.

Macintosh

- PowerPC G4, G5 processor, or the Intel Mac.
- Mac OS X (10.3.9, 10.4.11, 10.5.6 or later).
- 1 GB of RAM.
- 52 MB of available hard-disk space to install the application, in addition to the hard disk space required to install Adobe Photoshop.
- 1024x768 monitor resolution
- Adobe Photoshop CS2

Windows

- Pentium 4 or above.
- Windows XP or Windows Vista.
- 1 GB of RAM.
- 52 MB of available hard-disk space to install the application, in addition to the hard disk space required to install Adobe Photoshop.
- 1024x768 monitor resolution
- Adobe Photoshop CS2

While 3D Invigorator works with Adobe Photoshop CS2, it is recommended that you use version CS3 or above. Photoshop CS3 and above support smart filters which enable you to create live, re-editable scenes.

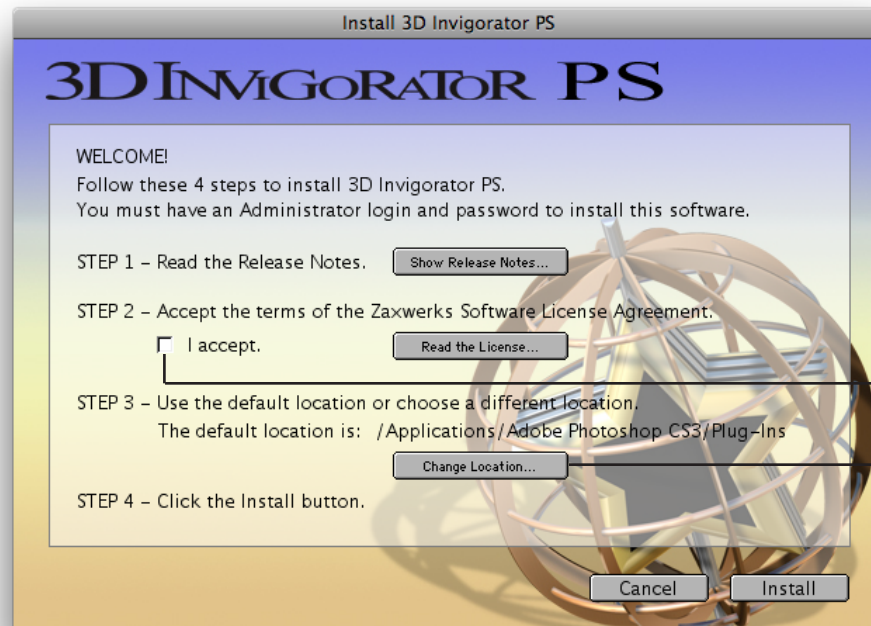
Install 3D Invigorator for Photoshop

To install 3D Invigorator, insert your installation disc, or unzip the file you downloaded and double-click on the installation icon. Click the “Accept” checkbox, and press the Install button.



Find the install icon from your installation disc or your download file.

Install 3D Invigorator PS



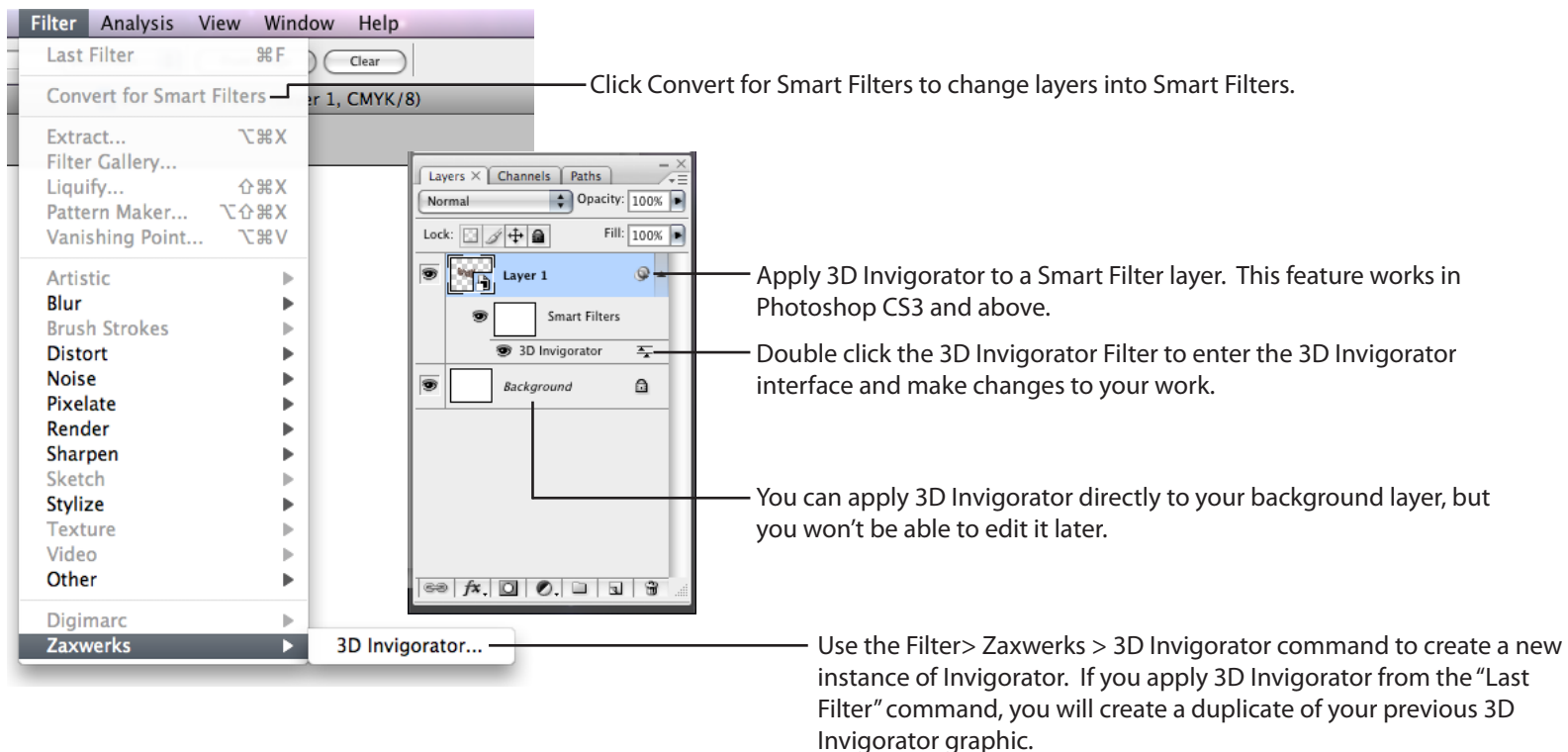
Check the accept checkbox before continuing with the installation.

Click Change Location to customize where you want to install the program.

To do multiple installations, click the “Do Another” button. Otherwise, click the “Quit” button.

Project Setup

3D Invigorator can be applied to regular layers, or Smart Filter layers. 3D Invigorator applied to Smart Filter layers will save your 3D scene so you can do further editing at a later time. 3D Invigorator applied to regular layers will directly apply the graphics onto the layer. If you apply 3D Invigorator again, the new graphics will draw on top of your existing work. See the section called “Setting Up Target Area” for more information.



Authorize the Software

The first time you run the plug-in, you will need to authorize the software. Enter your name, your organization, and the authorization code. Be sure to include the dashes when entering the authorization code. Once you finish entering the authorization code, click the OK button and the 3D Invigorator interface will launch.

The image shows a software authorization dialog box for 3D Invigorator PS. The dialog has a dark gray header area with white text. Below the header are three input fields: 'Name:', 'Organization:', and 'Authorization:'. To the right of these fields is a large closing bracket. Below the input fields are two buttons: 'OK' and 'Demo'. Below the main dialog box is a faded version of the same dialog box. Two callout lines point from text to the dialog: one points to the input fields with the text 'Fill in the information, and click the OK button.', and the other points to the 'Demo' button with the text 'Click the Demo button to run the program as a trial.'

Please personalize your copy of 3D Invigorator PS
and enter your authorization code (or click Demo).
You must be logged in as an Admin to enter the authorization code.

Name:

Organization:

Authorization:

OK Demo

Fill in the information, and click the OK button.

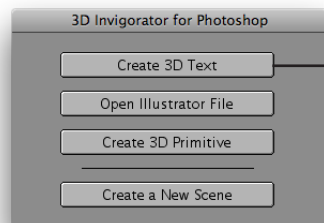
Click the Demo button to run the program as a trial.

The authorization code will follow this example format: ICPS40-A1234-B1234-C1234.

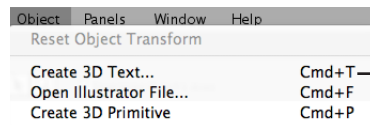
Create 3D Objects

Use the Object Menu to quickly create 3D Objects.

