Tutorial for
Draw in 3d

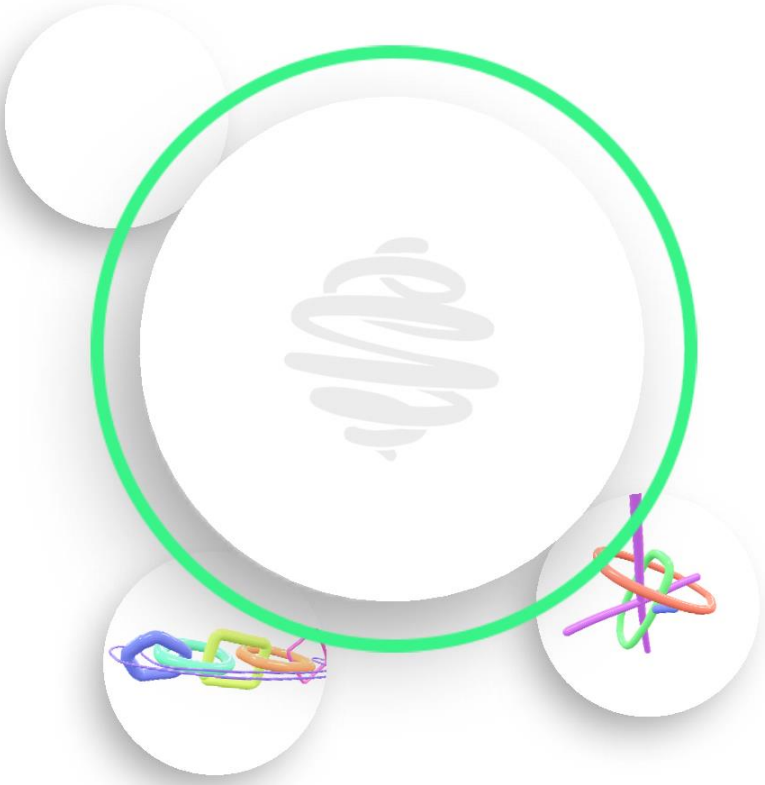
Screenshots of the tutorials in the Draw in 3d app.

Hi! Welcome to Draw in 3d.

