ClayTools® version 3

A Guide to What's New in This Release

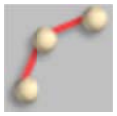
This document provides a brief summary of the new features and enhancements that are available in version 3.

CONSTRUCT CLAY

New Features:

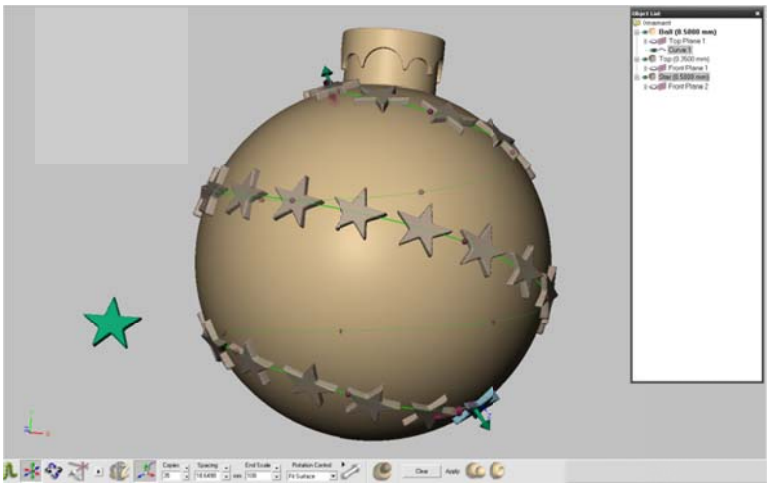
Toothpaste

Use the Toothpaste tool to create a stream of clay

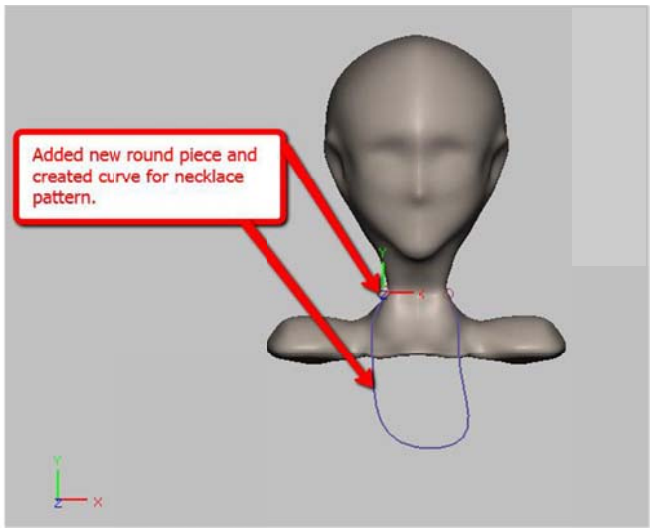


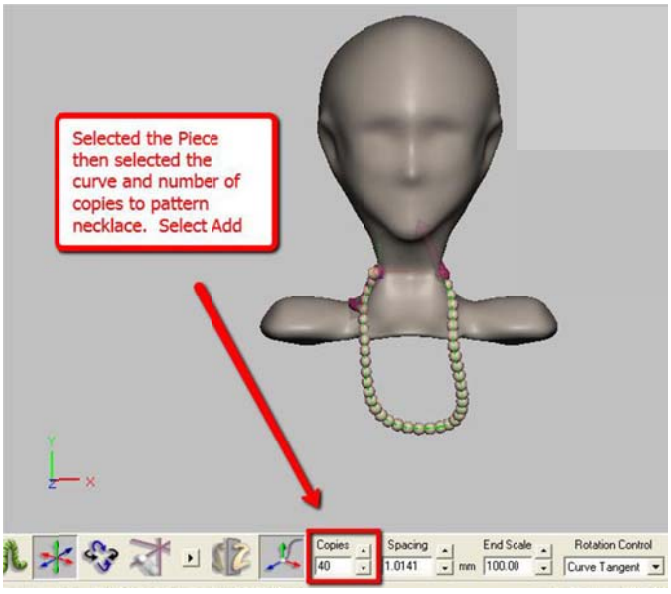
Pattern Piece

The Pattern Piece tool has been added to the Construct Clay palette. This brings the functionality of the Select>Copy>Paste, Paste Pattern function up and into to the main tools and can be used on a piece without having to first select, copy and paste it.



Use the tool to arrange multiple copies of a clay piece(s) along a curve. Pattern Piece can be used to create repeating details such as beaded edges or necklaces, footprints on a surface, stitching detail, divots, and architectural design elements. You can create the pattern as a single piece, or as multiple pieces. The dynabar option, Snap Origin to Endpoint is selected by default. This option snaps the origin of the pasted piece to the endpoint of the selected sketch object or curve.





Enhancements:

Wire Cut

The Wire Cut tool has been enhanced to include the ability to create in a new piece. This dynabar option enables you to wire cut a sketch profile as a new piece when you Create Inside, Cut Inside, Cut Outside, Raise, or Lower the new clay.

CURVES

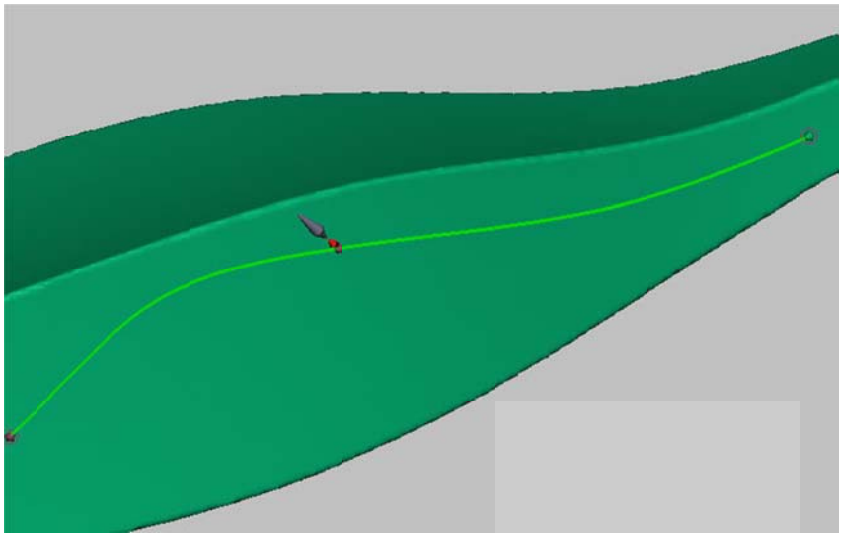
Enhancements:

Copy From Sketch

The Copy from Sketch tool has been enhanced to improve the quality of the curves created from sketch objects. In previous versions of ClayTools, there was a dynabar option, Preserve Control Points. This option was used to ensure that the original curve was extracted accurately, and without adding extra points. Preserve Control Points is now the default behavior.

