2: Import assets and use manipulator modes

There are no assets yet, they will be imported. In this document the examples are from the delivered test assets and from libraries. Not all are used in this step but they are needed later.

Note, manipulator activation should be tested also with keyboard shortcuts:

- **Position W**
- **Scale E**
- **Rotation R**

**Step 1: Open File Explorer and search the folder which was delivered**

Start dragging assets:

- Png goes to maps.
  Note, it does not matter where the assets are dragged, 3D studio will display them available anyway when they are suitable type. For organizing and testing purposes it is easier to put everything to correct place.
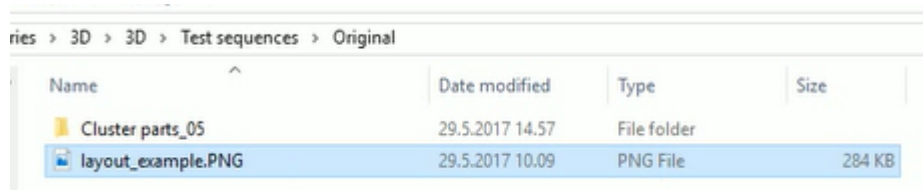
➔ Multiselection for .fbx files. Drop them to Models. Pngs should appear automatically in their maps folders which are created in import.
.blend files cannot be used in the editor, they are not visible in Project panel
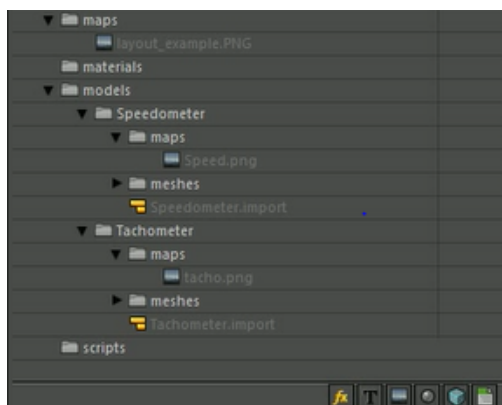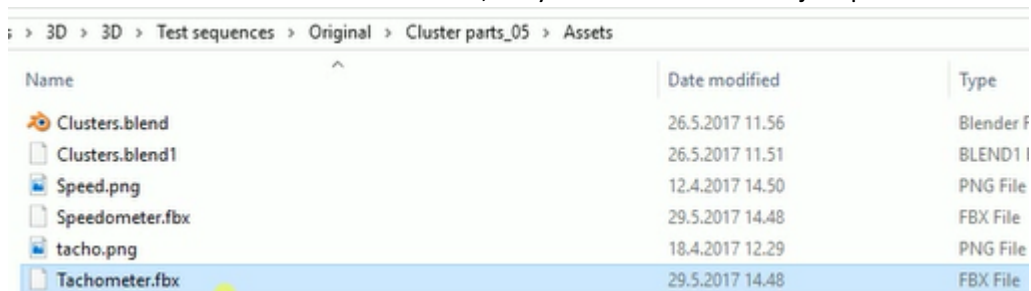
Step 2: Import more assets from Asset Libraries (icons on the bottom of the Projects panel)

- Import couple of effects -> drag to Effects (for example Blur & Corona)
- Import Titillium light font -> Drag to fonts
- Import a HDR from Maps Library /Environments -> Drag to maps
- Import aluminium from Materials -> drag to materials

Folders that have content can be collapsed. All asset names should be in gray because they are not used anywhere yet.
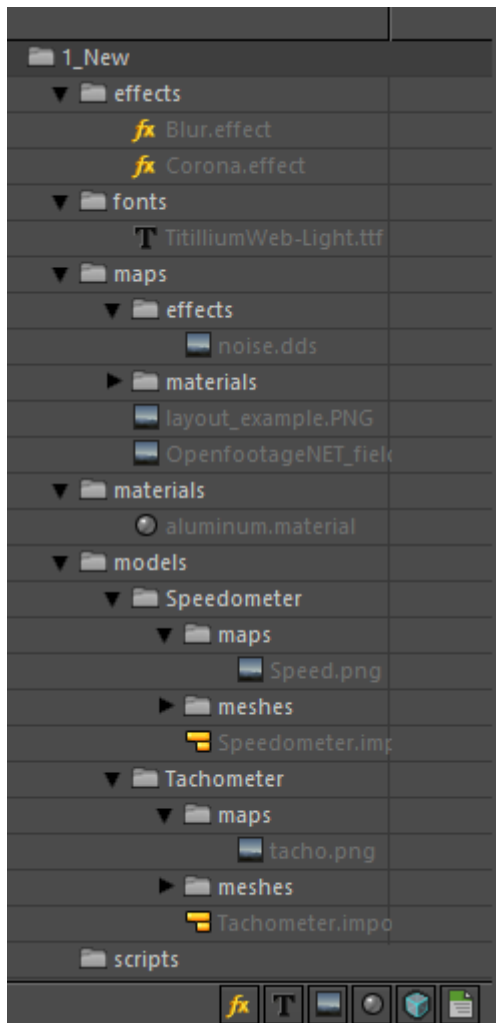
Step 3: Add speedometer. Import to scene

