

ZSPACE STUDIO



Reference Sheet

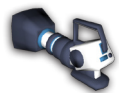
Tools



Ruler Add a ruler, then place near a model to see units and approximate size. Can choose metric or imperial units.



Cutting Plane Place the cutting plane into a model to see inside. Note: Some models are hollow.



Camera Point camera at a model and see the camera's view in the PIP window. Take a picture by clicking the camera icon on the PIP window.

Backpack



Model Gallery Select models to drag into your activity.



Import Model Select models or images from your computer to add to scene.

Studio Bar

Note: Some of these features are also available in the Context Menu when pointed at an object.



Reassemble Models Return dissected parts to their original positions.



Show Dimensions Display scale of model.



Compare Sizes Resize two or more models for comparison. Models are resized based on real life sizes.



Organize Arrange models for easy viewing.



Resize Change size of a model or image

Context Menu

Press the right stylus button to access. Different options appear when pointing at the scene or pointing at an object.



Move Click and drag on objects in the scene to move them.



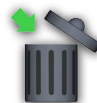
Dissect Select a model part to remove that part only.



Add Note Add text. Drag and attach note to object in scene.



Show/Hide Labels Select to change label visibility.



Delete Remove object from scene.



Attach Image Add picture to Note.



Text to Speech Listen to text written in Note.