Curve Selection Color

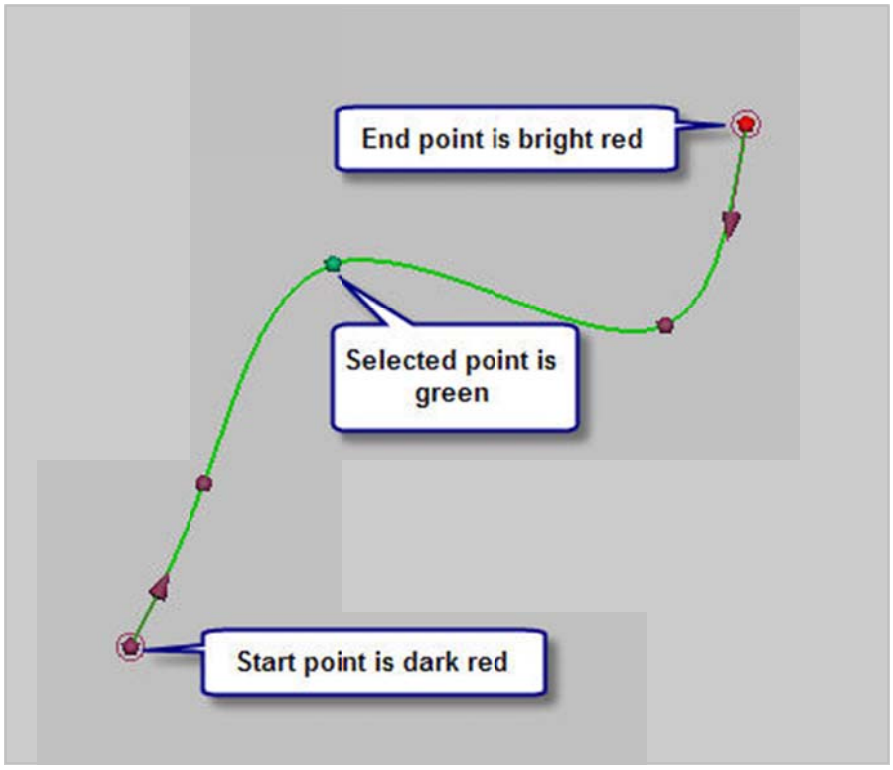
The curve selection color has been enhanced to make it easier to view curves in the workspace. This usability improvement was implemented to make the distinction between selected curves and selected pieces more apparent. The curve selection color is no longer the same green as piece selection color.



Curve selection is now much brighter and more intense (Lime green) than the piece selection color (Kelly green). You can change or adjust the curve selection in Tools > Options> View> Colors.

Curve Start/End Point Color

A usability improvement has been made when drawing/selecting a curve to distinguish the start and end points of the curve. The start point is a maroon dot enclosed by a maroon circle and the end point is a red dot enclosed by a maroon circle. Selected edit points are green. When working with curve loops, the red dot enclosed by a maroon circle represents the shared start/end point.



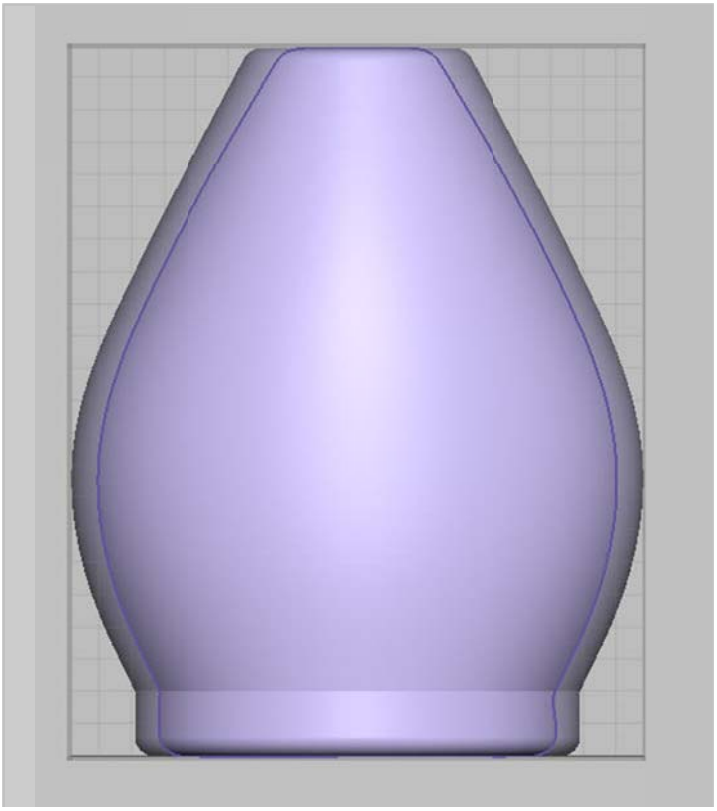
This enhancement will help to better understand the outcome on tools that use curves before previewing. You can change the curve direction through the Object List Context menu option **Reverse** to swap the start and end points.

When you have finished drawing a curve, the end point will be green, indicating that the end point is selected.

Plane Intersection Curve

The Plane to Clay Intersection Curve tool has been renamed, Plane Intersection Curve and has the added ability to create a curve by intersecting a plane with Clay, Mesh or another Plane.

Also, the Advanced options, located on the dynabar have been reorganized.



Use Default uses the fit parameters set in Tools>Options>Curve to configure the Edit Points, Control Points and the Slice Tolerance.

Use Auto internally calculates the amount of Edit Points, Control Points and Slice Tolerance (as in ClayTools version 2).

Use Maximum calculates the best possible result using the maximum number of Edit Points and Control Points.

Use Custom activates the Slice Parameter field. Type a specific value to set the number of Edit Points, Control Points and Slice Tolerance.

Project Sketch

The Project Sketch tool has been enhanced to include the ability to project to mesh pieces.

Reverse Curve Direction (Formerly Flip)

The option to Flip a curve has been renamed Reverse. Clicking Reverse will swap the start and end points of the curve. You can reverse a curve from either the Edit Curve dynabar in the Advanced options or from the Object List by right-clicking the curve.

Skip Curve Tangency

In previous versions of ClayTools, if the tangency arrow was very close to the curve's endpoint (or in some cases an edit point), ClayTools would haptically snap to the tangency arrow, and you would have to struggle to select the endpoint. A new hot key – by default “b- ” has been added to suppress the haptic snap to tangency arrows.

You can change the assignment of this hot key in Tools>Customize. Scroll down to the lower set of categories. Under Curves select Skip Tangency Snap.

Snap to Curves Through Objects

An option has been added to the View > Curves menu, Snap to Curves Through Objects. This option is on/selected by default. Use this option to haptically snap to curves through objects. You can only adjust this option if See Curves Through Objects is on (selected) in the View > Curves.

Split Curve

The Split Curve tool has been enhanced. In previous versions of ClayTools, the dynabar Tolerance setting was used only for the Split itself, connecting endpoints in the result. In V3, after splitting, the tool will connect all regional endpoints at the location of the split (within the split tolerance parameter). All curves will be modified as needed to achieve a single juncture at each split location.

Trace Mode

Trace Mode, available through the Advanced options on the Draw Curve dynabar, now has a hot key to toggle the mode. To toggle trace mode without opening the advanced options, press Ctrl+Shift+T.

