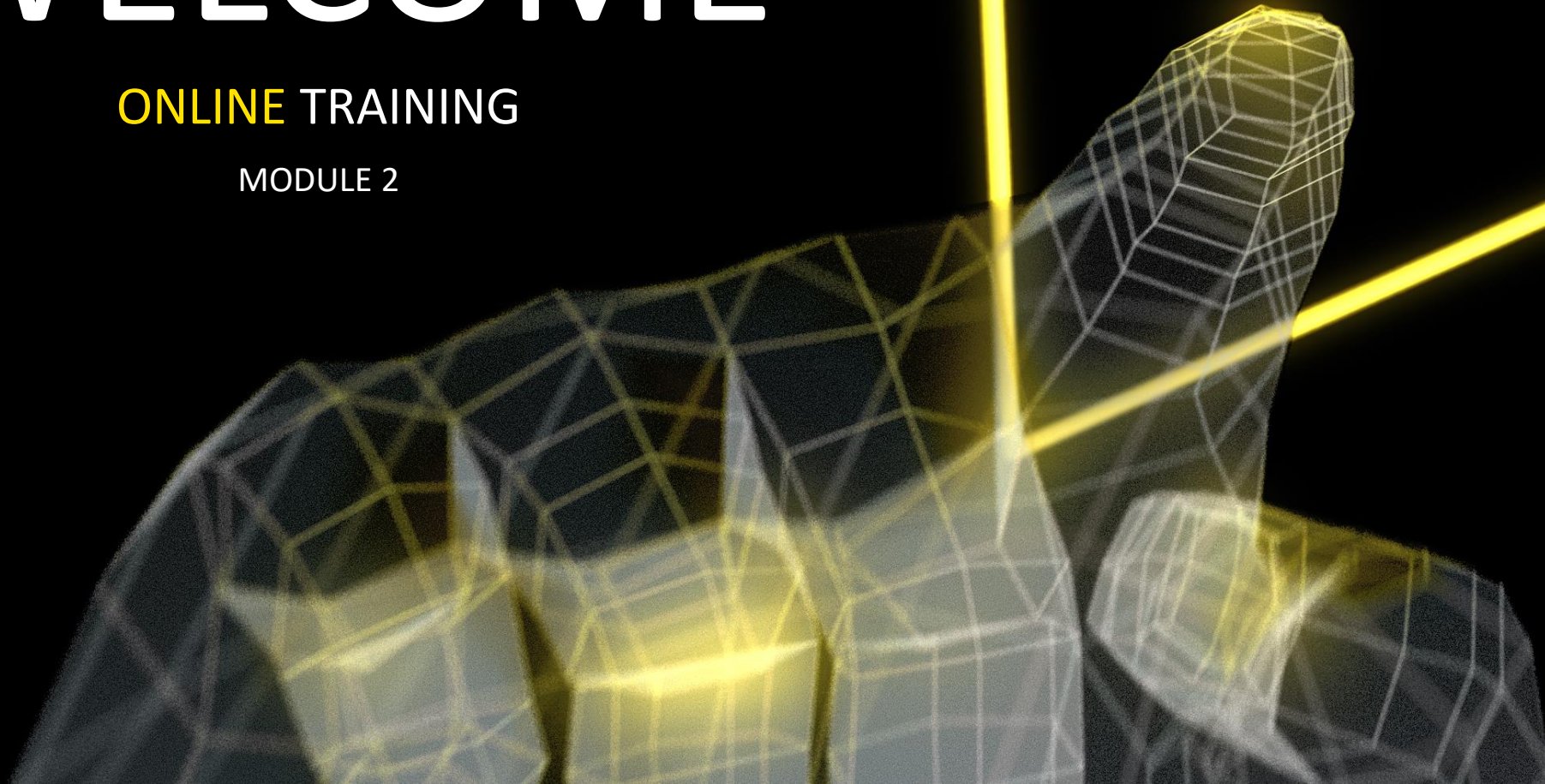




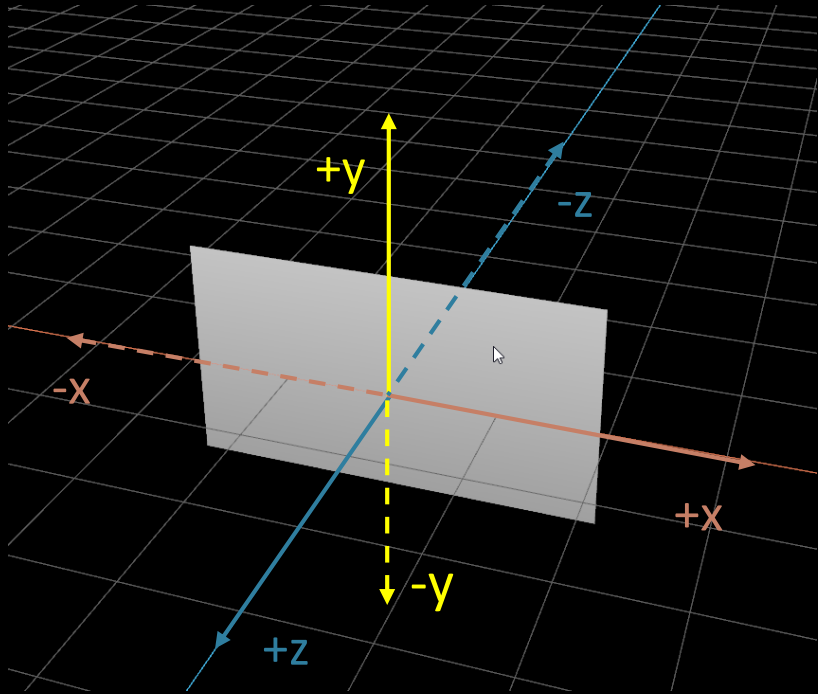
# WELCOME

ONLINE TRAINING