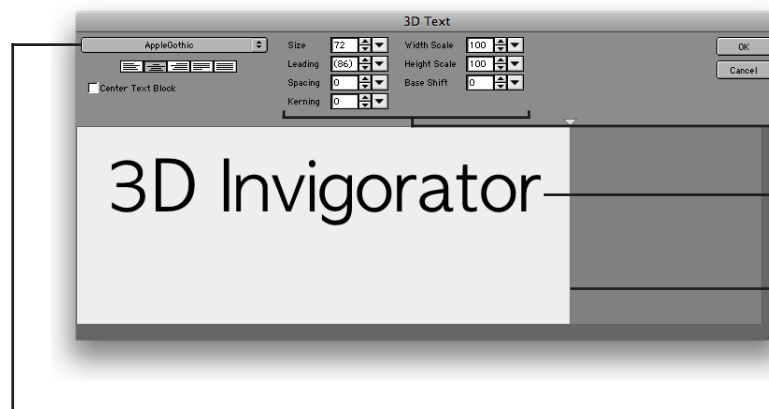
This is a quick overview of how to create 3D Objects. Let's begin with creating 3D Text. The first time you apply 3D Invigorator, you will see a start up menu to create objects. Select Create 3D Text to customize your own 3D Text.



Select Create 3D Text from the start up menu.



You can also use the shortcut command to open up the 3D Text window from your workspace.



Press the OK button when you are finished editing the 3D text.

Customize your text properties.

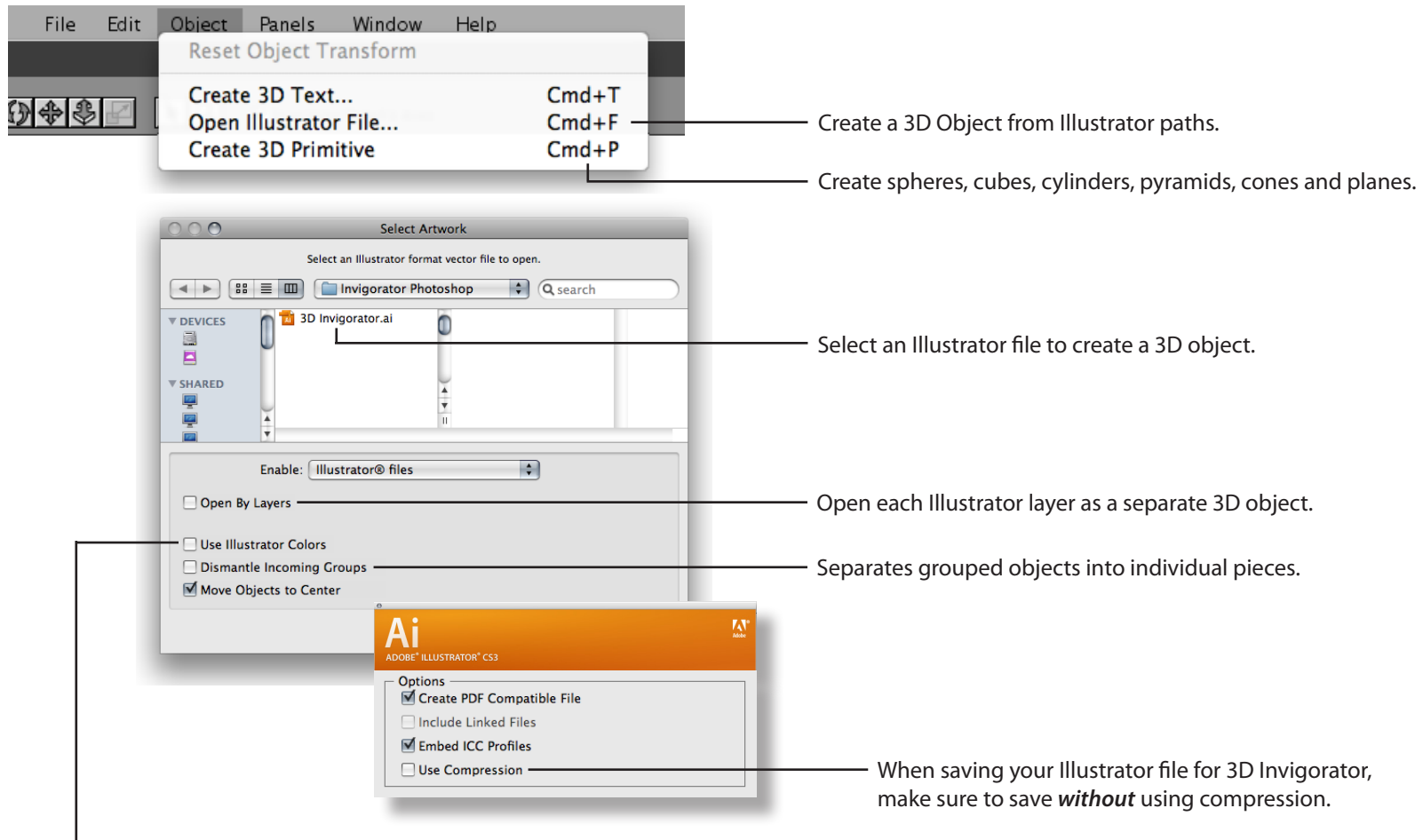
Type your text message in the text input box.

Drag the edge to increase or decrease the text field.

Choose a font from the fonts installed on your system. Type 1 and True Type fonts are supported.

Create 3D Primitives and Objects from Adobe Illustrator Files.

Using the Object menu, you can easily create 3D objects based on text, primitives, and vector outlines.

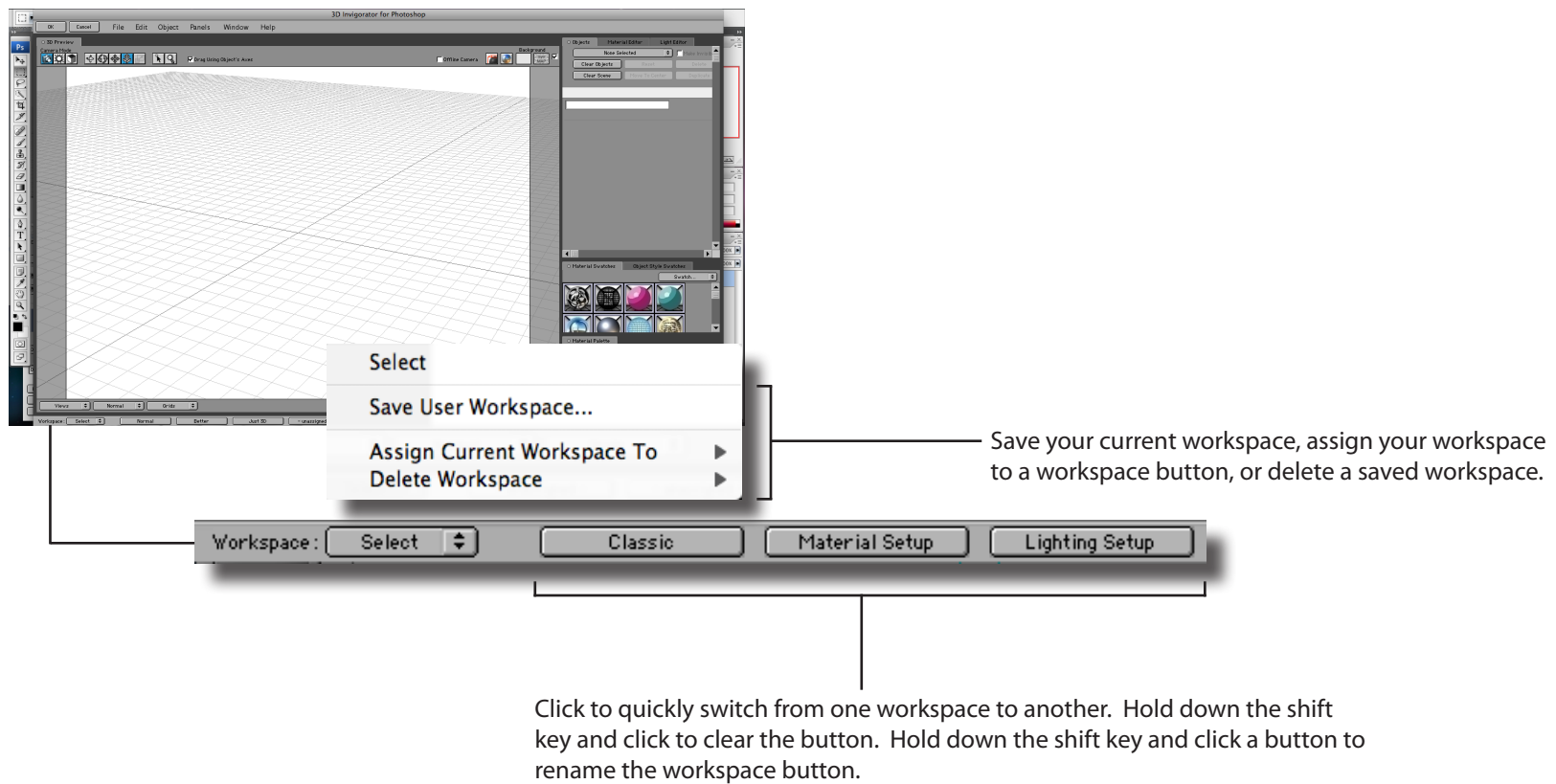


This will apply the Illustrator fill color to the object, and the stroke color to the edges. If you want to use gradients, save the gradient as a JPEG, and apply it as a texture map.

