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GERBER YUNIQUEPLM
3D Viewer V9 User Guide

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Contents

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1. INTRODUCTION

The 3D Viewer tool provides users the option to add 3D files to YuniquePLM and make annotations.

2. ACCESSING THE 3D VIEWER TOOL

The tool is accessible from the following areas:

- Quick Sample
- Sample Request
- Style Folder – 3D Files workflow
- Line List – 3D Files View

2.1 Quick Sample and Sample Request area

1. From the YuniquePLM home page, scroll down to either the **Quick Sample** area and select **Quick Sample Search** OR **Sample** and select **Sample Search**.
2. Select a **Quick Sample** or **Sample** within the list.

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3. The *Quick Sample Request/Sample Request* window opens and displays any open Samples within the *Summary* tab. Select a **sample** under the *Summary* tab, then scroll down and expand the **View** area.
4. Press the **3D Files** button to open its area.
5. Select the **+** button to add a new 3D file.
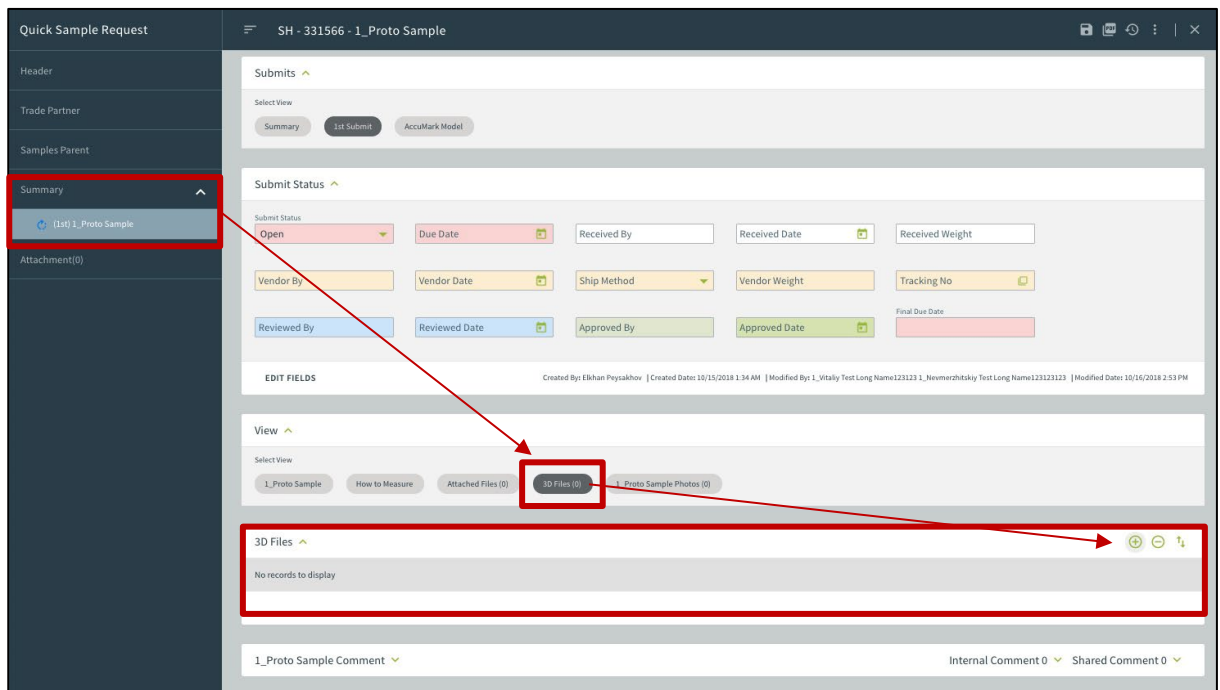
6. An attachments window opens allowing you to **drag and drop** a *3D file (exported AccuMark 3D ZIP, .OBJ, and .STL files)* into the designated area OR select the **Add files** button to open the computer's file finder window.