DEFORM CLAY

Tug

The Tug tool has been enhanced with a new dynabar options:

Restrict Tug to Normal. This was added to provide more control by restricting the tug so it is normal to the surface of the clay at the initial tug point.

Axis Snap has been added with the ability to align the haptic guides to the Global, Piece-Local, Current View, Selected Plane and Surface Normal as coordinate systems. The setting does not affect axis snapping in Tools/Features that do not have the new menu button. If you are using Selected Plane, you must either select the plane before entering the tool or select the plane using the Object List. To access these options, click the arrow in the top left corner of the Axis Snap icon.

Ruler Snap Detents Now, you also have the ability to suppress the haptic snap of ruler spacing. The tugged clay will be constrained to the Incremental Snap Detent (set in Ruler Spacing) as well as the normal vector. However, by pressing and holding the Alt key, you are able to suppress the Incremental Snap Detent when pushing or pulling the clay, allowing for smooth modifications along the normal vector guide while still getting a distance readout. You will have to "break" off the vector to move the clay freely.

Tug Area

The Tug Area tool has been both enhanced and modified to meet the differing needs of varied workflows. Read on for more information.

Enhancements

Manual Seed Point This gives you the ability to tell the application which area will be tugged. Off by default.

Axis Snap is a new option on the dynabar to provide more control by giving the ability to haptically align your movements to either the X, Y, or Z axes. When you move the PHANTOM device tool, you'll feel a slight stick when the tool is aligned with any of the axes.

When using Axis Snap in Tug Area you have the ability to align the haptic guides to the Global, Piece-Local, Current View, Selected Plane and Surface Normal as coordinate systems. The setting does not affect axis snapping in Tools/Features that do not have the new menu button. If you are using Selected Plane, you must either select the plane before entering the tool or select the plane using the Object List. To access these options, click the arrow in the top left corner of the Axis Snap icon.

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Modifications

Auto Apply, when selected (default behavior), the tug is automatically applied and the model is re-rasterized when you release the PHANTTOM stylus button and allows for “re-tugging” this is close to old behavior. When not checked you will need to

If Auto Apply is not selected, you must click either Clear or Apply, which will either remove all modifications from the clay (Clear) or apply all of the deformations to the clay (Apply). After each tug you must Apply the modification or Clear the modification. If you do not, you will be prompted to clear or apply the tug deformations.

Tug with Curve

Tug with Curve has had both a new option added as well as a change in behavior.

Taper - Tug with Curve has also been enhanced to provide the capability to define both a Start and End radius (ability to taper). These options have been added to the dynabar, by default there is only a Start radius, click the checkbox on the dynabar to use a separate end radius. You can type specific values for both the Start and End radii.

Behavior Change: The Tug with Curve (Clay) tool has been enhanced to improve both the detail of the clay and the speed in processing the tugged clay. In previous versions of ClayTools, in some instances, tugging clay would result in subtle changes to the entire model or loss of detail during the rasterization process. The internal procedure for tugging clay has been improved to lessen these undesirable results. Internally, Tug with Curve now uses bounding boxes to identify the areas to rasterize. Clay that is outside the bounded areas will not be affected by the rasterization.

New Recommendation: The introduction of the bounding boxes has changed the recommended strategy for tugging multiple curves. In previous versions, due to the possibility of losing detail on the model, it was best to tug all the curves and then apply all the deformations in one pass of the tool. With the new ability to limit the rasterization process, the recommended strategy has changed. If you are working with two or more curves, and the bounding boxes (areas being tugged) would intersect, you should tug all curves and then apply the deformations. However, if the curves you are using to tug the clay are far apart (the bounding boxes would not intersect) it is best to tug and apply the deformations for each curve separately.

DETAIL CLAY

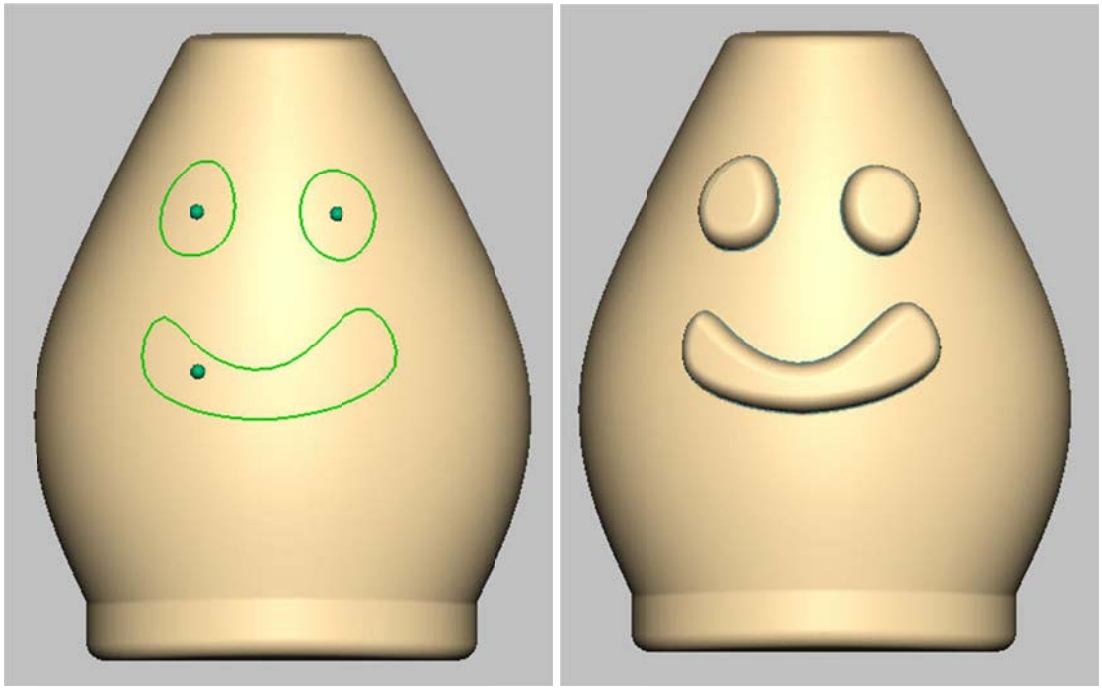
Enhancements:

Ridge

The Groove tool has been replaced by the Ridge tool which is more robust than the retired Groove tool. See the Help topic for details about this tool

Emboss with Curve

The Emboss with Curve was enhanced to provide the capability to emboss multiple curves, simultaneously by selecting each curve and seed point pair.



Multi-emboss - To multi-emboss first select the initial curve and while selecting the seed point for that curve hold the Ctrl or Alt key. Then select another curve and seed point pair. Repeat this procedure for multiple sets of curves and seed points.

Clear - clears all curve selections and any seed points that have been set.

EDIT MENU

Enhancements:

Paste Clay

The Paste Pattern option, located on the Paste dynabar from the Edit menu, has been enhanced.

Create in New Piece - create the pattern as a single piece, or as multiple pieces through the Create in New Piece dialog.