Interface

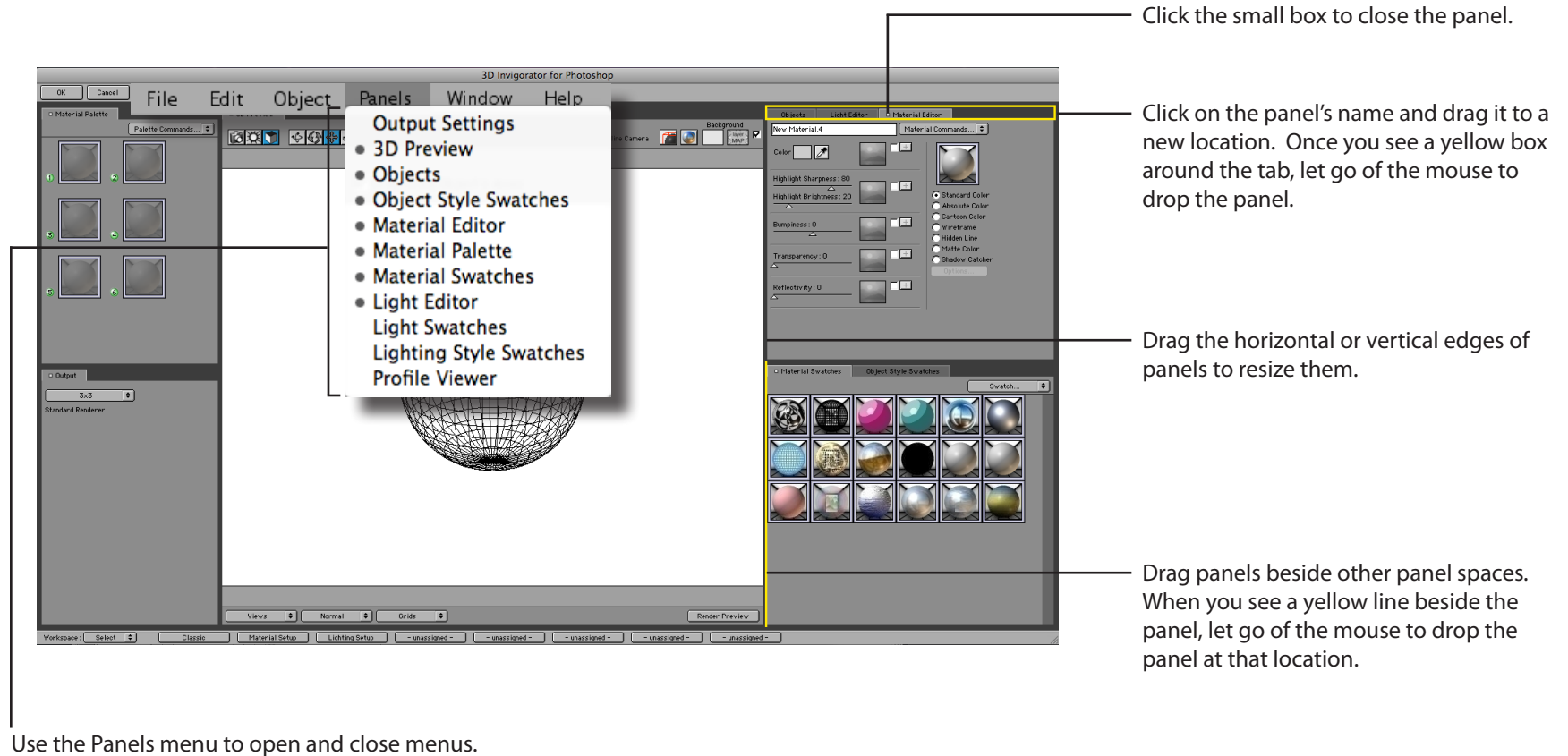
Customize your own workspaces for improved workflow.

The 3D Inivigator interface allows you to design different workspaces for different needs, and quickly switch from one workspace to the other.



Adjusting Panels

Resize, position, open and close panels to customize your workspace.



The screenshot displays the 3D Invigorator for Photoshop interface. The main menu bar includes File, Edit, Object, Panels, Window, and Help. The Panels menu is open, showing a list of panels: Output Settings, 3D Preview, Objects, Object Style Swatches, Material Editor, Material Palette, Material Swatches, Light Editor, Light Swatches, Lighting Style Swatches, and Profile Viewer. The interface is divided into several panels: Material Palette on the left, Material Editor on the right, and a central 3D preview window showing a wireframe sphere. The bottom of the interface features a workspace area with tabs for Select, Classic, Material Setup, Lighting Setup, and several unassigned tabs. The right side of the interface shows the Material Editor panel with various settings like Color, Highlight Sharpness, Highlight Brightness, Bumpiness, Transparency, and Reflectivity. Below the Material Editor is the Material Swatches panel, which displays a grid of material swatches. The bottom of the interface shows the workspace area with tabs for Select, Classic, Material Setup, Lighting Setup, and several unassigned tabs. The right side of the interface shows the Material Editor panel with various settings like Color, Highlight Sharpness, Highlight Brightness, Bumpiness, Transparency, and Reflectivity. Below the Material Editor is the Material Swatches panel, which displays a grid of material swatches.

Click the small box to close the panel.

Click on the panel's name and drag it to a new location. Once you see a yellow box around the tab, let go of the mouse to drop the panel.

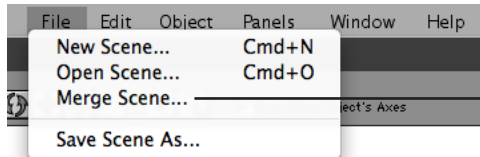
Drag the horizontal or vertical edges of panels to resize them.

Drag panels beside other panel spaces. When you see a yellow line beside the panel, let go of the mouse to drop the panel at that location.

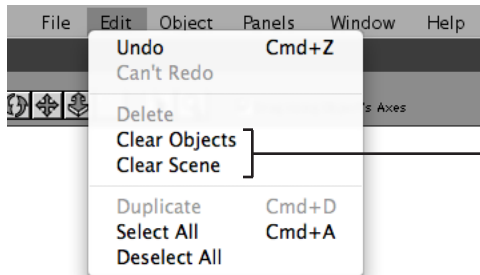
Use the Panels menu to open and close menus.

Menu Options

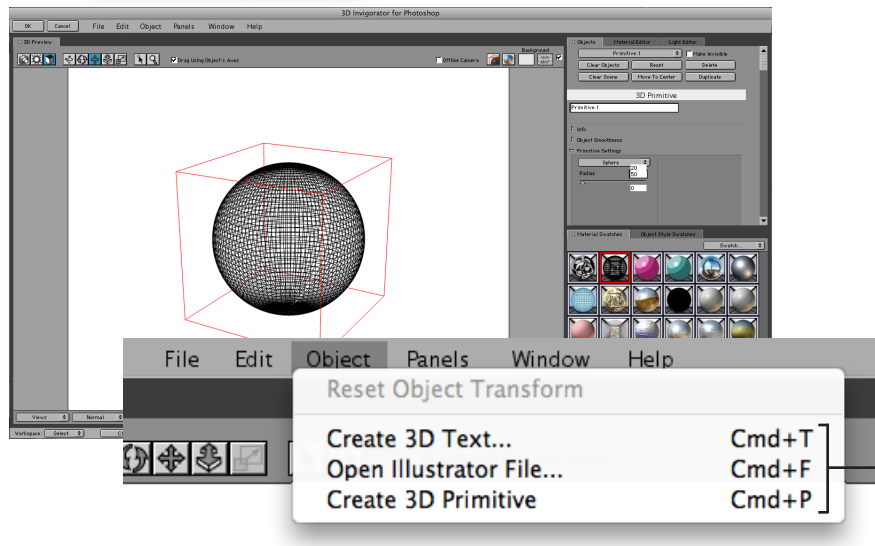
The top menus allow you to do simple file organization such as saving and loading scenes, undo, create objects, open and close panels, and also get help.



Use merge scene to combine your current scene with a saved scene.