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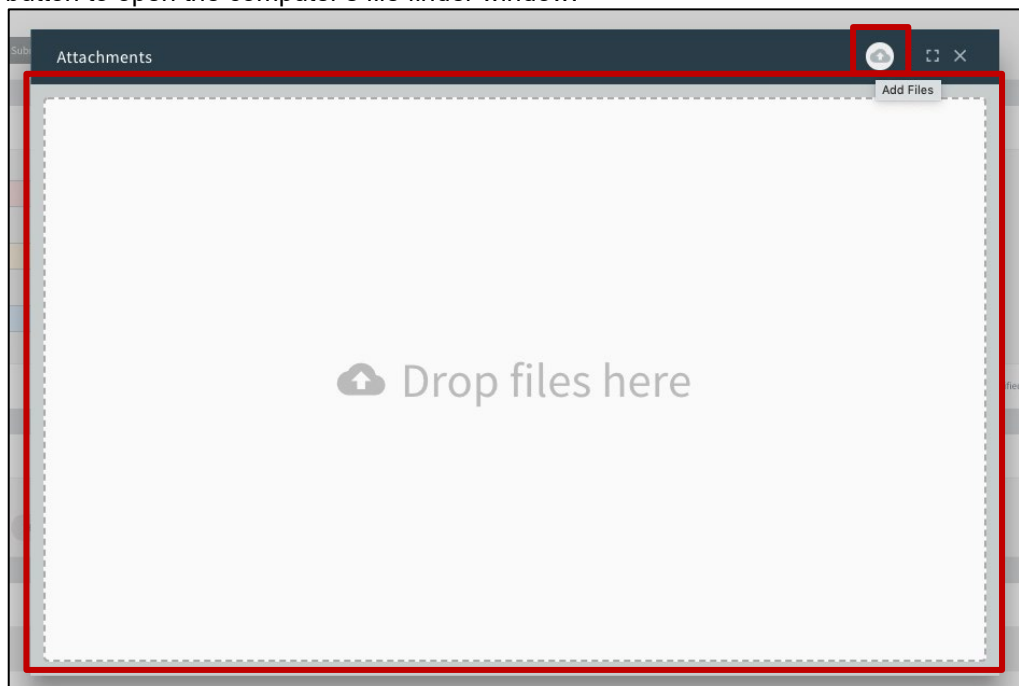
7. The selected file populates the uploaded area. Press **save** to keep the file. Close the window to return to the Quick Sample page.
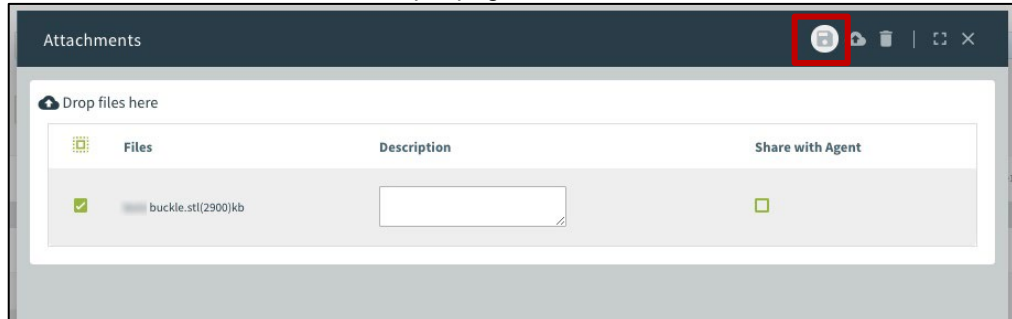
8. The saved file is now present within the 3D Files area. Select the **3D Viewer** button to launch the tool.
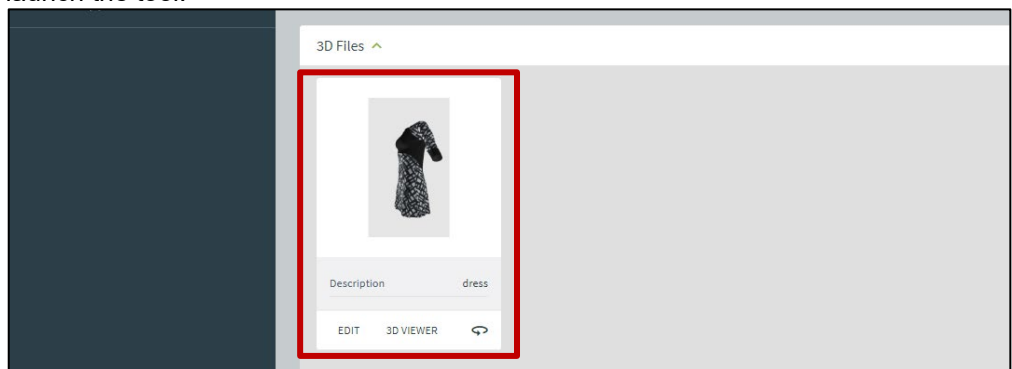
2.2 Style Folder 3D Files Workflow

