

FabLab ModelMaker: Program Areas & Initial Preferences

This tutorial covers important areas in FabLab ModelMaker as well as setting up initial preferences. This tutorial uses a Mac version of FabLab ModelMaker, but users will find few differences between the Mac and PC versions of ModelMaker.

Open ModelMaker

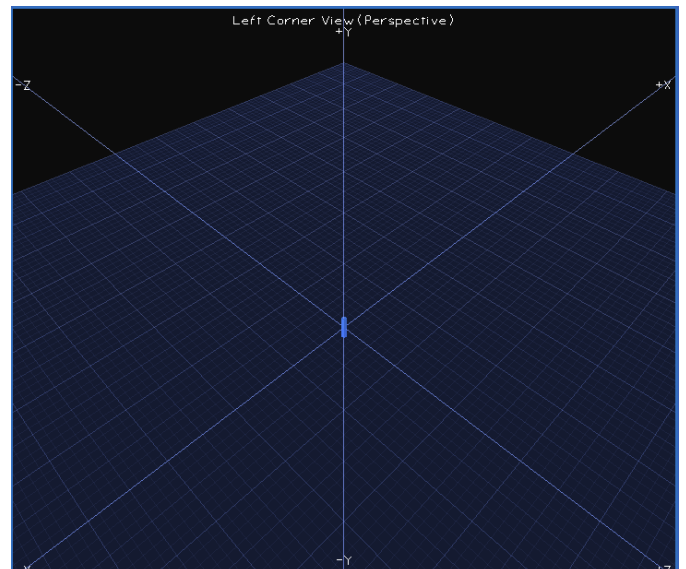
PC: Open ModelMaker by going to the Start menu, selecting All Programs, and then searching for Aspek Software.*

Mac: Open the Applications folder on your Mac hard drive and scroll to find FabLab ModelMaker.*

*Opening ModelMaker on both Mac and PC computers varies depending on how the program is installed. The previous instructions are rough guidelines.

3D Area

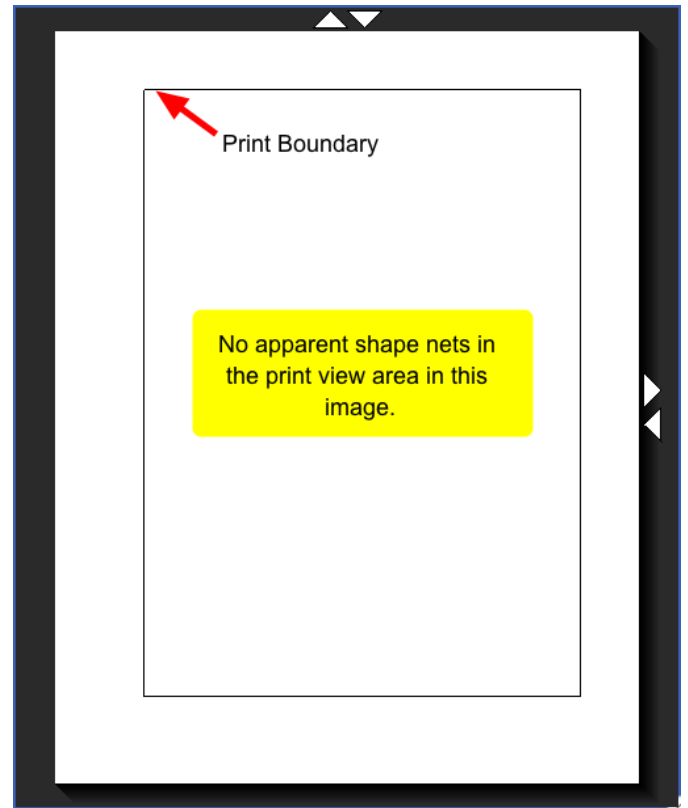
The 3D area is where you will design your creation. This is the area where you will drag, move, resize, and create various shapes.



Print View Area

The print view area is where your 2D **shape nets** will appear after you place a shape in the 3D area. The thin black line represents the outer print boundary; you will want to make sure that your shape nets appear inside of the rectangle.

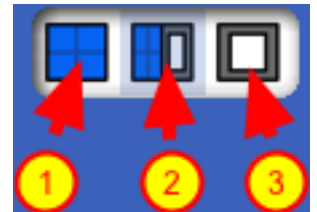
Shape nets are flattened, 2D versions of 3D objects. The image to the right does not contain a shape net.



