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Loading 3DS Files in HYSWEEP® Real Time Cloud Displays

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You've been able to load 3OD files into Real Time Cloud (RTC) for a while now, but the 3D SHAPE EDITOR can be difficult to use and the shapes tend to draw slowly in RTC. So, for 2018, we're adding support for 3DS files, which many 3D editors support and there are many models already available online.

Bringing them into RTC is the same as the 3OD files:

In the Boat Settings dialog, select From File and click the corresponding [...] button to select a file. Use the Width, Length and Height settings to scale your shape for your display.

FIGURE 1. Configuring your 3DS Boat Shape File in HYSWEEP® SURVEY

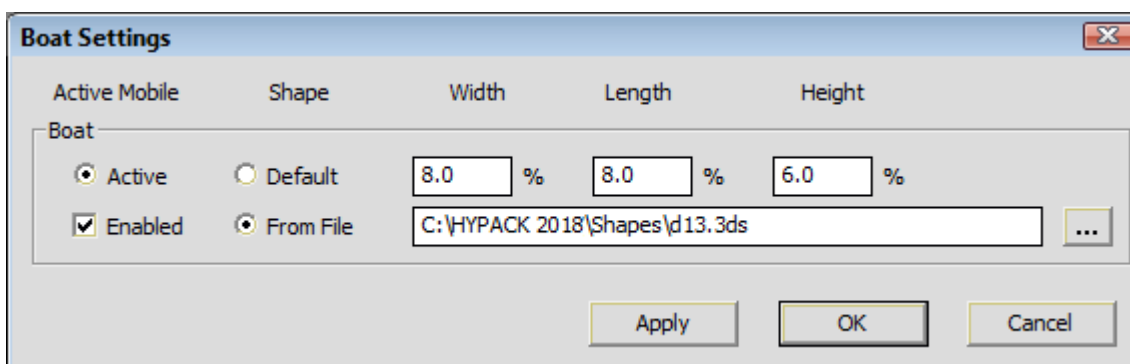
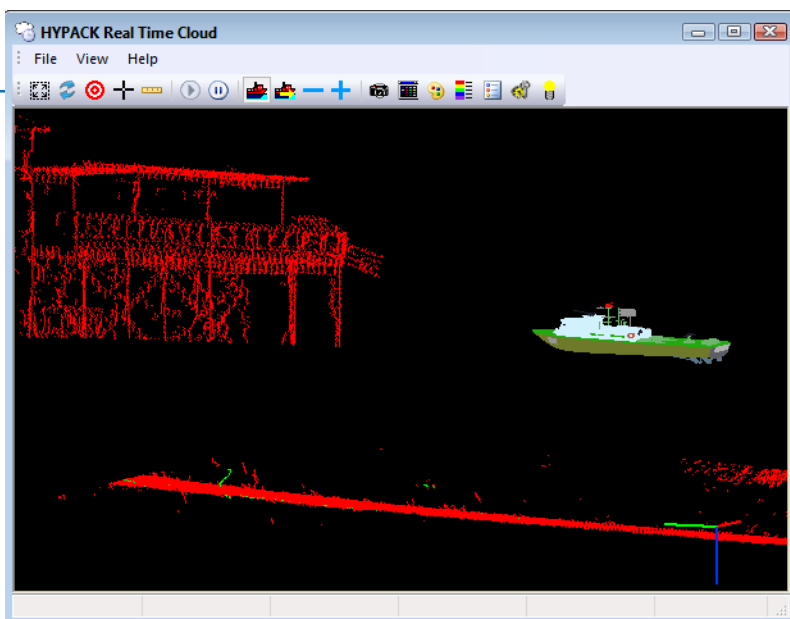


FIGURE 2. Viewing the 3DS File in the Real Time Cloud

You may find these files need modifications related to rotation, scale or color. You can correct them in a 3D Modeling software. (3DS files are not supported in the 3D SHAPE EDITOR.)

Blender is a popular, freeware editing tool. There are lots of tutorials online and it can be easy to make minor changes once you get a feel for it.



EDITING 3DS FILES IN BLENDER

1. **Start an new scene** (Ctrl+N).
2. **If the program starts you with a cube in the center, right-click it and press the delete key.** (For us, this is garbage.)
3. **Select FILE-IMPORT-3D STUDIO (.3DS) and load your shape.** Everything should be selected at this point. If not, hold Ctrl and, with the mouse, right-click and draw a circle around everything.
4. **Fix rotation, or scaling.** In the the Tools tab on the left-hand side, select the transformation you need to do.
 - Click once to make the changes with your mouse.
 - Double-click the buttons to enter specific values and the axis on which to perform the changes.
5. **Change the color of objects.** On the properties menu on the right-hand side there is a list of icons that are different options:
 - Select material as highlighted in the image below (upper right).
 - Right-click the part for which you want to change the color.
 - Change the color by setting the diffuse color.
6. **Save the modified 3DS file.** Select FILE - EXPORT - 3D STUDIO(.3ds). The 3DS shape is ready to load into RTC again.

FIGURE 3. *The 3DS Modified in Blender*