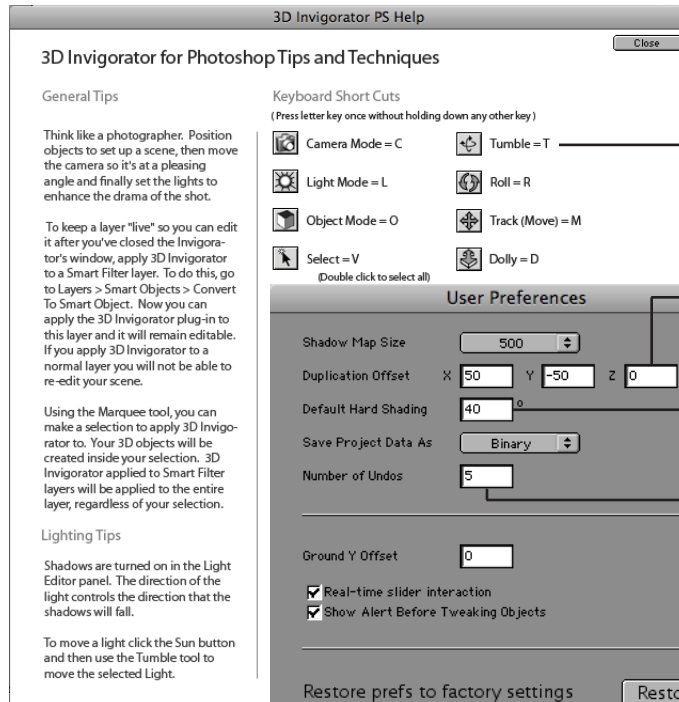
Select Clear Objects to clear all objects from the project. Clear Scene will remove everything including camera views.



Click to quickly create 3D objects.

Help and Preferences

Use the Help menu to get program shortcuts, and use the Preferences menu to set up 3D Invigorator.



Use the Help menu to learn shortcut commands.

Duplication offset determines where your objects are placed once duplicated.

Sets the object faceting angle. A low value will create a lot of facets in your curve while a high value will create a smooth curve.

Sets the number of Undos.

Restore panels, window positions, and workspace settings.

Restore materials, object style swatches, and lighting swatches.

3D Preview Panel - Tools

Select Camera, Light, or Object mode, then use the tools to set up your scene.



Camera mode. Switch to Camera mode to move the camera around.



Light mode. Switch to Light mode to change the lighting.



Object mode. Switch to Object mode to move the objects around.



Rotate around your camera, lights or your objects.



Roll your camera or your objects.



Move your camera or your objects side to side or up and down.



Dolly in or out on your camera or your objects.



Scale your objects bigger or smaller.



Select your objects. Double click on the tool to select all objects.

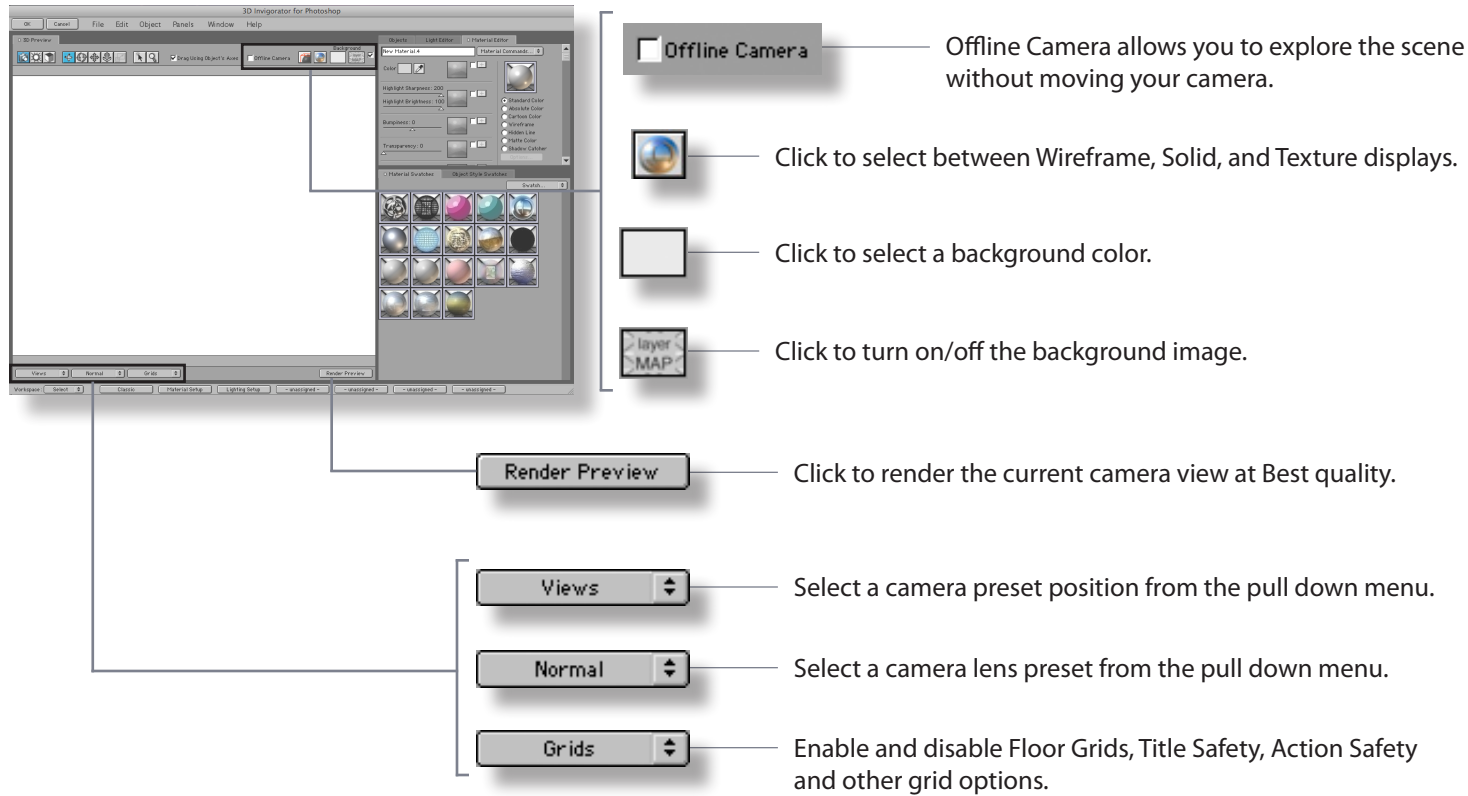


Click to zoom in. Hold down the “option” (“alt” on Windows) key and click to zoom out.

Enable the “Drag Using Object Axes” checkbox to move your object along its own axes as opposed to the current camera view.

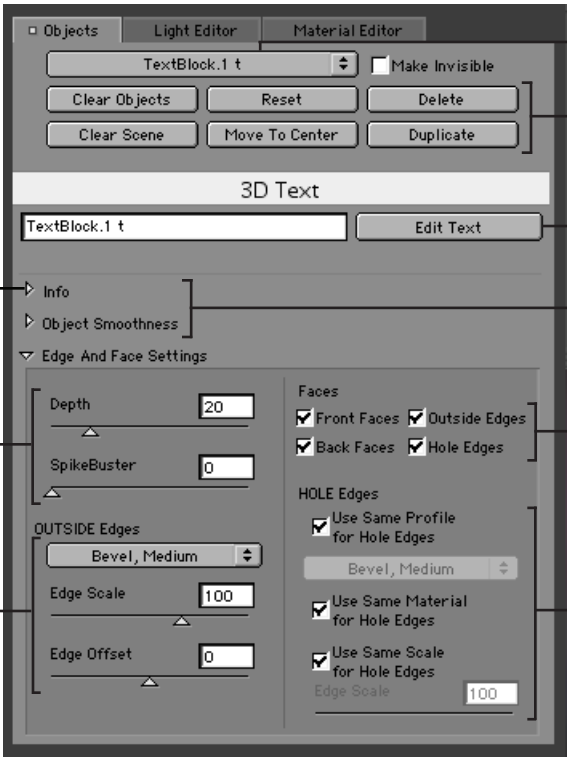
3D Preview Panel - Displays

Set up your scene with different preview settings, background settings, camera positions, and more.



Objects Panel

Customize the shape of the 3D objects that you create with the objects panel.



The screenshot shows the '3D Text' panel in a software interface. It has tabs for 'Objects', 'Light Editor', and 'Material Editor'. The 'Objects' tab is active, showing a list of objects with 'TextBlock.1 t' selected. Below the list are buttons: 'Clear Objects', 'Reset', 'Delete', 'Clear Scene', 'Move To Center', and 'Duplicate'. The '3D Text' section has a text input field with 'TextBlock.1 t' and an 'Edit Text' button. The 'Info' section is expanded, showing 'Object Smoothness'. The 'Edge And Face Settings' section is also expanded, showing 'Depth' (20), 'SpikeBuster' (0), 'OUTSIDE Edges' (Bevel, Medium), 'Edge Scale' (100), and 'Edge Offset' (0). The 'Faces' section has checkboxes for 'Front Faces', 'Outside Edges', 'Back Faces', and 'Hole Edges'. The 'HOLE Edges' section has checkboxes for 'Use Same Profile for Hole Edges', 'Use Same Material for Hole Edges', and 'Use Same Scale for Hole Edges', with 'Edge Scale' set to 100.