MODULE 2

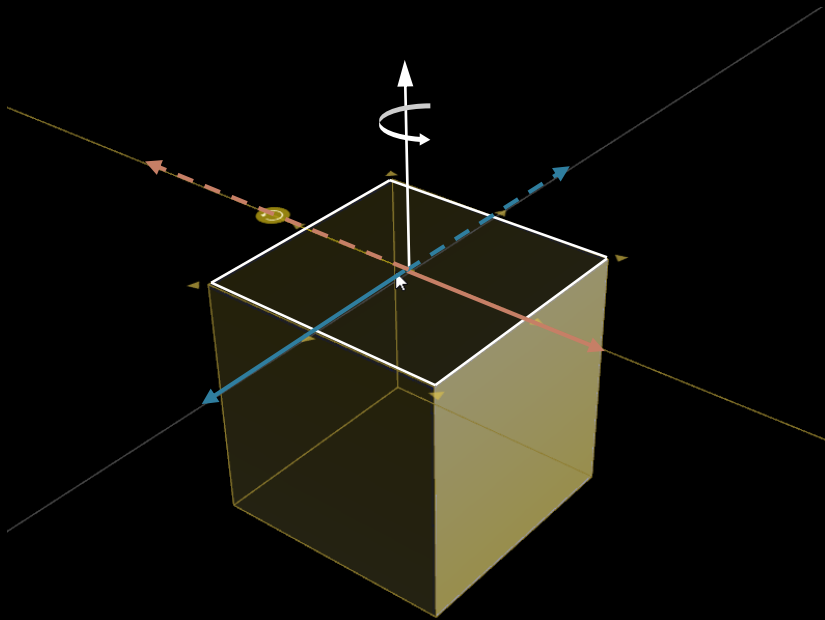
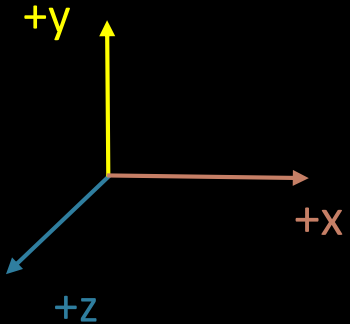