End Scale - The "Scale" option was renamed "End Scale." The option was renamed because it uses a percentage system, or stepped scaling, by defining the final target scale percentage, and incrementally scaling the copies that fall along the path.

GENERAL OPTIONS

Enhancements:

Create in New Piece

The Create in New Piece dynabar option has been enhanced with several new options, including creating the shape using the Global Preference and resetting your preferences based on the currently Active piece and its bounding box. You can also select the coarseness for the clay from the defaults Rough Shape, Refine Shape, Add Detail, Add Fine Detail or enter your Edge Sharpness using Custom.

Precise Movement

The Precise Movement option, which allows you to make short, controlled movements with the PHANTOM stylus for precise placement and positioning was added to all of the sculpt tools, except for Spikes.

IMPORTANT: Using Precise Movement disables haptics. This is necessary because of the link between the Phantom position and haptic workspace.

IMPORT/EXPORT/SAVE

Enhancements:

Export .CLY File

Provides the ability to save selected objects (clay, planes, curves) as a new clay file(s). By default, the export option, Include Associated Objects is selected. With this option selected, dependent objects will be included in the export. If you are exporting multiple objects, you can export each object as a separate file. If you select a dependent curve or plane to export, the parent clay or mesh piece will be included within the exported file.

The option "Delete the selected objects from the current file" was added to the Export Model dialog. This option is available only when Export from Selected pieces is selected. When this option is checked, all selected objects will be deleted from the current file after the CLY exporting.

When saving a single exported file of "Selected" or "Shown"entities, the exported file will be named, <Filename>_extracted.cly.

When you Export as Separate Files, there is a dynabar option that provides the ability to save the files, using only the piece names without the filename prefix.

You cannot save objects with duplicate names as separate files. A warning message will appear. You may cancel the export, and rename the duplicates, or proceed without exporting those objects.

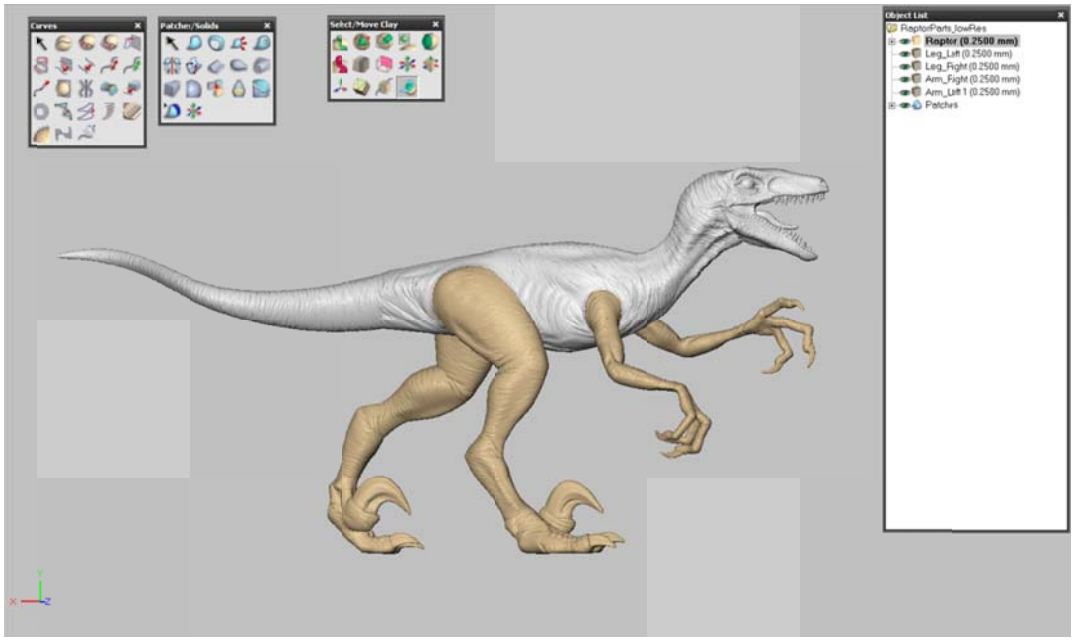
Import .AI or .PDF

When designing in Adobe Illustrator, many curves are broken down into very small, very detailed segments. When these curves are imported, either as .ai or .pdf files to a plane, these segments are joined into one curve. In previous versions of ClayTools, when these imported objects were extracted, the shape was lost.

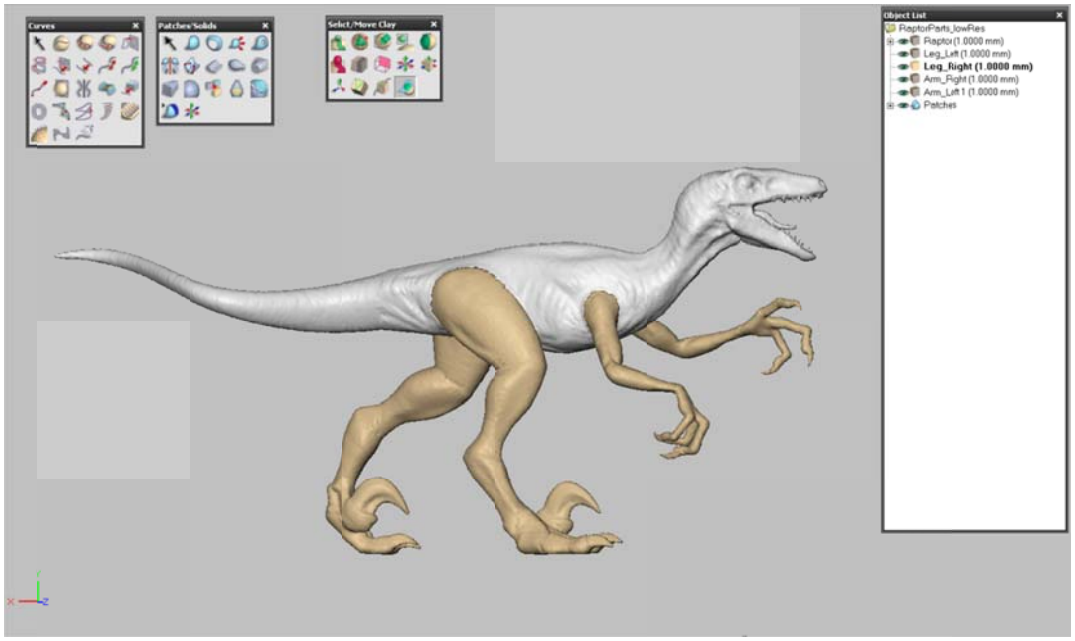
Tip: When you are planning to copy an .ai or .pdf file to create a 3D curve, do NOT modify the object in sketch mode.