- Drag speedometer on Scene View. It should appear in the center and also to Timeline, Scene graph section (where the Layers are)
- Undo (ctrl +Z)
- Drag speedometer onto Layer, in Timeline's Scene graph section
- Inspector should look like this:
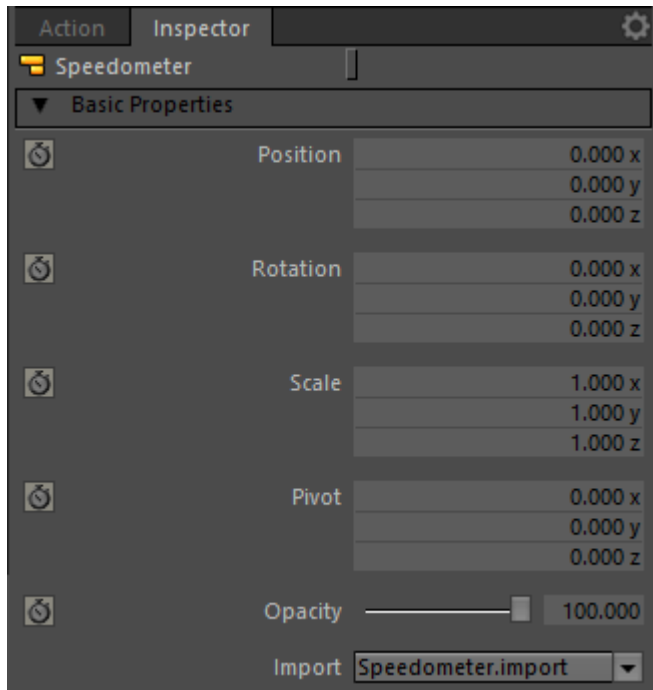
Step 4: Adjust camera's Field of View

The model looks too small, adjust camera's field of view to 25.

- Move slider
- Click on slider bar
- Enter value

Manipulators should be tested with positive and negative values, with wide range of values. That is easiest with the handles.

Step 5: Position manipulator (W)

- Select speedometer by clicking it on canvas
- Deselect it by clicking empty spot on Slide palette
- Select speedometer by clicking it on Layer
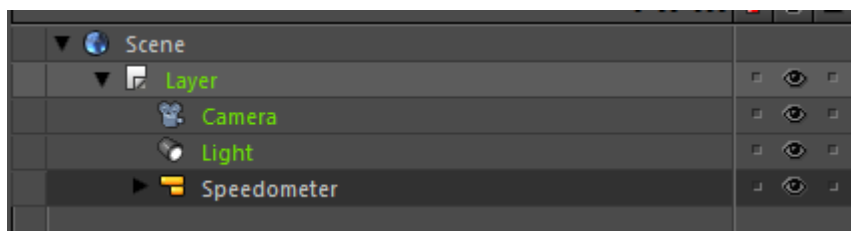
- Change speedometer's position by dragging it from handles. Inspector should show value changes

- Change speedometer's position by dragging it with mouse. Inspector should show value changes
- Click and drag on number input field and drag up/ down. Value should change. Do same on another field but use scroll wheel. (Does not work if activated or in edit state)
- Set all values back to 0, use tab for changing fields

Step 6: Scale manipulator (S)

- Test similarly than position manipulator
- Scale using handles
- Scale by dragging
- Use input fields
- Finally set scale values back to 1

## Step 7: Rotation manipulator (R)

- Test similarly than other manipulators
- Scale using rotation handles
- Scale by dragging
- Use input fields
- Finally set rotation values back to 0

Step 8: Rotation and pivot

- Change pilot value for example to 10 / -10
- X, y, and z separately and test the rotation with them all
- Adjust more than 1 pivot values and test rotation
- Finally set values to 0

Step 9: Opacity and selecting and using manipulators withchilds

- Select NeedleSpeed and adjust its opacity from slider in inspector. Should not affect to Speedometer.
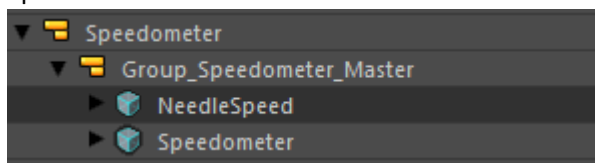
-
- Select Speedometer and adjust its opacity opacity from slider in inspector. Should not affect to NeedleSpeed.
- Select Group and change the opacity
- Test eye icon functionality: hide and show
- Test postion, rotation and scaling with child too

Set all values back to initial and save.