Click a disclosure triangle to reveal or hide the parameters.

The object list contains all objects in the scene. Use the list to select objects.

Use the commands to clear, reset, delete or duplicate the selected objects.

Click the Edit Text button to retype the letters. You can also double click on the text in the preview window.

Reveal the Info parameter to change an object's position and rotation. Expand the Object Smoothness to change the Preview and Final smoothness.

Show or hide the different paths of an object.

Customize the bevels next to holes by applying different bevel, profiles, materials, and scale.

Select a bevel for your object and make letters thicker or thinner.

Set the depth of the object with the depth setting. If your objects contain sharp spikes, adjust the SpikeBuster to remove the spikes.

Material Swatches Panel

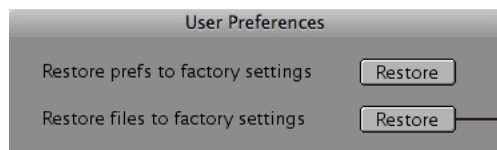
A material swatch contains colors, texture maps and rendering styles. Objects that are using a material swatch are linked so that if you have multiple objects using the same material swatch, updating one material will update all the objects. To edit or create additional material swatches, use the material editor panel.



Use the swatch commands to duplicate, and delete materials. If you use the Clear Bin command, you will erase all your swatches.

A material ball that has a question mark on it means it is missing a texture map. To fix this, load the swatch into the material editor, then click on the missing texture map to replace it or you can choose to delete the swatch.

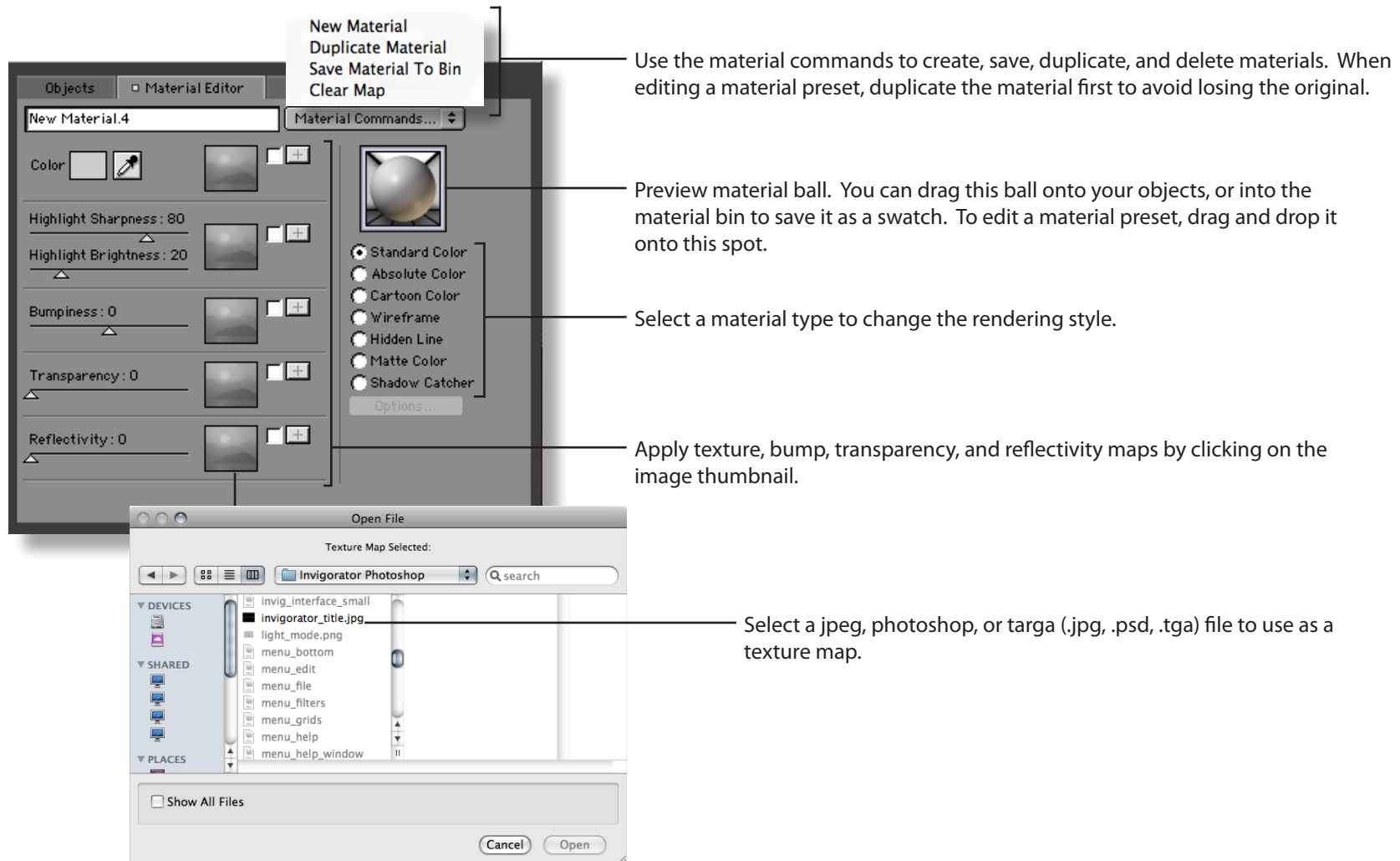
Drag material balls onto objects in the 3D preview window to apply the material. To re-organize the bin, drag the material balls around in the bin in the order that you prefer. To edit a material preset, drag and drop the material into the Material Editor.



To reset your swatches, go to the Help menu and open the Preferences window. In the User Preferences, click the Restore button to restore all material swatches back to default.

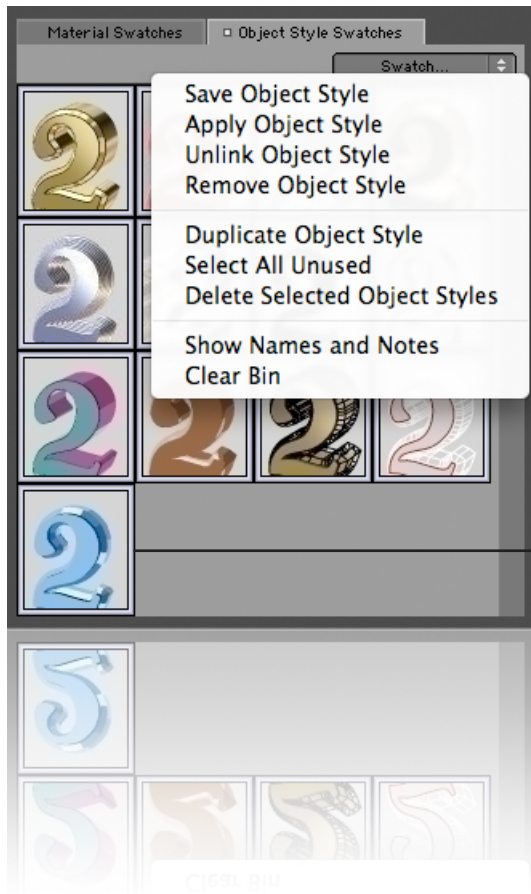
Material Editor Panel

Edit the details of a material to give it character. Assign texture maps, bump maps, and reflectivity maps for realism, or apply color settings like cartoon color to give it a fun look. Double click a material swatch to load it into the editor. Materials applied to an object are copied into the Material Palette. To edit a material applied on an object, double click the material from the Material Palette.



Object Style Swatches Panel

An object style contains all the settings of an object. All the materials, edge profiles, depth settings, etc, are saved as a style so you can quickly apply an existing style to your objects, or save your own object styles for future projects.