Import/Export Position File via .XML

If you need to repositioning pieces for screen shot it can be an incredibly time consuming and tedious task made more so by the slow performance of repositioning high resolution pieces. The new output Position File (via xml file format) gives the ability to export and import piece location information enabling a new workflow. The images below demonstrate this workflow.(Note these images were taken from inside the FreeForm Modeling Plus application. Not all tools are available in ClayTools)

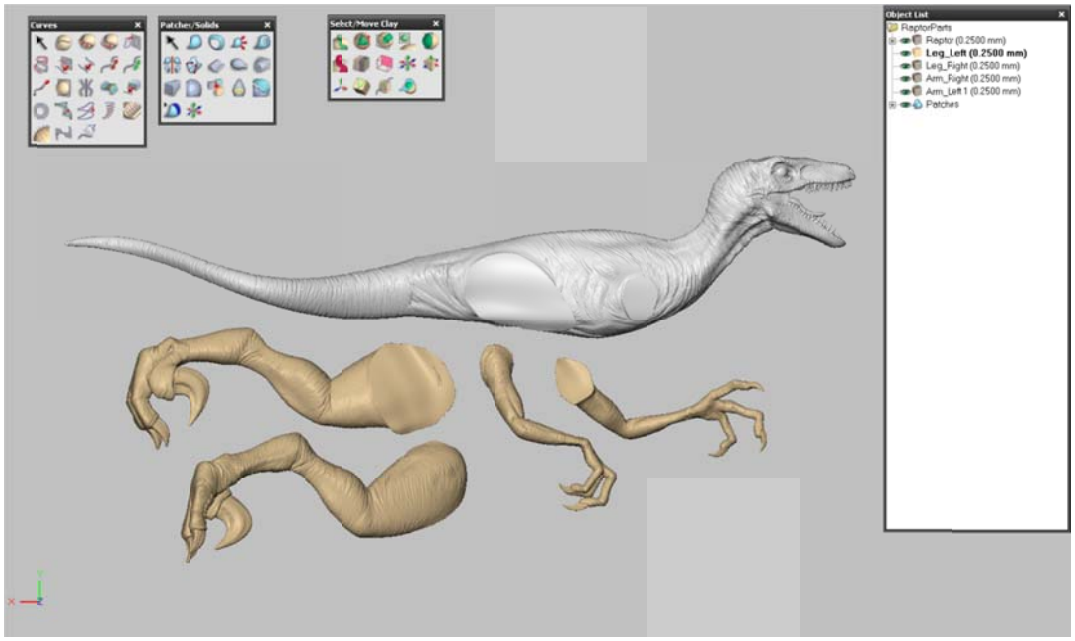


The image above shows a finished model with relatively high resolution (hi-res)clay. The task is to reposition each of the pieces in this model one by one so that they are laid out as they might be in a mold or to show the different pieces of the model for engineering. Trying to repositioning these hi-res pieces manually would be very time consuming.



So we create a copy of the file maintaining the names of the pieces and reduce the clay coarseness of each piece using the new “Change Clay Coarseness in Batch” feature and save it out as a low res proxy file. We then use that proxy file for automatically repositioning the pieces – saving time.

Once we have the pieces positioned and oriented where we want them in the low-res file, we save the low res proxy file and then Export out the position information of the pieces via the Export Model> Save as type Position File and close the proxy file.



We re-open the original hi-res file and select Import Model. We locate the position file and import. All the pieces of the same name that we repositioned in the proxy file are automatically repositioned as shown above.

Import mesh with defined Clay Coarseness

On the Import Model dynabar, when importing a mesh piece, you can now adjust the clay coarseness for the source piece (clay piece) of the model.

Reduce for Export

The Reduce for Export dynabar has been enhanced with a cancel function to exit the triangle mesh reduction. The option is visible after you click to Reduce the model. Once clicked, the Reduce option is replaced by the Cancel option.

Save Screen to File

The Save Screen to File option has been enhanced, so that the system remembers the image format from the last screen image saved. If you have never saved a screen, the format will default to the image format set in Tools>Options>Save Screen.

Save Views to JPEG Files, New Dialog and Interrupt Capture

The Save Views to JPEG Files function has a new dialog box that allows you to refine your settings from your defaults, each time you Save Views to JPEG Files.

Active/All Pieces - A new setting that has been added is the ability to capture all of the pieces in the workspace in a JPEG image.

Esc - Also added, is the ability to interrupt, or pause the image capture process. To interrupt the image capture process, hold the **Esc** (Escape) key.

OBJECT LIST

New Features:

 Empty Piece Icon

A new icon has been implemented for Empty Pieces. When the empty piece is active, the icon is viewable in the Object List as an outline of the cube piece. The outline color is the active piece clay color. When the empty piece is not active in the workspace, the outline color of the box is grey.

Export

An Export option has been added to the Clay, Mesh, Plane, and Curve context menus.By default the "Selected Piece" will be exported. This can be altered through the drop-down in the Export Model dialog.

Move to Global Origin

The Move to Global Origin option was added to the Object List context menu. Click this option to transform and rotate the selected clay or mesh piece(s) to the global origin (0,0,0) in the workspace. This will place the piece(s) in the same orientation as when the Reposition Piece Advanced options are all set to "0."

There is an option through the Tools>Options>General>Features menu to preserve the rotations on the piece(s) when you move to the Global Origin. Associated curves will be transformed to this location.

Object List Search Function

The Object List Search Function provides the ability to find any object (clay, planes, curves) in the file by searching for a string of characters in the object's name. When the Object List is active you can open the Object List Search Function through the File Folder menu in the Object List, or open the search function at any time by pressing Ctrl+F. The search starts at the position of the current active piece. Searching the Object List is a two-step process.

First, the search pattern is executed and the result tree is built. Second, the search results are selected in the Object List. If you are working with a very large file, the Find button becomes a Stop button, providing the ability to stop the search at its current location.

The Object List Search Function provides the capability to find and select all of the objects matching your search criteria, through a check box. With this check box selected, all objects that meet the search criteria will become selected in the Object List. This will be useful if you are working with projects where you are frequently importing and exporting existing parts, such as library parts that share a naming convention.

Enhancements:

Notes

The Object List Context Menu has been enhanced to provide easier way to remove notes, the option to delete a note. In previous versions, in order to delete a note you had to go to, Add Note, and then manually delete the contents. In version 3, there is a specific option, Delete Note.

PLANES

Enhancements:

Create Plane

There is a new option in Tools>Options>General>Features to set the plane coordinates to 0,0,0 when planes are created in an empty model. This option is selected by default.

Edit Plane

The Edit Plane tool has been enhanced so that when repositioning a plane, you have control over the accurate positioning and location of the plane.

Origin Triad - The plane's origin is now visually represented by a triad while in the Edit Plane tool.

Graph Paper - The haptic graph paper is displayed on the plane based on the option chosen in Tools>Options, and will not change as the plane is re-sized.

Advanced options for editing a plane have new capabilities. With the Position by Value dialog, you can reposition the plane relative to the plane's origin, based on the visible planes X, Y and Z coordinates.

PIECES MENU

Enhancements:

Duplicating Objects

The Duplicating a Piece function now allows for duplicate pieces to be made from not only the active clay piece, but also from mesh pieces. Clay and Mesh objects can be duplicated through the Pieces Menu>Duplicate Piece or through the Object List Context Menu option, Duplicate.