# COORDINATE SYSTEM

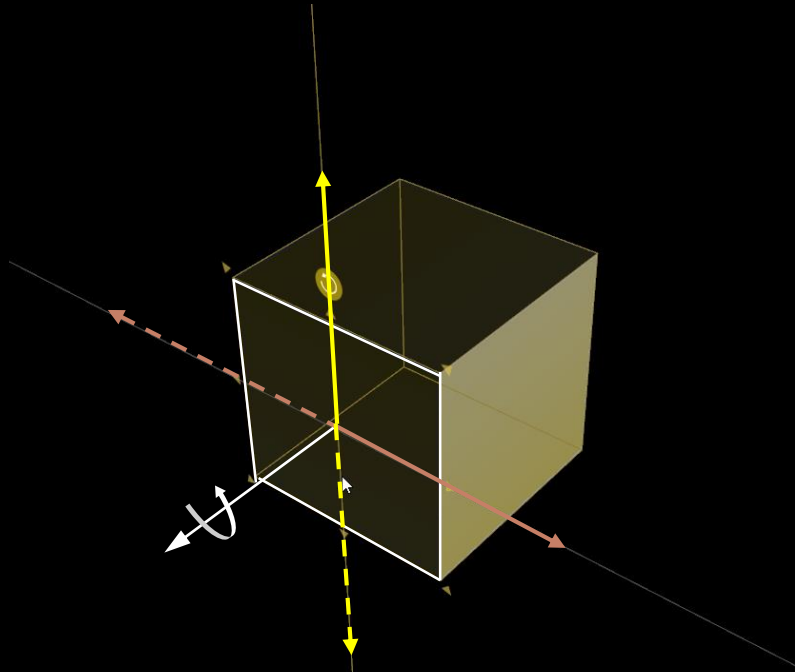


- In a 3D world a coordinate system is a system, to uniquely determine the position of points or other geometric elements in the room.
- Every 3D Space consists of three main axis x,y and z