Switching Viewable Areas

You can toggle the 3D and Print View areas by clicking on the buttons that appear in **the upper right corner of FabLab ModelMaker**.

1. 3D area only
2. 3D and print view area
3. Print view area only



Shape Palette

The shape palette is located on the left side of the 3D area. Six simple shapes initially appear in the shape palette.* Beneath the shape palette is a folder icon that contains additional shapes as well as four colored squares that represent styling options.

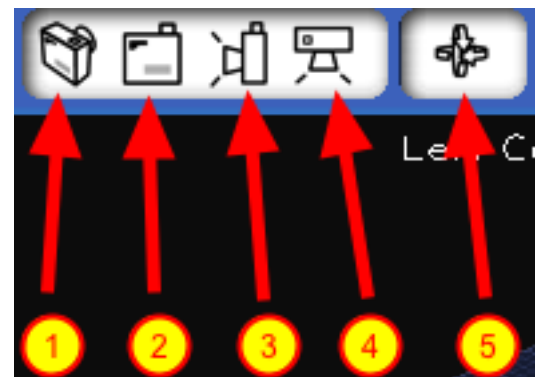
*The number of shapes in the shape palette is determined by the selected tool collection. The tool collection in this image is **Basic**. To change the tool collection, go to the menu bar at the top of the screen and select **Tools** and then click on either **Basic**, **Standard**, or **Advanced**.



Perspective Palette

The buttons in the perspective palette change the 3D area's perspective. Changing perspectives helps when designing a complex, multi-shape creation.

1. Left corner view
2. Front view
3. Right view
4. Top view
5. Rotate view



Zoom

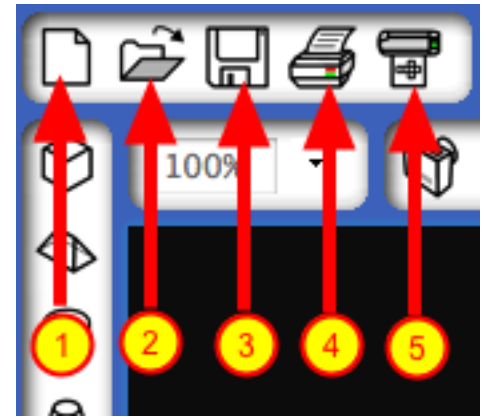
Clicking on the small triangle next to the zoom percentage and then selecting a new percentage changes the magnification of the 3D area. Changing the zoom magnification helps focus on small details as well as see larger 3D objects.



New, Open, Save, Print, & Print and Cut Buttons

1. New: Create a new FabLab ModelMaker design
2. Open: Open an existing FabLab ModelMaker design
3. Save: Save your current FabLab ModelMaker design
4. Print: Print your current FabLab ModelMaker design
5. Print and Cut: Print and send your current FabLab ModelMaker design to the Silhouette*

*The scaffolded steps in the Print and Cut menu make it the preferable choice when designing for the Silhouette.

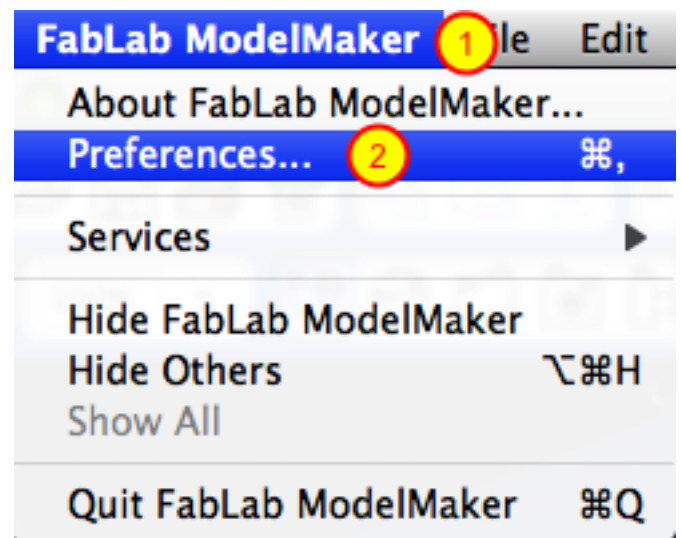


Initial Preferences: Step 1

There are a number of features that are not apparent when FabLab ModelMaker first loads. These features add functionality to FabLab ModelMaker and include additional shapes, views, and options. In order to turn on these features, do the following:

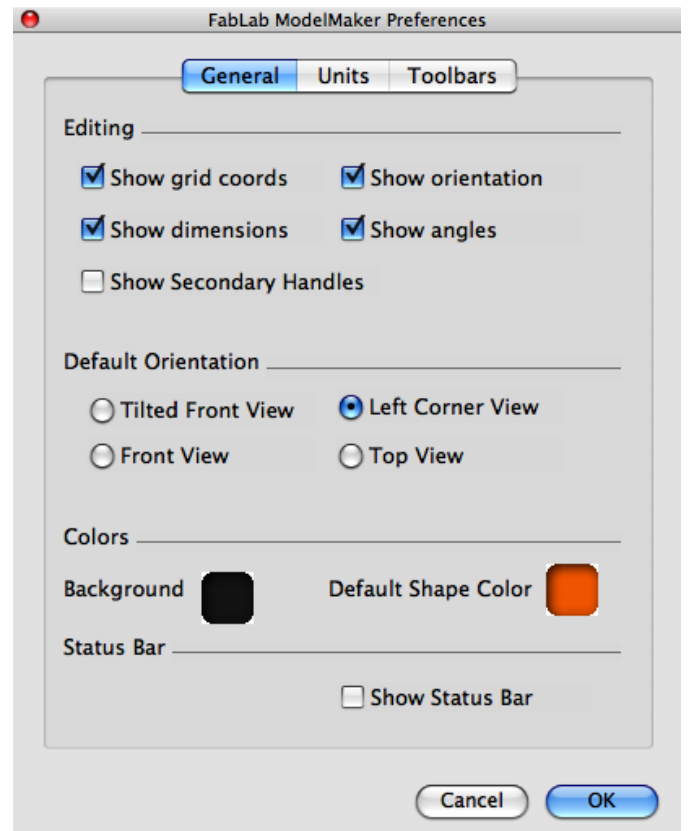
1. Go to FabLab ModelMaker
2. Click Preferences*

*The image shows the drop-down menu on a Mac version of FabLab ModelMaker. The PC version will look different, but **Preferences** is an option.



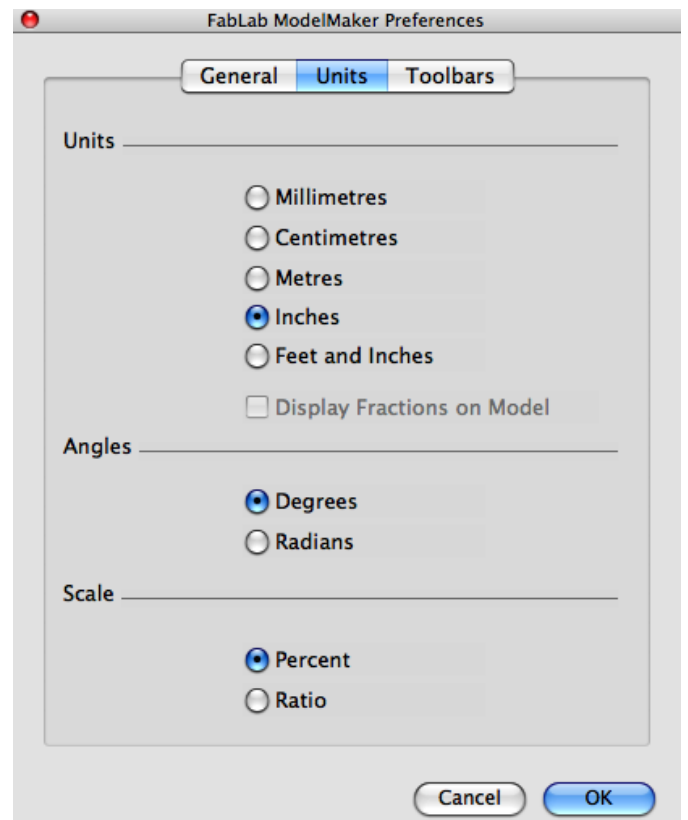
Initial Preferences: Step 2

The General tab provides options for toggling on/off various features in the 3D area. Click on the **check boxes** and the **radio buttons** in the **Editing** and **Default Orientation** to make changes. The General tab is also where the default **Background** and **Default Shape Color** is chosen.



Initial Preferences: Step 3

The Units tab provides options for changing the units of measurement that appear in the 3D area.



Initial Preferences: Step 4

1. The Toolbars tab provides options for adding different tools, shapes, and perspectives to your working areas.
2. The radio buttons beneath Tools provide different collections of tools, shapes, and perspectives. Click on Standard.
3. The scrollable area provides greater customization of available tools.
4. Click the OK button when finished.

