

Appendix E

Idler Plug-ins

Idler plug-ins have no interface and run constantly in the background when loaded.

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◆ **Draw Direct Idler**

The Draw Direct Idler plug-in automatically sets 3D World to draw direct to screen whenever a non-interactive renderer is selected, and switches 3D World back to draw into memory when an interactive renderer is used.

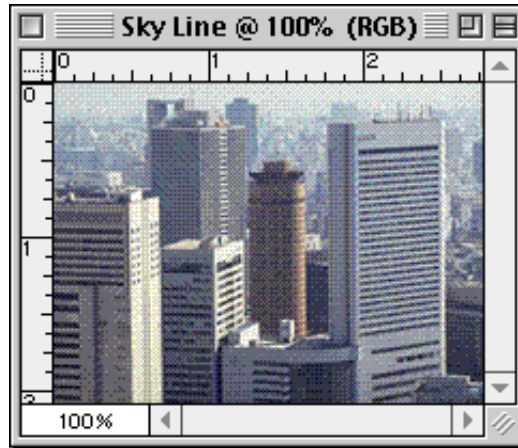
When a non-interactive renderer is selected and a large file is drawn to screen via memory, it may take a while for the scene to appear as it will display as a complete scene only once it has been completely drawn in memory. Using the Drawing Direct Idler plug-in allows you to receive feedback as to what is happening during this time, as the scene is drawn directly to screen. This means that you will be able to see it in the process of being drawn rather than having to wait to see the finished result.

The Draw Direct Idler works independently of the Draw Direct Command plug-in, and ideally only one or the other of these plug-ins should be loaded and used. If both plug-ins are loaded, the second one to be loaded will have priority. If both are in the plug-ins folder and launched with the application, the Draw Direct Idler will be loaded second and so have priority.

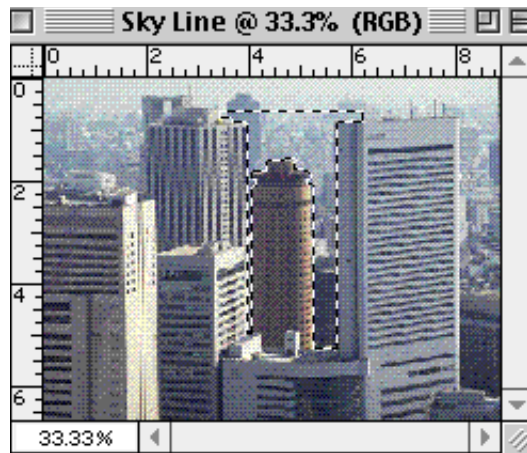
◆ **PhotoLink**

The PhotoLink plug-in is used to link 3D World to Adobe PhotoShop or any PhotoShop plug-in compliant application, such as Microspot's PhotoFix, and is useful for adding 3D models or 3D text into photographic images. The 3D World PhotoShop filter must be placed in the PhotoShop or PhotoFix plug-ins folder, and allows 3D World to be accessed directly from within the image editing application.

1. Launch the image editing application and open an image file:



2. If necessary, make a selection of the area you wish to work in within 3D World:



3. Select 3D World from the 3D Render submenu in the Filter menu. An alert will display asking if you wish to open a new or existing 3D World document. A standard dialog will display for you to select the file to open or name and save a new file.

4. If 3D World is not already open, it will be launched. The area selected in the image editing application document is placed in the 3D World document as a background picture. Any masked areas, i.e. areas not in the selection, are placed in the foreground.



5. The PhotoLink palette for the image editing application will also be displayed. Use the Mask Transparency slider to adjust the transparency of the masked areas in the foreground, if necessary, to make it easier to draw or select 3D objects.



6. Draw your 3D object(s) and add any lighting effects as required:

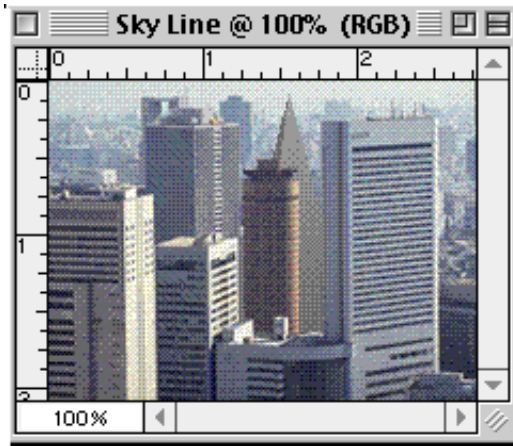


7. When you have finished drawing in 3D, click on the Render Scene button in the Photo-Link palette.

3D World will automatically save the document before rendering, and if you then select 3D World again by choosing the Last Filter option in the image editing application's Filter menu, the last document is opened without any alerts.

If 3D World was launched by the image editing application, it will quit, otherwise the document will be closed, but 3D World will be left running.

The rendered scene will be placed in the image editing application file.



Note: Once 3D World has been selected from the 3D Render submenu in the Filter menu, you will not be able to work in the image editing application until you have switched back into it from 3D World by either clicking on the Render Scene or Cancel Filter button in the PhotoLink palette. To remind you of this, a 3D World dialog displays when the image editing application is the foreground application. Click on Cancel to cancel the filter action or Switch to 3D World to return to 3D World and continue drawing in 3D.



◆ Status

The Status plug-in calculates the status of the rendering process when a non-interactive renderer is used.

1. Choose a non-interactive renderer from the Renderer Options palette.
2. The percentage of the scene that the renderer has completed, the time the renderer has taken to draw so far, and the estimated time remaining is calculated.
3. The information is displayed in the Help palette (select Help from the Palette menu to display).

