

## 3D-Viewer

base model: ForceVector.mdl

final model:

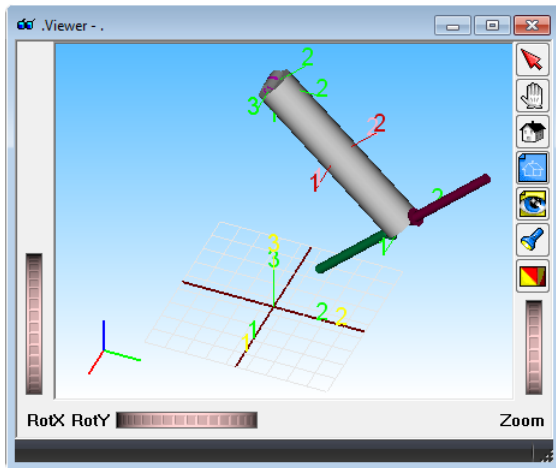
## Open Model

Open the base model `ForceVector.mdl` in alaska/ModellerStudio

- 1 double click the text `Viewer` in the "Model Tree"
- 2 the next slide shows the content of the opened `Viewer` window  
(the camera will show a different setup of the same scene)

## 3-dimensional visualizations

The `Viewer` is a useful tool to check models






## Global reference frame

- ▶ The rotation/orientation of the global reference frame is displayed in the lower left corner



- ▶ The colors stand for
  - red the 1-axis or x-axis
  - green the 2-axis or y-axis
  - blue the 3-axis or z-axis

## Most important tools in Toolbar of the viewer window

- 1  Activates the selection mode
  - ▶ Highlight an object by left mouse click
  - ▶ Open its visualization component by double-click
- 2  Activates the viewing mode
  - ▶ Hold left-click and move mouse to rotate model
  - ▶ Hold scroll and move mouse to translate model
  - ▶ Use scroll to zoom model in or out
- 3  Click the "View All" button to get the entire scene into view.

## Viewer toolbar in alaska/ModellerStudio

- 1 This is the complete Viewer toolbar:



- 2 Use these tools to save camera positions and select predefined and the saved camera positions



- 3 Use this block to display or hide the different visualization layers of the model



- 4 Use this tool to make the complete visualization transparent



## Next tutorial

Next tutorial: [Insert a New Model Element](#)