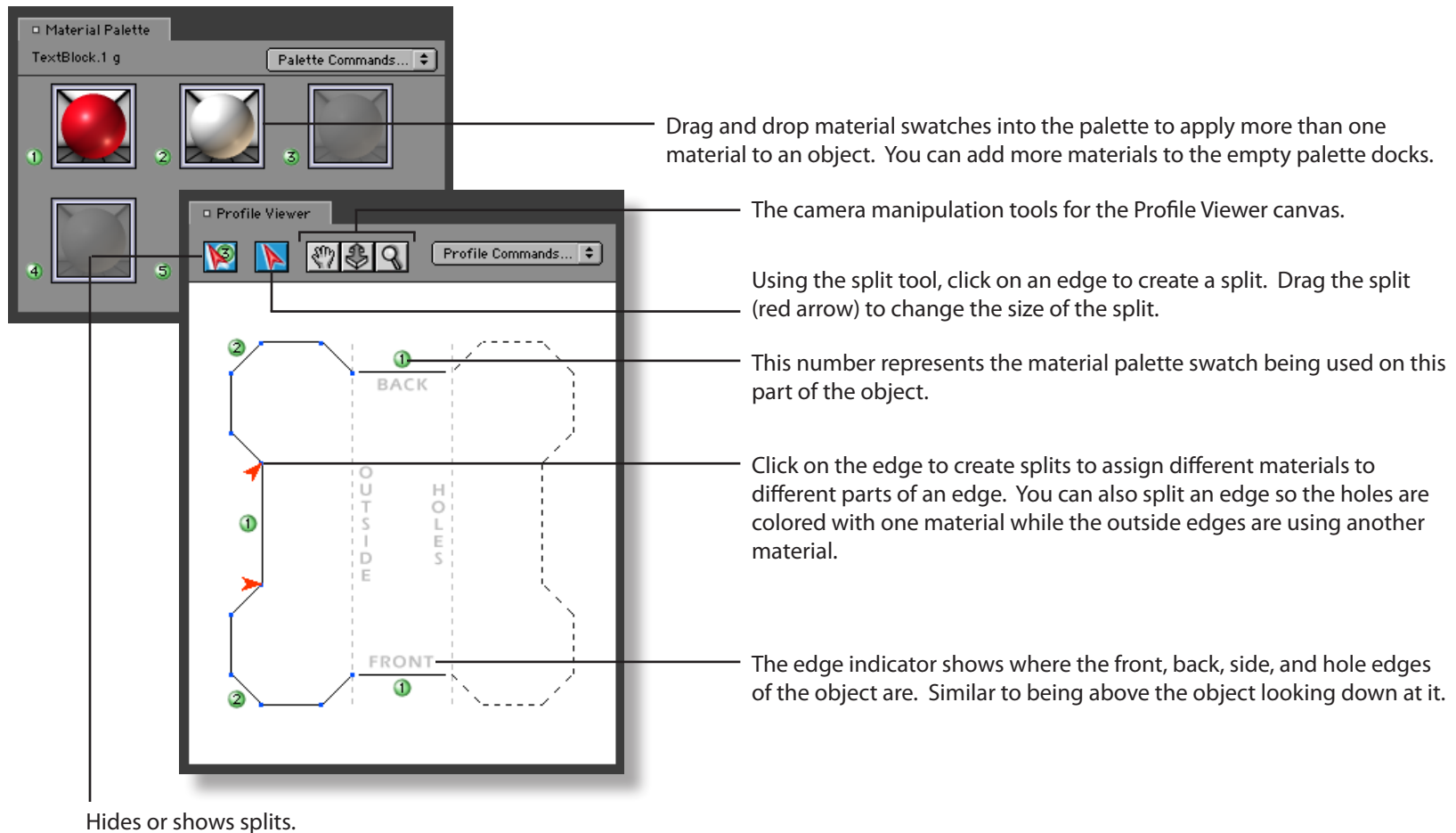
Use the swatch command menu to access commands such as Save, Apply and Unlink. Unlink Object Style will unlink objects using the same object style so you can apply changes to one object without affecting all linked objects. Show Names and Notes changes the display to a list view where you can add notes about Object Styles, such as what project they were used in.

To apply an Object Style drag a swatch onto your objects in the 3D preview window. Hold down Option (Alt) when you apply an Object Style to several objects to create a link. When objects are linked, any changes made to one object will result in a change to all linked objects. Editing a linked Object Style will result in the Object Style in the bin to be edited. To re-organize the bin, drag the material swatches around in the bin in the order that you prefer.

If you deleted an Object Style, you can recreate the swatch as long as you have an object in the scene that is using that Object Style. Select the object from the scene, and use the Save Object Style command. You can even load up old projects to save the Object Style, and use as a preset for new projects.

Material Palette and Profile Viewer Panel

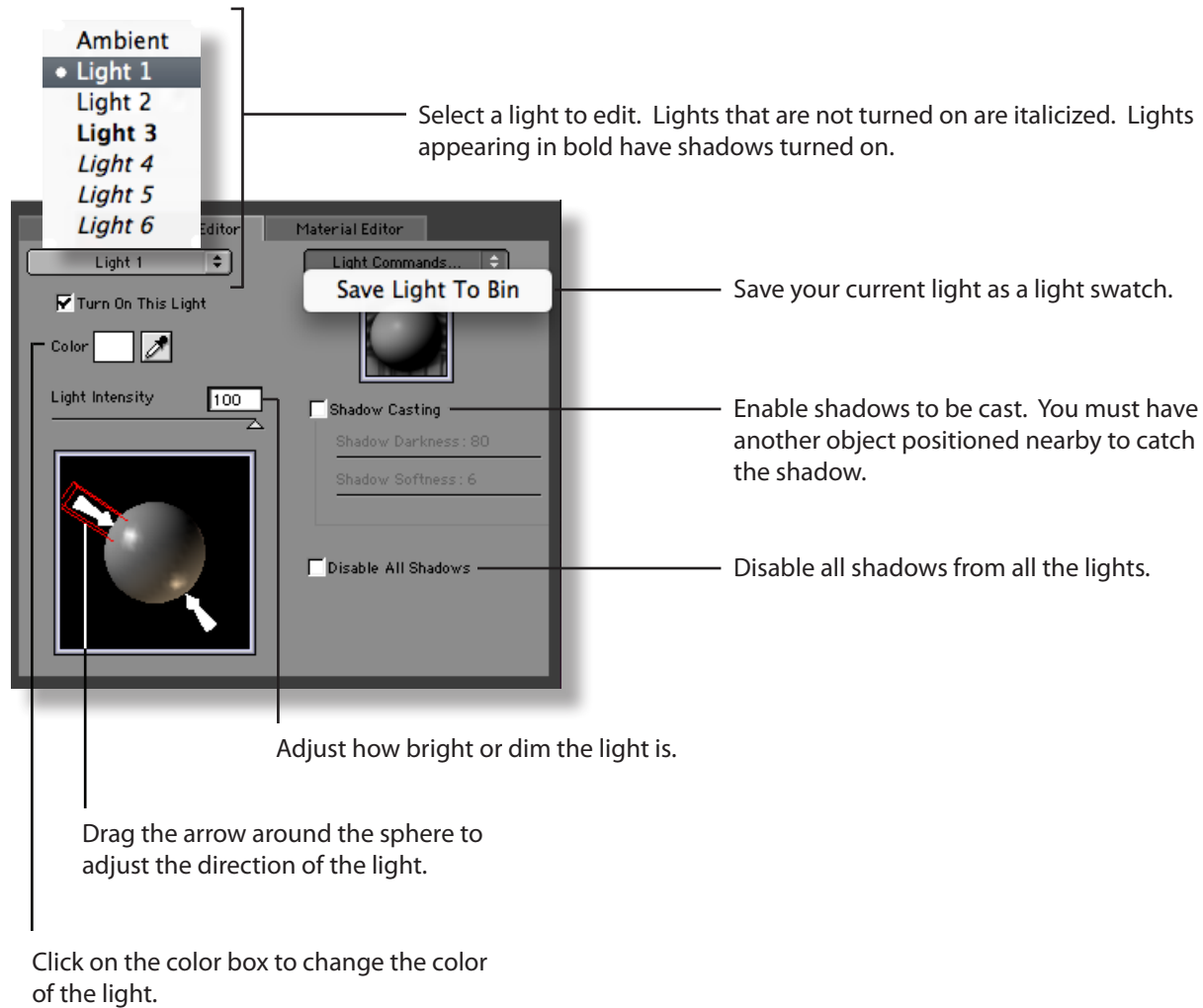
With the material palette and the profile viewer, you can assign different materials to individual parts of your object.



You can use the Profile Viewer if your selection is a 3D text object or an Illustrator File object. If you are using a 3D primitive, this panel becomes inactive.