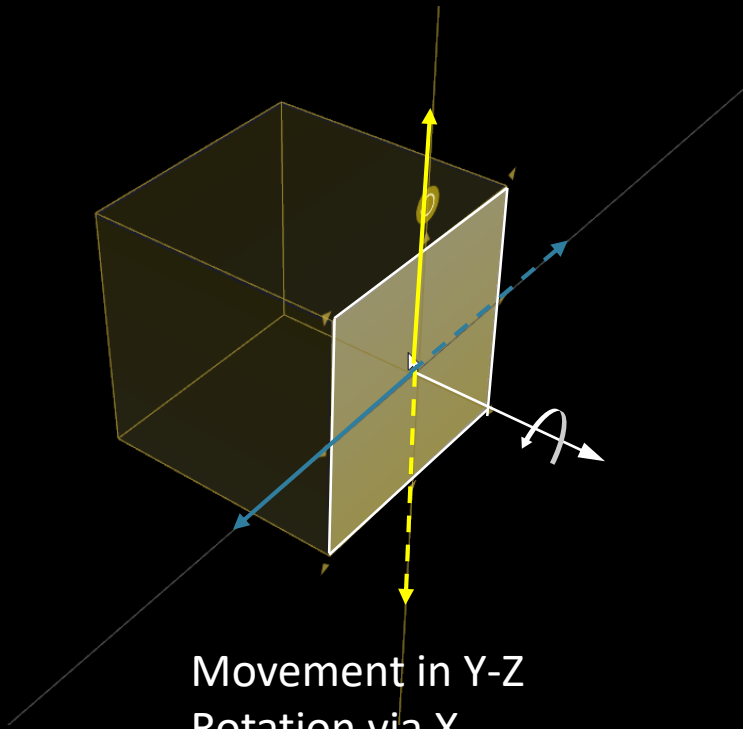
# OBJECT HANDLING



Movement in X-Z  
Rotation via Y

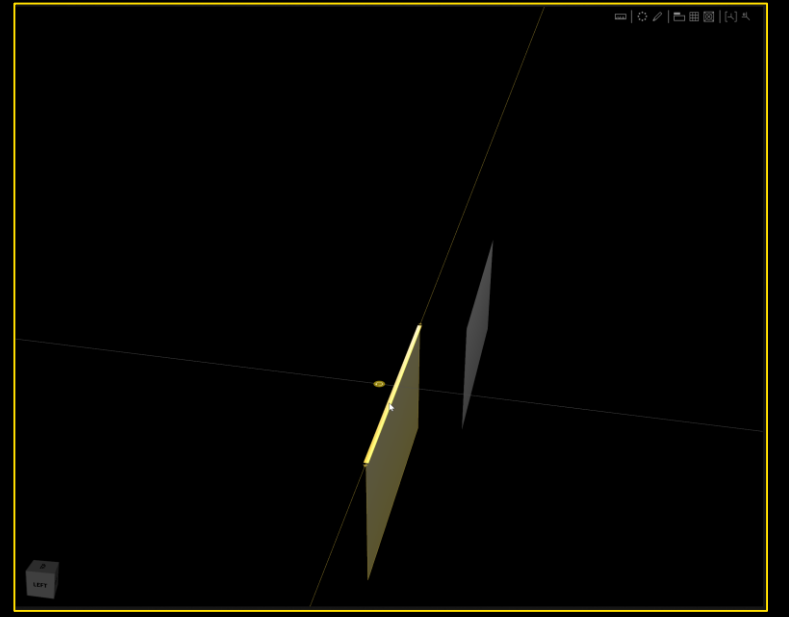
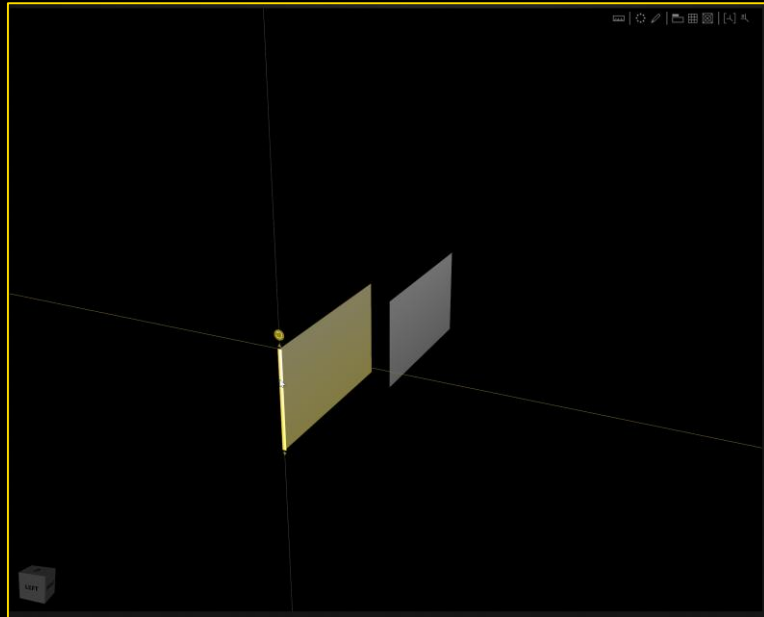
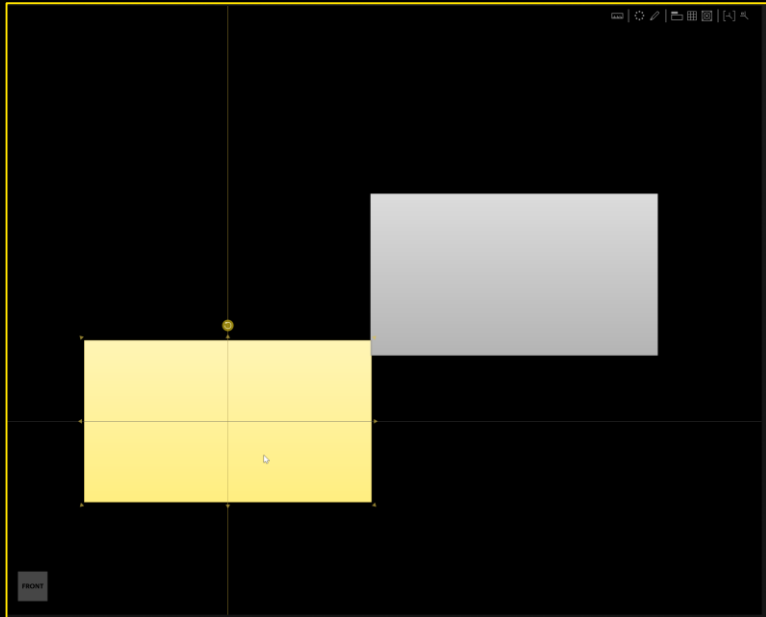