REPOSITION TOOLS

Enhancements:

Reposition Origin

The Reposition Origin tool was enhanced to provide the ability to automatically orient the triad position. In previous versions, there was a single option for orienting the triad, Normal to Surface (clay). In Version 3, there are three states, Off, Normal to Surface (clay), and Normal to Active Plane. This new option orients the piece triad so that the Z axis points perpendicular to the active plane.

Reposition Piece

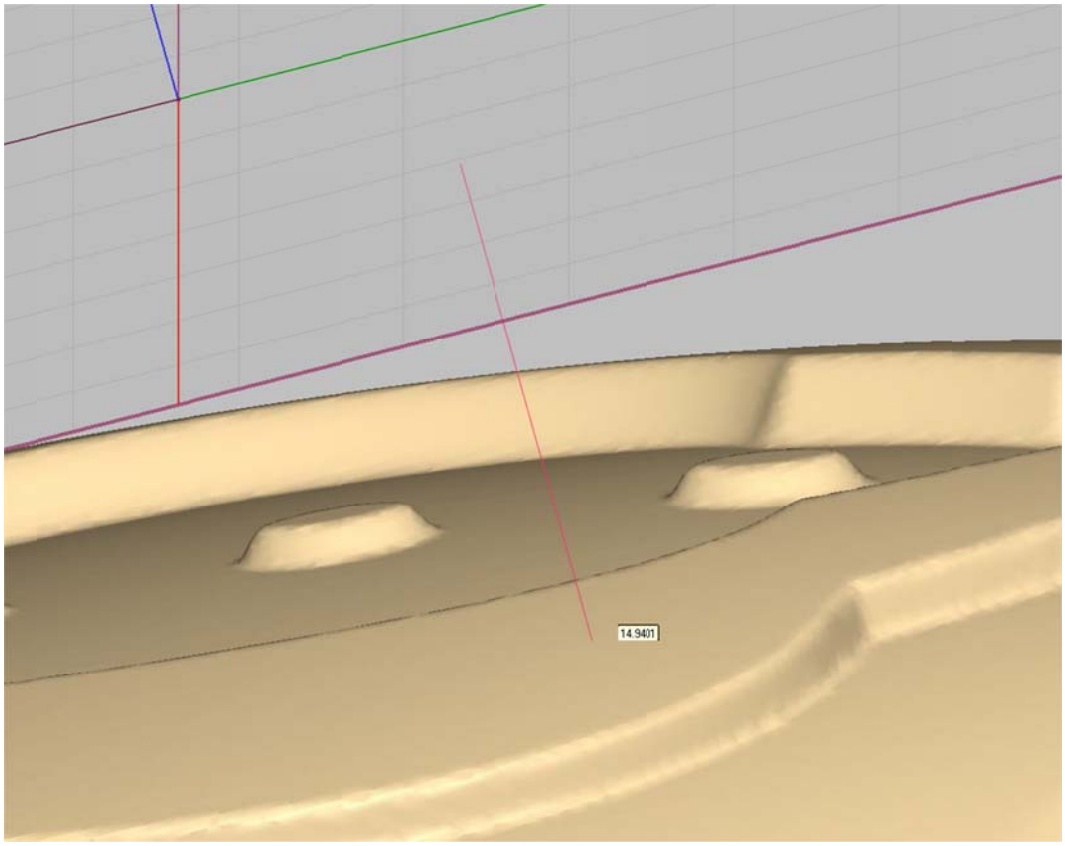
The Reposition Piece tool was enhanced. Three dynabar options were added that display a plane normal to the X, Y, or Z axes.

RULER

Enhancements:

Measure Piece to Plane

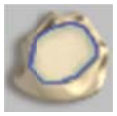
The Measure between Pieces dynabar option of the Ruler Tool now allows for the distance between a clay piece and a plane to be measured.



The tool still employs the same functionality, you must haptically (touch) select both the clay piece and the plane.

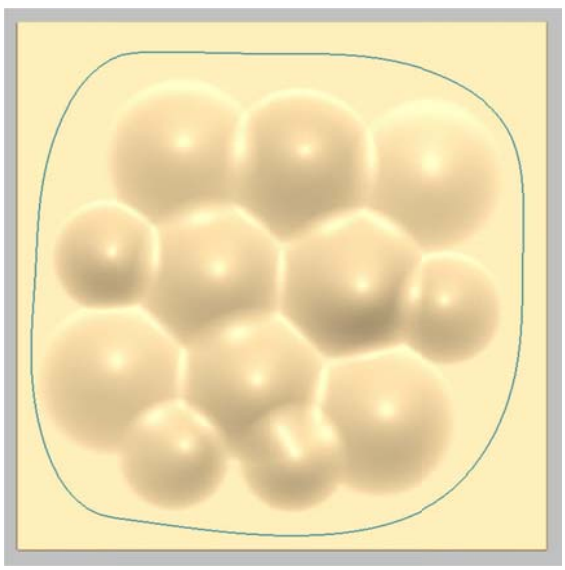
SCULPT CLAY

New Features:

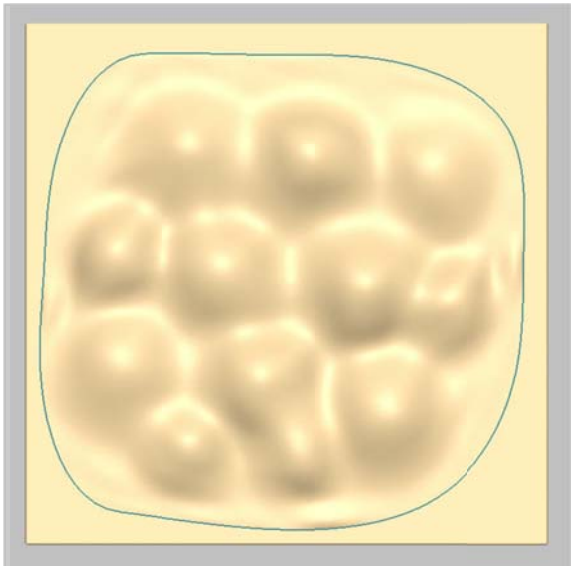


Smooth with Curve

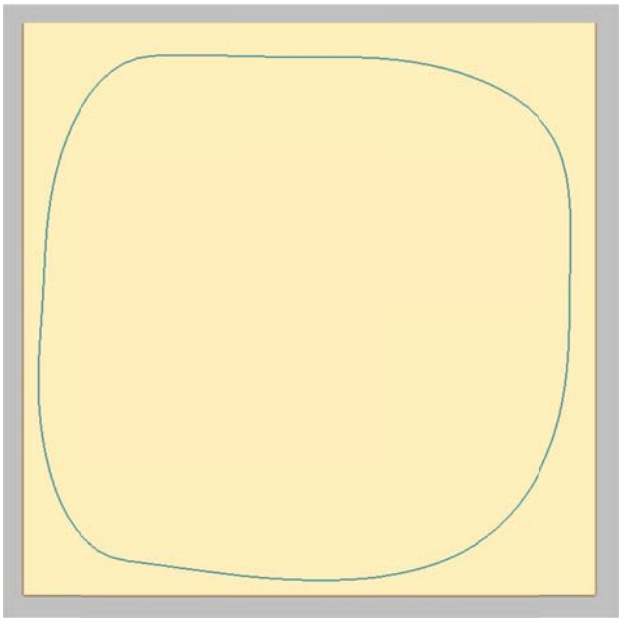
Use the Smooth with Curve tool to fill an area on the model, defined by a closed set of curves.