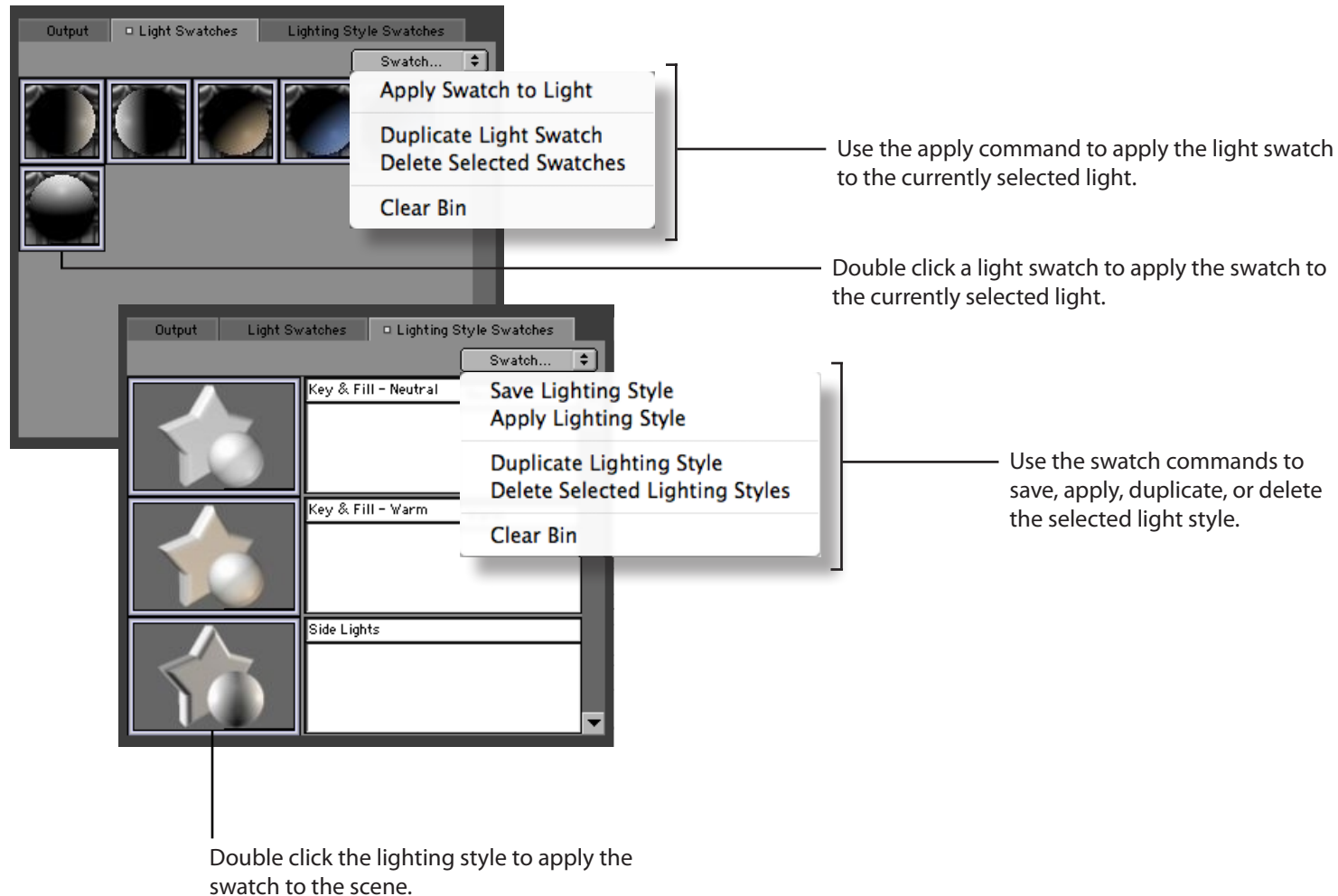
Light Editor Panel

Lighting is set up by creating multiple lights that illuminate from different angles. You can set up the light colors, angles and intensity. Each light can be saved as a light swatch.



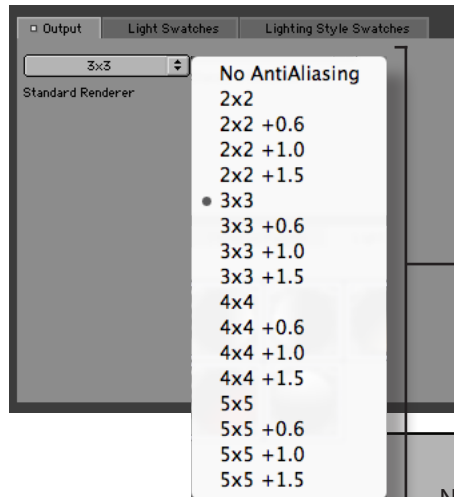
Light Swatches and Lighting Style Swatches Panel

When you apply a light swatch, it will apply it to the current light. However, when you apply a lighting style swatch, it affects the whole “mood” by changing all the lights at once. If you save a lighting style, it saves all the lights into one style.



Output Panel

Antialiasing determines the output sharpness for your project. Different sharpness settings are used for the web, video, film, and print. Adjust the Antialiasing value to set up your project different medias.



The Antialiasing level represents the averaging used within a single pixel. The number after the Antialiasing level means additional anti-crawl filtering used to reduce flickering on TV. This number blurs across pixels.

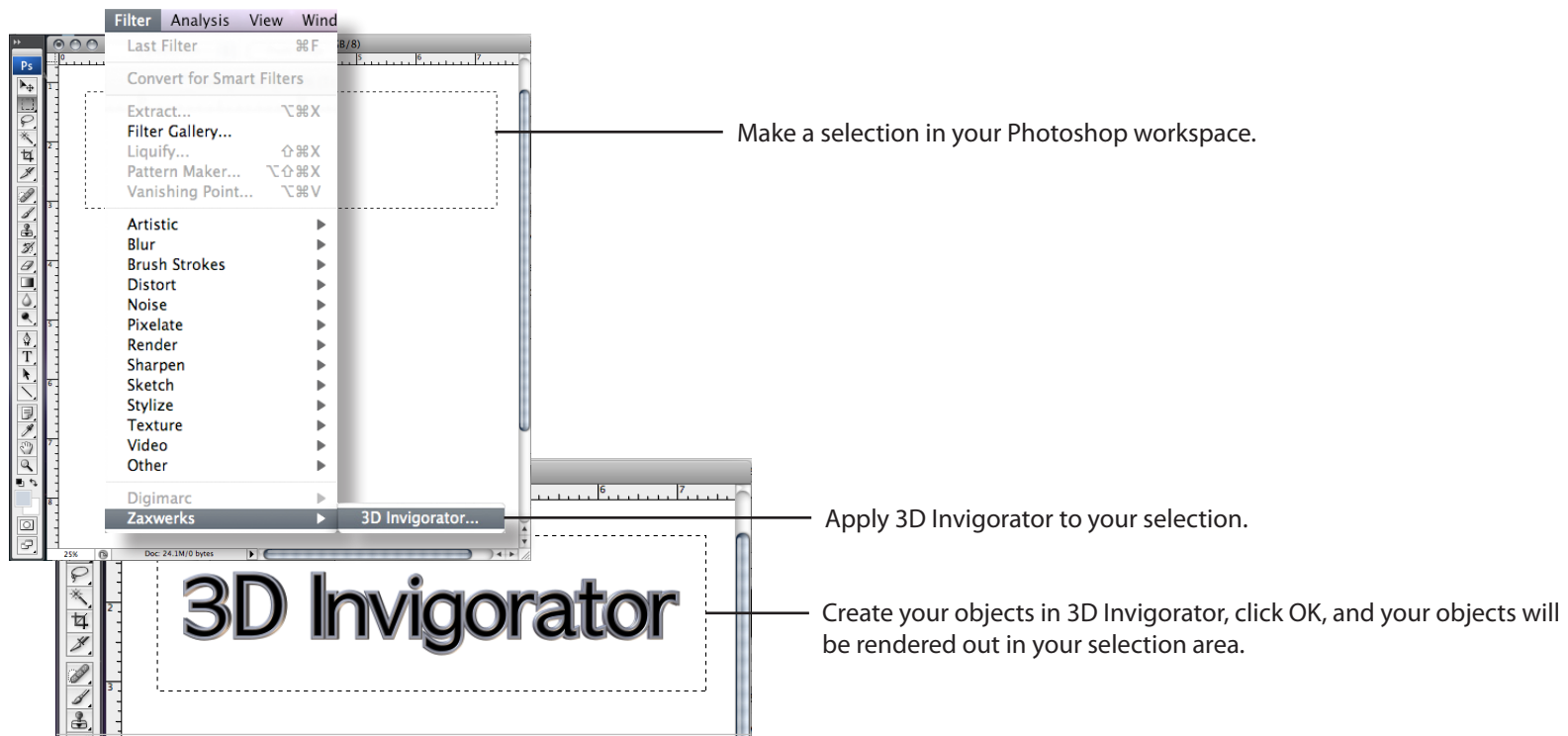
No Antialiasing	Antialiasing Level = 1x1
Web sharp	Antialiasing Level = 2x2
Web smooth	Antialiasing Level = 4x4
Video sharp	Antialiasing Level = 3x3 + 0.6
Video smooth	Antialiasing Level = 5x5 + 1.0
Video smooth+	Antialiasing Level = 5x5 + 1.5
Film sharp	Antialiasing Level = 5x5
Film smooth	Antialiasing Level = 5x5 + 1.0
Print sharp	Antialiasing Level = 3x3
Print smooth	Antialiasing Level = 5x5 + 0.6

If you are a web developer who prefers to use JPEG compression instead of GIF, then a smoother Antialiasing setting such as "3x3 + 0.6" might work better than the "4x4" setting.