Users can also add 3D files by accessing the Style Folder's 3D Files workflow page.
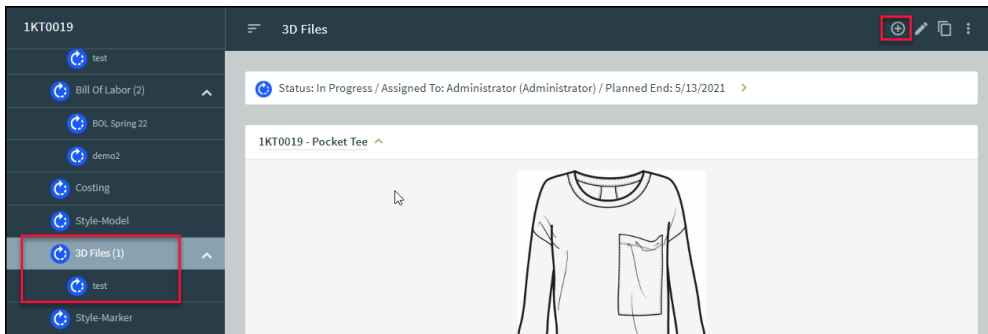
2.3 Line List 3D View

The Line List will display any Styles with starred or favorited 3D files.

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3. USER CONTROLS

The *3D Viewer* tool launches in a new window displaying several areas. Each area offers the user various abilities like modifying or changing the viewing controls and adding annotations like text and shapes.