Before applying a smooth with curve



After applying a smooth with curve both smooth level and passes at 50%

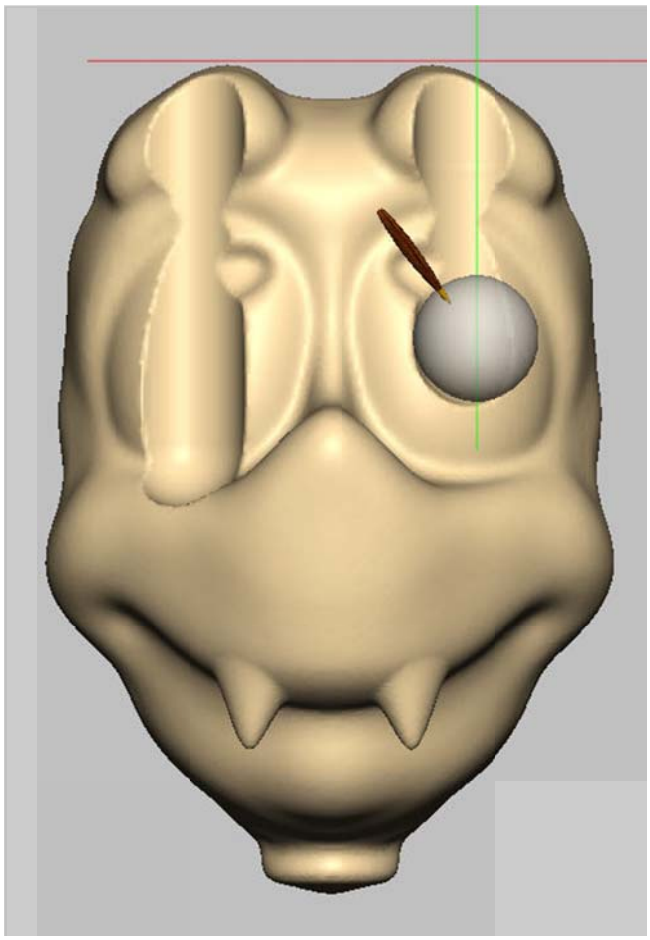


After applying a smooth with curve with both smooth level and passes at 100%

Enhancements:

Axis Snap for Carve Tools

The Axis Snap option, which allows you to constrain your movements with the PHANTOM stylus to the X, Y, or Z axes was added to the dynabar for Carve tools.



Smooth Tool

The Smooth tool has an enhanced Smooth Level slider. The right end of the slider smoothing 50x stronger than the left end. This provides a much broader range of control for smoothing the clay.

SELECT/MOVE CLAY

Enhancements:

Masking Clay

The Mask Clay tool was enhanced to include the dynabar option, Invert. This function will invert the current masked selection with the unmasked selection.

Separate

The Separate with Curve tool has been renamed Separate and the tool has been enhanced. This tool now has the ability to separate clay with curves or planes.

SKETCH

New Features:

Pencil, Erase Pencil and Extend/Retract Curve

Three new tools have been added to the Sketch Palette.

Enhancements:

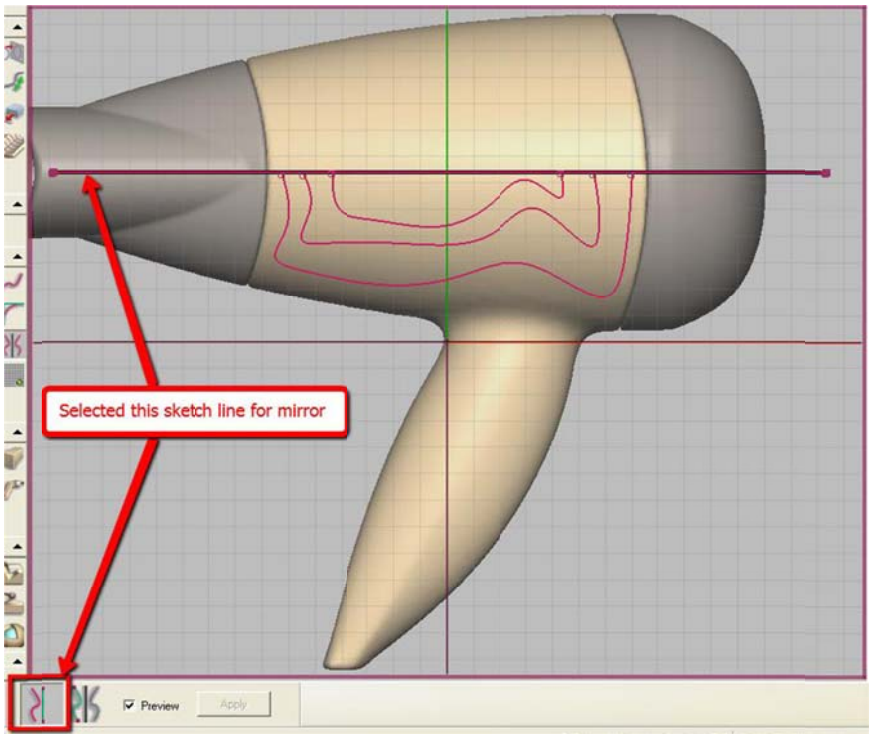
Freehand Curve - Edit

The Freehand Curve tool has been enhanced to add functionality to display and modify the existing number of points in a Sketch Curve to provide the same editing capabilities as 3D curves. The Freehand Curve dynabar now displays and dynamically updates the number of Edit Points, the Current Point, and Curve Length. You can edit the number of Edit Points through this dynabar option, or select the Edit Point to modify through the Current Point dynabar option.

Two new options have been added, Preserve Detail and Uniform Spacing to give more control of the shape.

Mirroring Sketches

The Mirroring Sketches tool has been enhanced with a new dynabar option, Select Mirror Line. This option provides the capability to make any sketch entity the mirror line.