Setting up target areas for 3D Invigorator

Two ways for you to set up your Photoshop projects

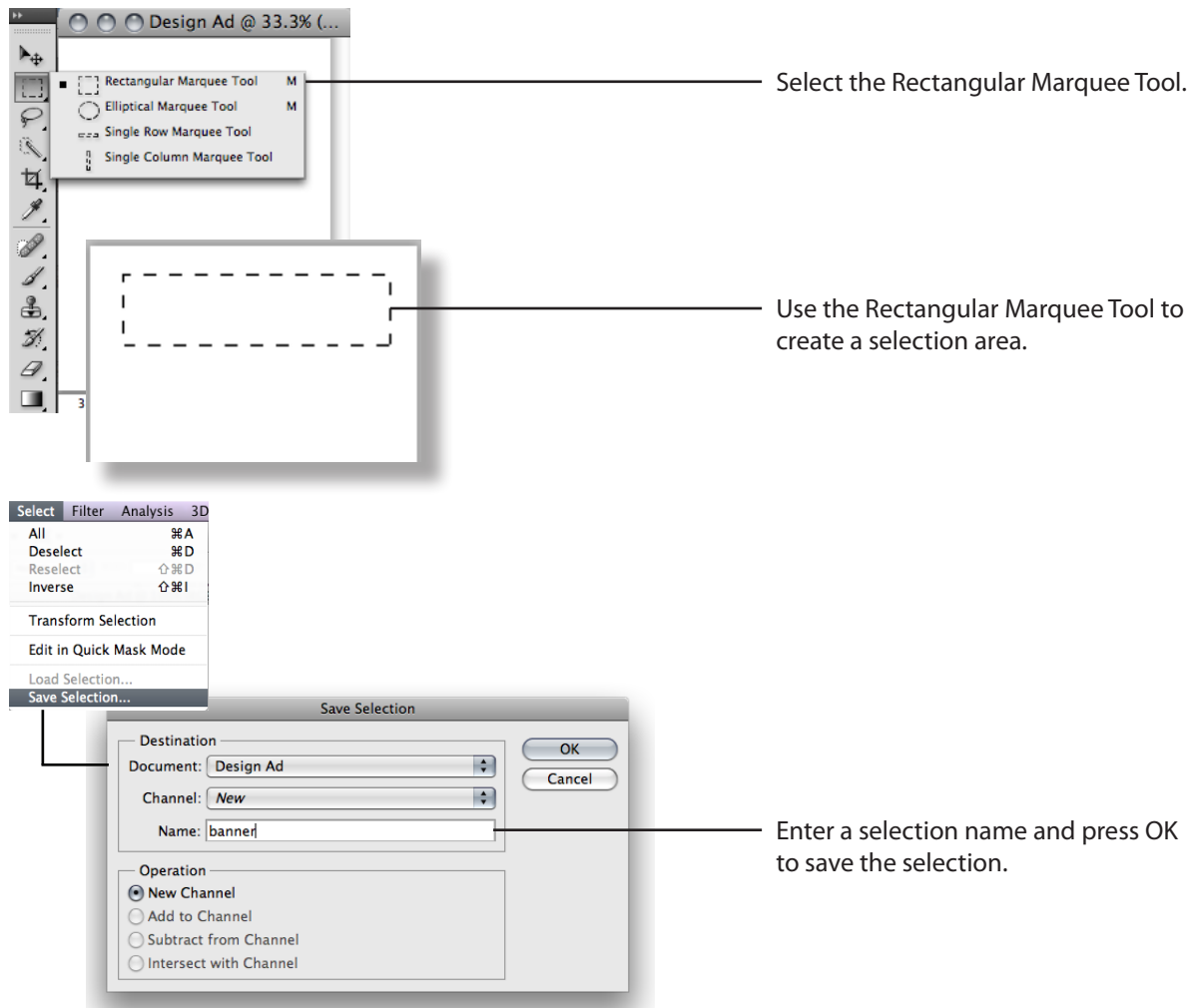
To set up a non-editable target area, make a selection and apply 3D Invigorator to that selection. When you are finished with the 3D Invigorator scene, it will be rendered into your selection area.



If you apply the 3D Invigorator to a Smart Object or Smart Filter layer, the 3D Invigorator will be applied on the whole layer regardless of your selection. The next example up will show you how to create live target areas.

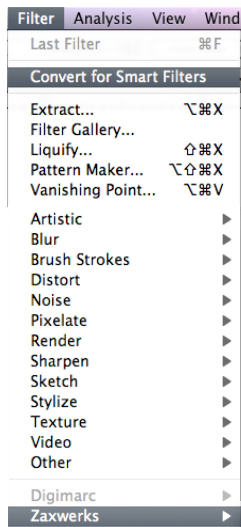
Setting up a live target area

Create a document to add a 3D Invigorator graphic to. Use the Rectangular Marquee tool to define the area where you want the graphic to end up, and save the selection.



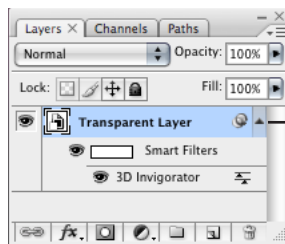
Set up the Smart Filter Layer

Convert the layer into a Smart Filter layer. Then apply 3D Invigorator to the Smart Filter Layer. Create your 3D objects in the 3D Invigorator, and click the OK button.



Convert the layer into a Smart Filter layer.

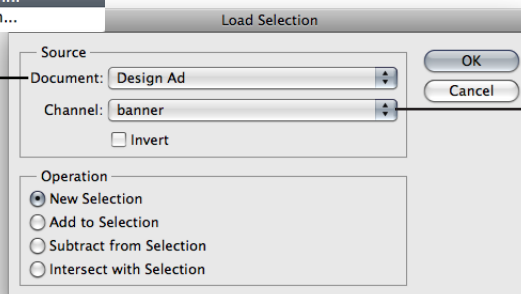
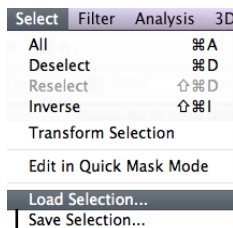
Apply 3D Invigorator on your Smart Filter Layer. The 3D Invigorator interface will open up. Create your 3D scene, and click the OK button.



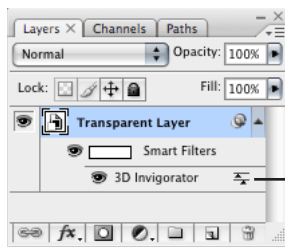
Your layer setup should look similar to this.

Re-edit your content

Load the saved selection, then double click on the 3D Invigorator filter to open the 3D Invigorator interface. After you make any changes in the 3D Invigorator, press the OK button to update the graphic into your target area.



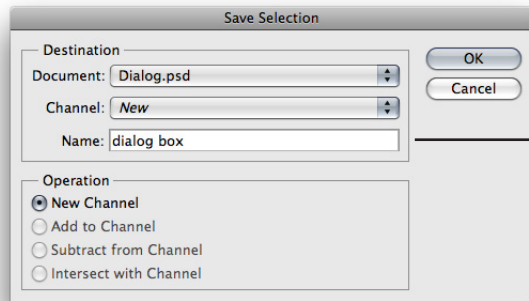
Select the saved selection and press OK to load the selection.



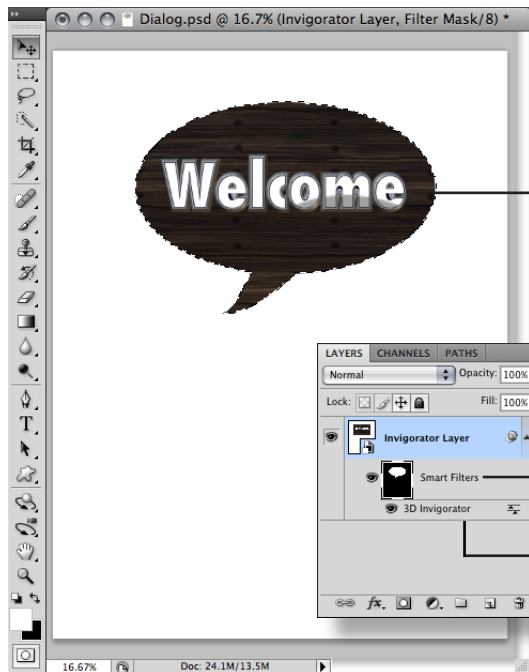
Double click the 3D Invigorator filter to re-launch the Invigorator interface.

Use a custom selection shape

Use any of the selection tools in Photoshop to create your selection, then save the selection. Convert the layer into a Smart Filter, and apply the 3D Invigorator filter. Create your scene and it will be masked by the selection.



Create the selection and save the selection.



Create your 3D Invigorator scene and it will be applied into the selection area.

The Smart Filter will mask the 3D Invigorator scene.

Load the selection, and double click on the filter to edit the 3D Invigorator scene.