- **Scene**: This area allows the user to view the avatar at 360 degrees.
- **Options Ribbon**
  - ○ 📌 ⊗ **Pin/Cancel** (Add Annotation): Opens the *annotation* ribbon on the left side with the following options: Text, Rectangle, Ellipse, Arrow, Pencil, and Bezier. Press the X (Cancel) button to disregard and close the annotation menu.
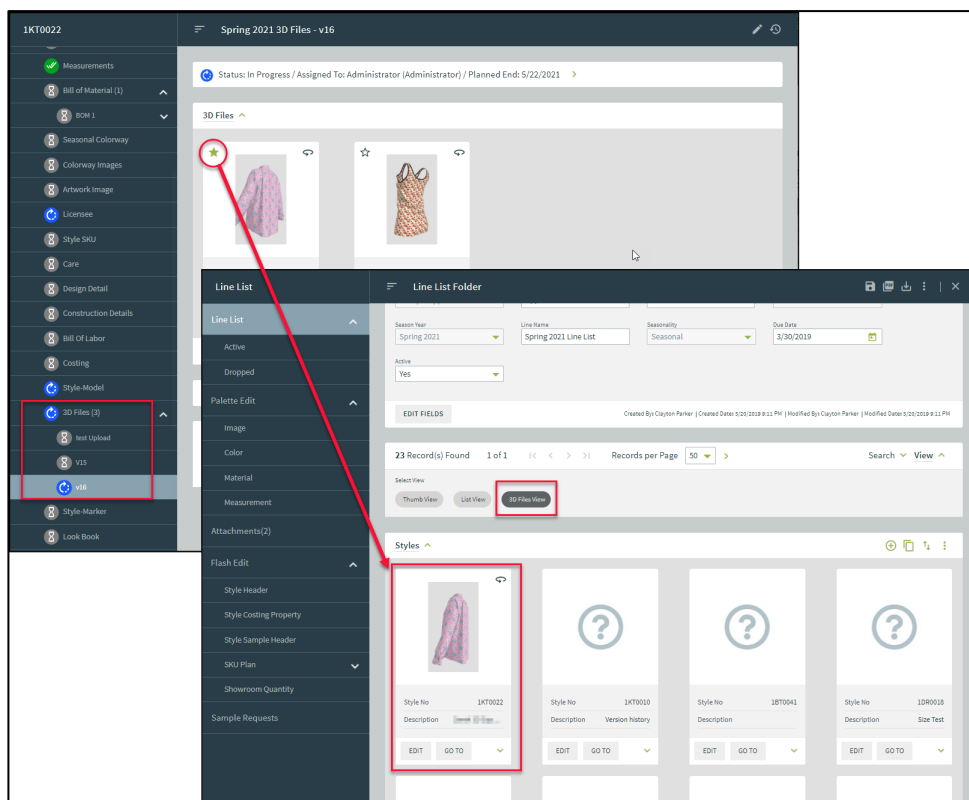 - ○ ☁ **Export**: Downloads original 3D file as a zip file.
  - ○ 🖫 **Save**: Saves current annotations.
  - ○ 📷 **Snapshot**: Takes a .png file of the 3D scene with or without annotations.
  - ○ ✕ **Close**: Closes the 3D file viewer.
- **Viewing Controls**
  The viewing controls change their color to white when pressed indicating it is currently in use.
  - ○ 🔍 **Zoom in**: Click to zoom in incrementally.
  - ○ 🔍 **Zoom out:** Click to zoom out incrementally.
  - ○ 👁 **View:** Select to view the garment from the front, back, left, right, top or bottom.
  - ○ 🔍 **Reset**: Click to place the garment in its default state within the scene.
  - ○ ✋ **Pan:** Move garment around the scene to the desired location.
  - ○ ☀ **Lighting:** Select an option to modify the scene's lighting. Move the slider to increase or decrease the light shined onto the *Camera's* focal point. Repeat for the *Environment's* background lighting.
  - ○ ↪ **360 thumbnail:** Select to view a rotating thumbnail rendition of the garment.
  - ○ 🔘 **Hide/show avatar:** Click the toggle to hide or show the avatar.

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- **Annotation Menu**: This menu opens once the pin and garment are selected.
  - A **Text**: Add text to the desired area within the scene.
  - □ **Rectangle**: Add a rectangle to the scene.
  - ○ **Ellipse**: Add an ellipse to the scene.
  - ↗ **Arrow**: Add an arrow to the scene.
  - ╱ **Line:** Markup the garment with a line.
  - ✎ **Pencil**: Use the pencil tool to markup the garment.

- **Right-Click Menu**: Only available within the Annotation mode. Select an annotation mode then right-click on the scene to reveal a menu with typical application options.

Do you have many objects onscreen?

Use the **send back/backwards** or **bring forward/front** options to place the objects in the desired order.