Movement in X-Y  
Rotation via Z

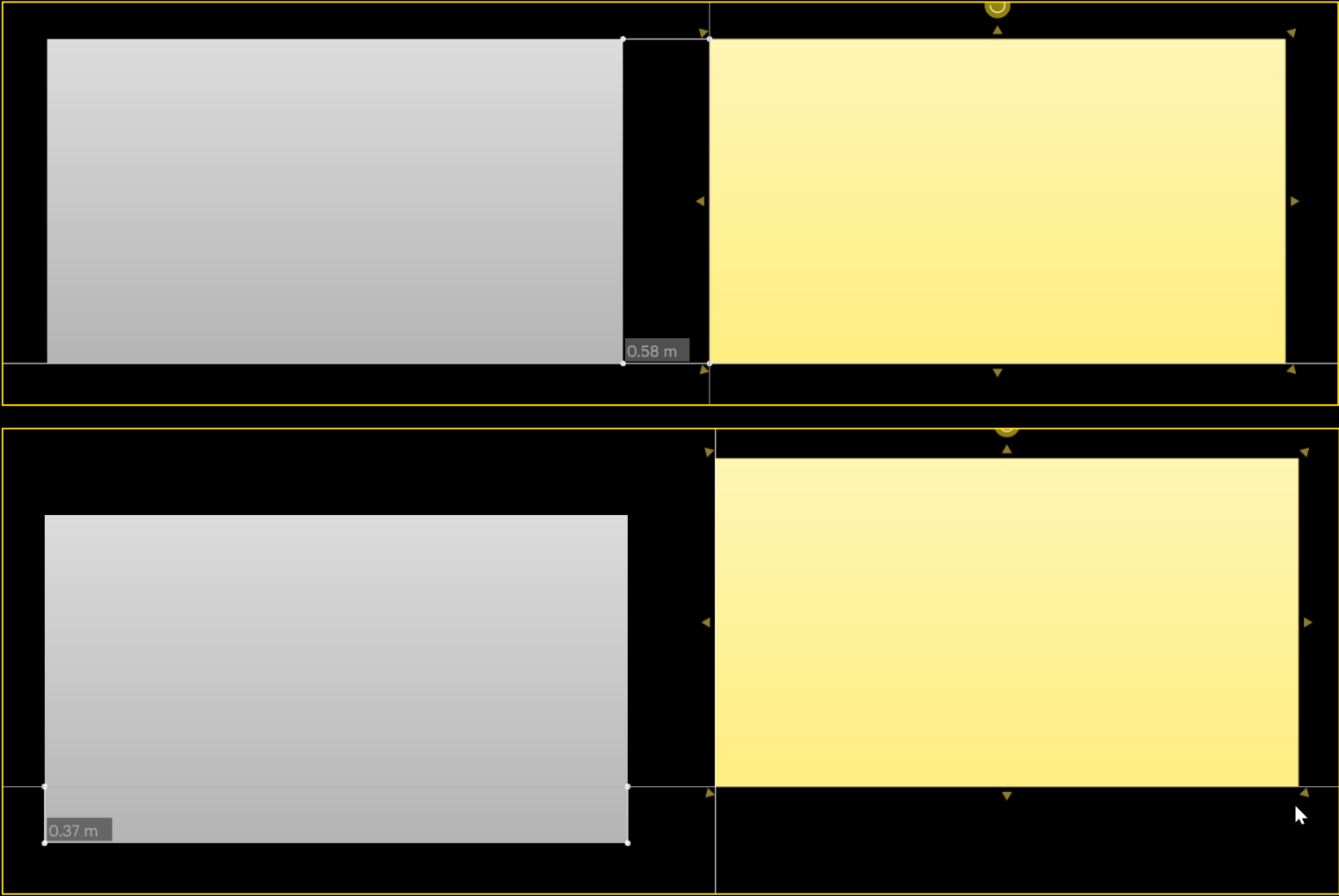


Movement in Y-Z  
Rotation via X

# NAVIGATION



# NAVIGATION - SHIFT



# NAVIGATION - SHIFT

The image shows a 3D software interface. On the left, a yellow rectangular object is labeled "Configurators". A mouse cursor is positioned at the top center of the object, with a vertical line extending downwards to the center of the object. Three orange arrows originate from the text "Configurators": one points to the mouse cursor, one points to the vertical line, and one points to the right-hand properties panel. The properties panel is titled "Screen" and contains the following settings:

- Name: Generic Flat Screen #1
- Canvas Resolution: Horizontal 1920, Vertical 1080
- Position: X -0.18, Y 4.47, Z 0.00
- Size: W 3.84, H 2.16, D 0.00
- Rotation: X 0.00, Y 0.00, Z 0.00
- Weight: 0.00
- Projectable
- Visible
- Target with Alpha Channel
- Choose Colour