

## Output from Simmetry3d

This tutorial shows you some of the ways of letting other people get access your work in Simmetry 3d.

### Concepts

In this tutorial you will learn to:

- Export an image file of a scene
- Print a view of a scene directly from Simmetry 3d
- Export to the Simmetry 3d Viewer program

### Prerequisites

- Introduction to Simmetry 3d

### Export an image

To export the view from the active Viewport as an image, use the File|Export|Export Screenshot option. This will allow you to export to either a file or straight to the clipboard.

This tool allows you to set the size of the exported image in pixels and the more pixels you choose the more detailed the image will be. You can also choose to export the image at a custom size or keep the aspect of the active Viewport so the image looks the same as the view.

### EXERCISE 1

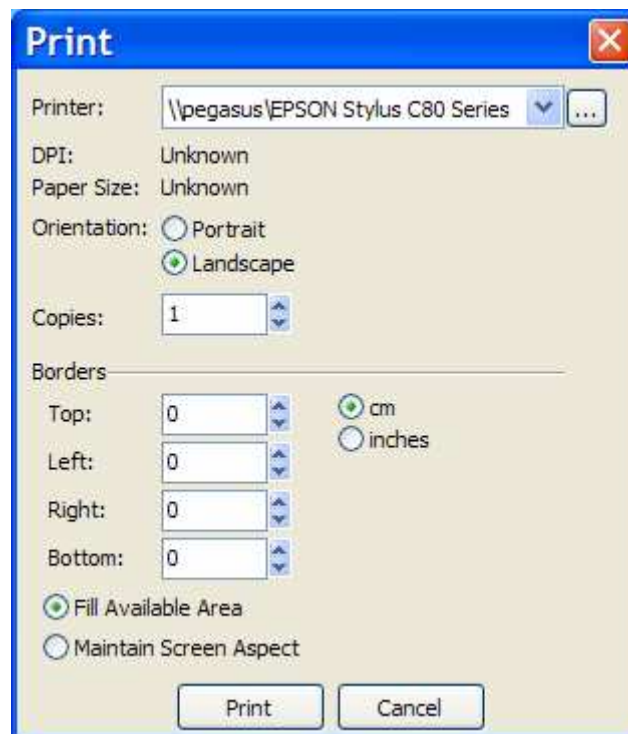
- Open the File Menu
- Select the “Save Image” menu option



- Set the pixel Width to 512
- Set the Preserve Aspect option
- Select To Clipboard
- Open a blank document in Microsoft Word, or an application that will accept image data.
- Paste from the clipboard to get the view in your document

## Print a view of a scene directly from Simmetry 3d

To print the active Viewport view to a printer from within Simmetry 3d, use the File|Print option



Select the printer you wish to use in the Printer List. Set the Portrait or Landscape option and the number of copies.

If you select the Fill Available Area option Simmetry3d will fill the maximum area of the page it can with the image otherwise it will centre the image on the page.

You may also specify a border on the page.

## Export to the Simmetry 3d Viewer program

One of the most powerful export options is to “Publish” your design into a read-only, streamlined file that can be viewed in the Simmetry 3d Viewer

program. This allows people to fully interact with your design in 3d and view your animations and saved views.

This viewer program is fully redistributable, so that it can be given to clients or installed on machines that do not have the design software installed. The publish option creates a .spf file can be easily be electronically distributed and that will load into the viewer.

The publish dialog allows the user to specify the publish options, but as a general rule you get the file exported as you see it in the designer.

## EXERCISE 2

- Open the File menu
- Open the Export menu
- Choose the Export Wizard menu option, then choose “Publish Design”



- Press “Next” and you will be asked for a filename for the published file.



- Choose whether you want the viewer to operate entirely in simulator mode.
- Set the Show Logo option
- Click the “...” button and select the “output\logo.bmp”
- Set the Scale to 0.1
- Press the “Ok” button
  
- Launch the Simmetry 3d Viewer program from the Windows Start Menu
- Use the File|Load menu option in the Viewer to select the spf file you just created
- Try out the Saved Views, Animations and the camera tools in the viewer program

## Advanced Options

You may also export in many different ways. 3D Studio Max users may wish to look at File|Export Wizard -> Terrain Mesh.

Also, look into creating videos from animations.