Press **escape** to deselect the object(s) and view its place within the layer.
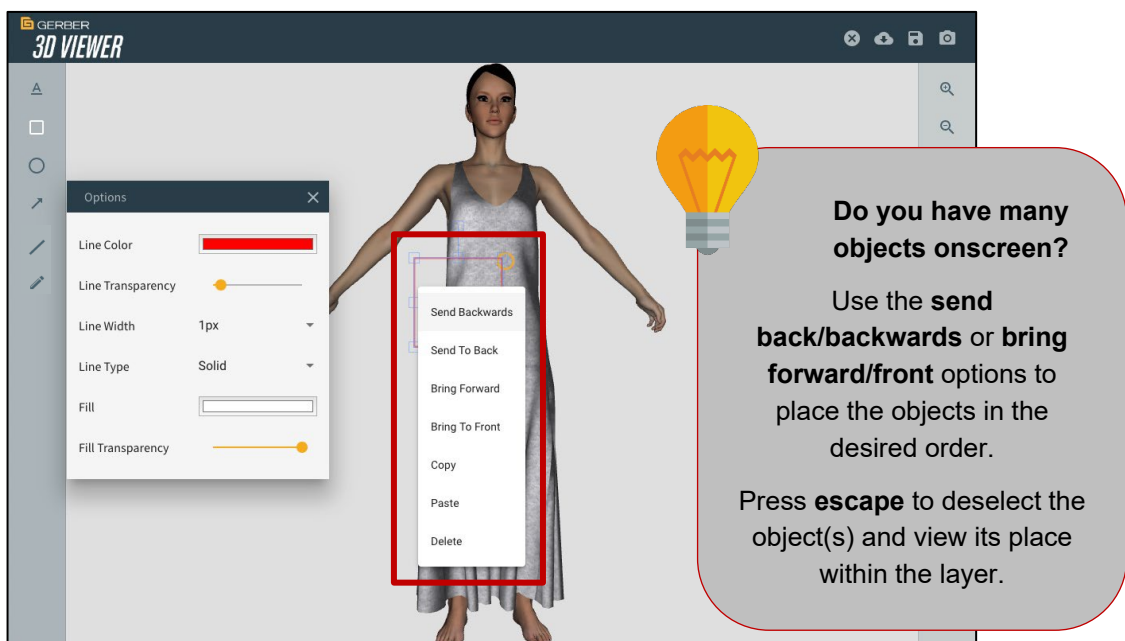
- **Saved Annotations**: A comment box appears after saving the annotations. Click on a comment box to view the saved annotations.

Keyboard and Mouse Controls
(Not available in Annotation tool mode)

- **Rotate:** Press the arrow keys to rotate the scene.
- **Orbit Camera:** Hold the left mouse button while clicking and dragging.
- **Pan:** Click the right mouse button then click and drag OR press the control button and the left mouse button.
- **Zoom In:** Press Shift + Left mouse button then drag down or mouse scroll wheel down.
- **Zoom Out:** Press Shift + Left mouse button then drag up or mouse scroll wheel up.

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4. ANNOTATING THE SCENE

The 3D garment is ready for annotations via the annotation toolbar.

Annotation Tool Bar

1. Click the **pin** icon, then select anywhere on the **garment** as instructed.

2. The annotation tools bar opens displaying several tools.

4.1 Text Tool

1. Click the **text** icon to open its options window.
2. **Select the desired color, font size, format, alignment, and spacing.**
3. Click on the *desired location* within the garment or scene area. A text box appears allowing you to begin typing.

   Multiple text boxes can be added to the scene. Click on another area of the scene and begin typing. Repeat this for each desired text box.
4. **Close** the options window when complete.

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4.2   Rectangle

1. Click the **rectangle** icon to open its options window.
2. Select the desired **line color**, **line transparency**, **line width**, **line type**, **fill color** and **fill transparency**.
3. Add new rectangles, by selecting another area on the garment, change the desired options, and then use the mouse to draw a rectangle. Repeat for every desired rectangle.
4. **Close** the options window when complete.
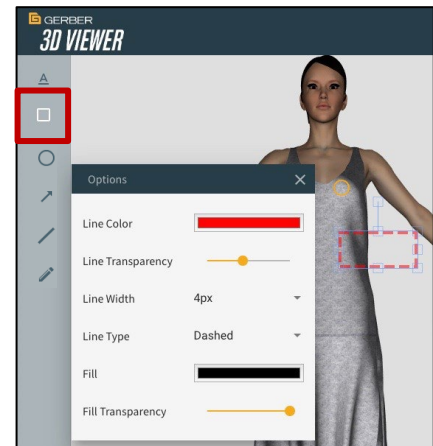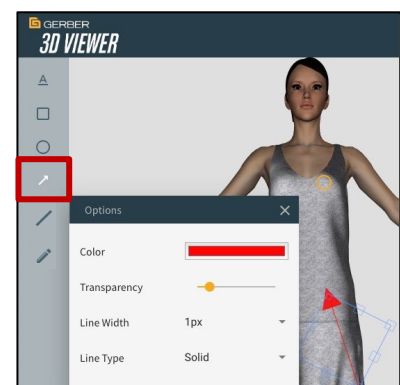