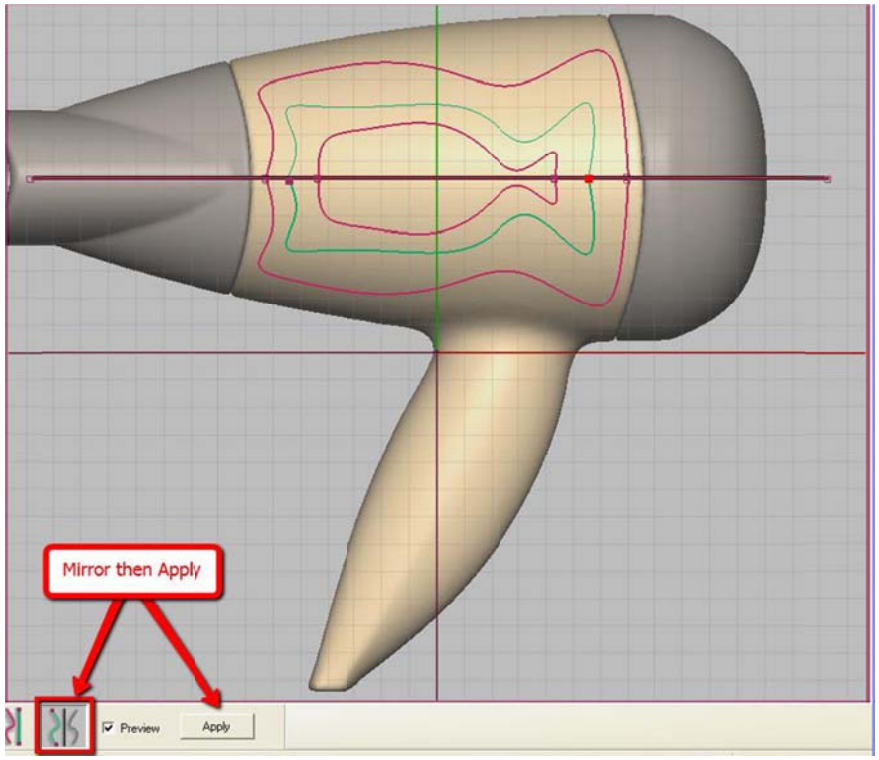


In the example shown here we want to use the horizontal line as the mirror line.

First we click Select Mirror Line option and click the curve. The first image shows that the horizontal line is the mirror line.

Next we click Select Objects and click each of the curves we want to mirror.

Preview A new check box has also been added to the dynabar for Mirror Sketch Objects, Preview. Deselecting this check box will hide the mirror preview in the workspace.



Shrink-Wrap a Sketch Plane - Hot key

The option to Shrink-wrap a Sketch Plane, the ability to resize the Sketch Plane around the plane's center point to the outermost edge of the sketch object has a new hot key assignment. Press Alt+M to shrink-wrap the Sketch Plane.

Sketch Curve Tangency - Display

The Sketch Curve tangency handler (Tangency Vertex and Line) is now lighter than the Sketch Curve Edit Points color and the size of Tangency Vertex is now smaller then Edit Points vertex.

Sketch Options

Three checkboxes have been added to the Tools>Options>General>Sketch menu to provide more control of sketch views.

- **Sketch Mode saves/restores prior view,** when selected, will return to the view in effect prior to entering sketch mode when you exit the Sketch tool.
- **Sketch Mode view flat to plane,** when selected, will rotate the view to align flat (align plane's normal to view angle) when you enter the sketch tool.
- **Zoom view to fill screen,** when selected, will zoom the view to the scale of the sketch when you enter the Sketch tool. All three of these check boxes are selected by default.

SYSTEM

Enhancements:

Windows® 7 Support

ClayTools version 3 now supports, in addition to Window XP, both Windows® 7 64 bit and Windows® 7 32 bit operating systems.

TOOLS MENU

Clay Properties>Change Clay Coarseness

Changing Clay Coarseness has been enhanced to provide the capability to change the coarseness of multiple pieces of clay, simultaneously. To do this, select the pieces in the Object List, and choose Clay Coarseness. Change Clay Coarseness in Batch dialog opens.

When Smooth Model check box is selected, this option will smooth the entire model (only when changing to a higher resolution)

‡ WARNING: If you want to reduce the clay coarseness of a piece that has an associated split mesh, a warning message will appear. If you reduce the clay coarseness, the split mesh will be deleted.

Tools Options

General/Palettes

In the General Options>Palettes menu, enhancements were made to the tearing off of palettes. The tearing off of palettes is done through horizontal swipes with the PHANTOM stylus. The default for tearing off a palette is 10 pixels of horizontal swipe. If you are using a high-resolution monitor, or move the PHANTOM stylus quickly, you may want to increase the amount of pixels.
Tip: Setting the pixel amount to Zero "0" will disable the tearing off of palettes.

General/Features

There are several new options:

“Hide the original when duplicating a piece” When unchecked the original clay or mesh piece will remain visible when using **Duplicate**. By default, the original piece is hidden and the new piece is activated. The duplicated, or new, piece will be the active piece in the workspace.

"Preserve rotations when move piece(s) to the origin". When selected, the rotation of the piece will be unchanged when a piece is **Moved to the Global Origin** (0,0,0) through the Object List Context Menu.

“Force unique Object List names” When selected, this option will automatically rename duplicated names in the Object List. If you try to change the name of an object in the Object List to one that

exists, or existed in the current session, it will create a new, unique name for that object. **IMPORTANT:** If you open/import a file that was saved with objects with the same name, the application will rename them to make unique names.

“Create new plane at (0,0,0) if workspace is empty” When selected the plane coordinates of new planes created in an empty model are to 0,0,0. This option is selected by default.

General/Temp Folder

“Temporary file folder” The default location of the Temp Folder, which allows you to define a specific location to save your temporary files, has been changed. The new default location for temporary files is: C:\Documents and Settings\<user name>\LocalSettings\Temp\<Application Name>.

“Remove *.tmp files in the temporary file folder at launch” Select to have all temporary files (F*.tmp) removed at the launch of the application. If unchecked, only FEU*.tmp and FET*.tmp will be removed. Having the files from the TEMP folder removed at each launch may improve performance.

General/Save (Formerly Backup)

The General>Backup menu has been renamed for clarity.

General/Save Screen

This new menu includes options for defining the image format (.jpg or .bmp), image size, JPEG quality, what pieces the image will capture, and the ability to define a specified location for these images.

View/Setup

“Maintain current zoom level for standard views” has been added. When selected, the zoom level will be saved and applied to all views when changing to a one of the standard views..

View/Colors

“Hide paint colors on startup” This new option, when selected will hide any paint colors when a file that has painted pieces is opened. This option is unchecked by default.

View/Rendering/Save See Through Settings

“Save see through settings” This new option adds ability to save the current state of your See Through settings with the model. The settings will only be saved when the model is saved. When unchecked, the See Through settings will be removed on file save.

UTILITIES

New Features:

Hide/Show Inactive Pieces

A new toggle option has been added to the Utilities palette. Hide/Show Inactive Pieces toggles the display of inactive clay pieces on and off.

Enhancements:

Axis Snap

The Axis Snap option, which enables haptic guides to constrain movements to the X, Y, or Z axes, has been added to the Utility palette and can still be toggled using the X key or dynabar icon (where available)

Precise Movement

The Precise Movement option, which provides more controlled movements with the PHANTOM stylus, has been added to the Utility palette. Inside a tool it can still be turned on temporarily using the modifier Shift key.

VIEW MENU

New Features:

Side Views>Use Separate Windows

You can now view multiple side views simultaneously with the Use Separate Windows option found in the View >Side Views.

TRADEMARKS

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