4.3   Ellipse

1. Click the **ellipse** icon to open its option window.
2. Select the desired **color**, **transparency**, **width**, **type** and **fill**.
3. Add another ellipse, by selecting another area on the garment, change the options like color and fill then use the mouse to draw an ellipse. Repeat for every desired ellipse.
4. **Close** the options window when complete.
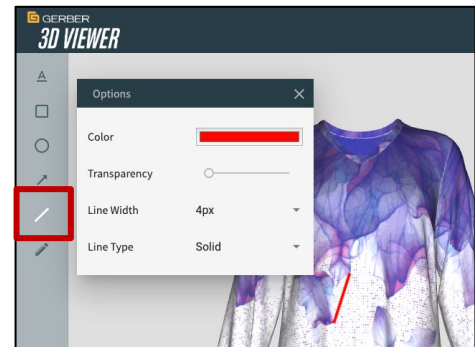

4.4   Arrow

1. Click the **arrow** icon to open its option window.
2. Select the desired **color**, **transparency**, **line width**, and **line type**.
3. Add additional arrows, by selecting another area on the garment, change the desired options, then use the mouse to draw an arrow. Repeat for each desired arrow.
4. **Close** the options window when complete.

4.5   Line

1. Click the **line** icon to open its option window.
2. Select the desired **color**, **transparency**, **line width**, and **line type.**
3. Add new lines, by selecting another area on the garment, change the desired options, and then use the mouse to draw a line. Repeat for additional lines.
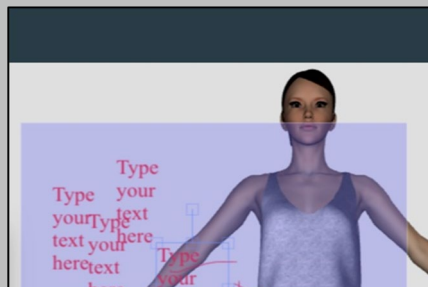4. **Close** the options window when complete.

4.6   Pencil

1. Click the **pencil** icon to open its option window.
2. Select the desired **color**, **line transparency**, **line width**, and **line type.**
3. Add new pencils, by selecting another area on the garment, change the desired options, and then use the mouse to draw a pencil. Repeat for each desired pencil.
4. **Close** the options window when complete.
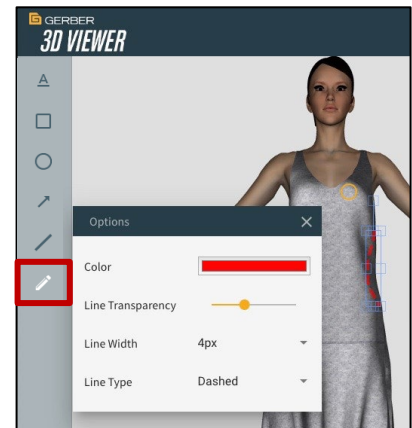
Cluttered scene?

Use Group Delete by pressing **Shift** + **Select** multiple tools (using the mouse) than press **delete**. Press **escape** to deselect items.

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4.7   SAVE, SAVE, SAVE!

Make sure to save your work by selecting the **save** icon within the *Options ribbon*. The saved annotation is shown on the garment with a comment box. Clicking a comment box opens a previous annotation.

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