tap this to continue the tutorial

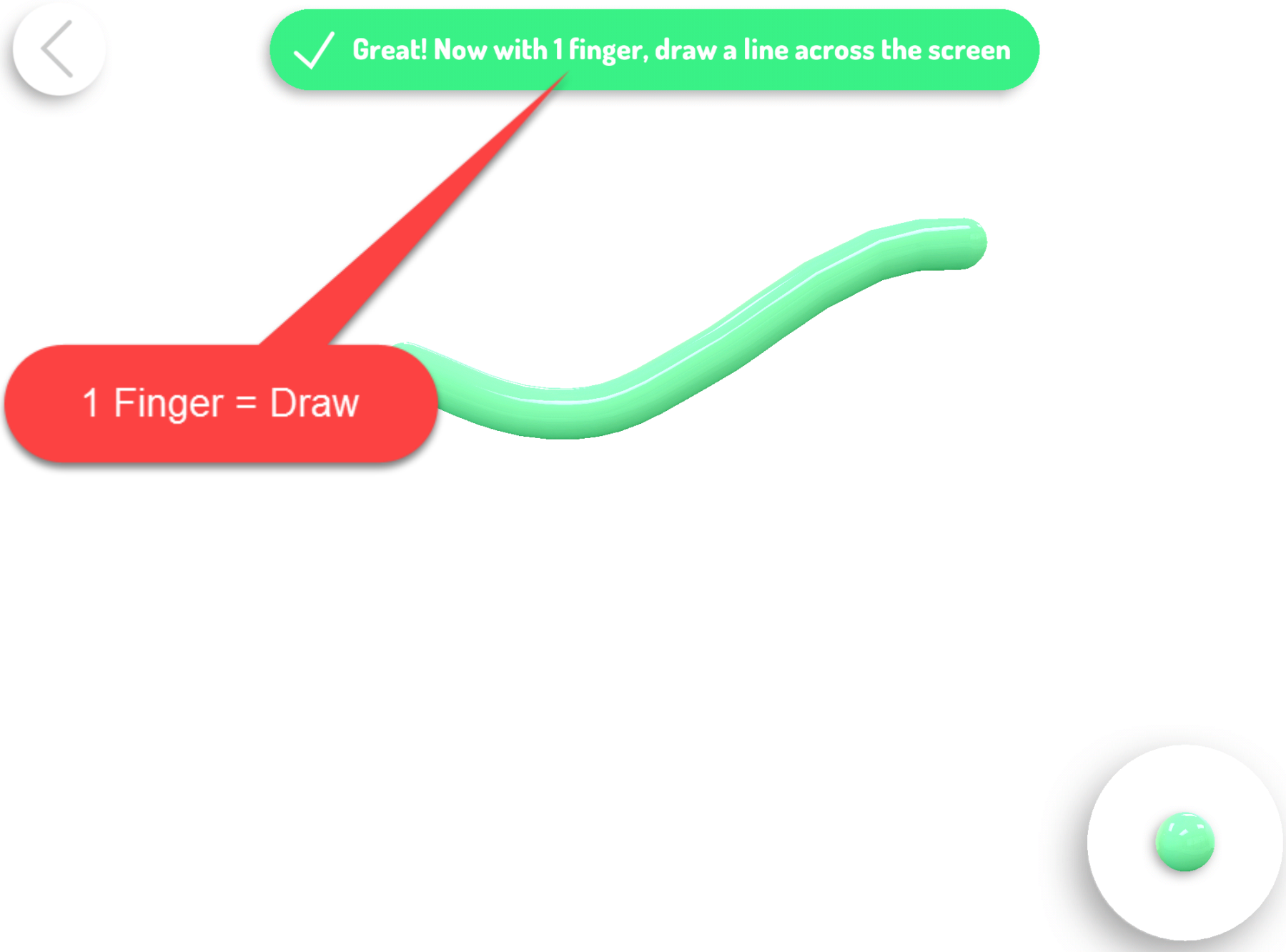
Tap the circle to create a new project

this is the project overview, all your drawings will be shown here



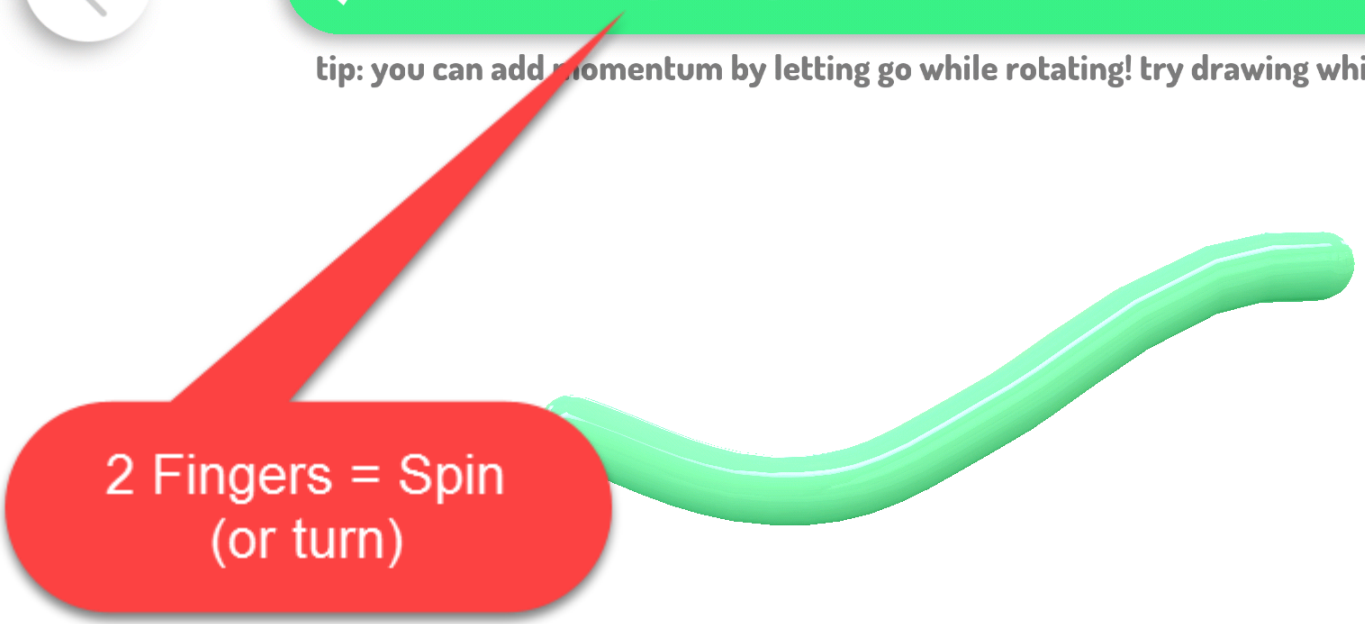
Drag a project into the circle, and let go to begin

tip: you can double tap a project to delete it


Great! Now with 1 finger, draw a line across the screen
1 Finger = Draw

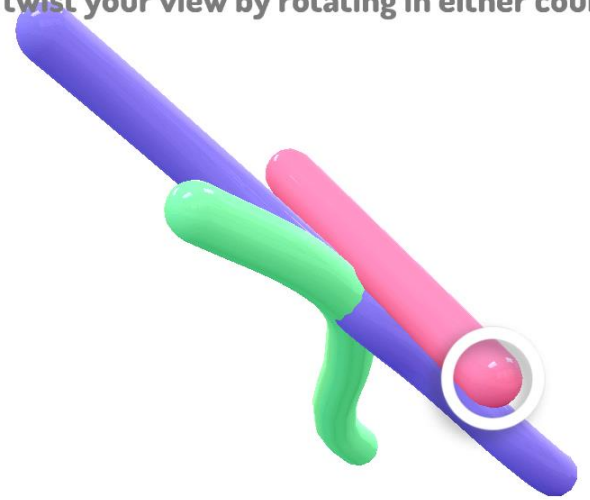
Ok, move 2 fingers together across the screen to spin the camera

tip: you can add momentum by letting go while rotating! try drawing while spinning

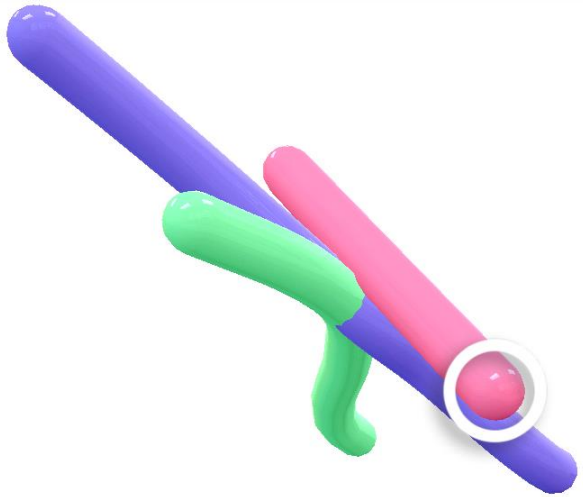


Draw 3, or more, lines from different angles, to get the hang of it

tip: twist your view by rotating in either counter, or clockwise, circles

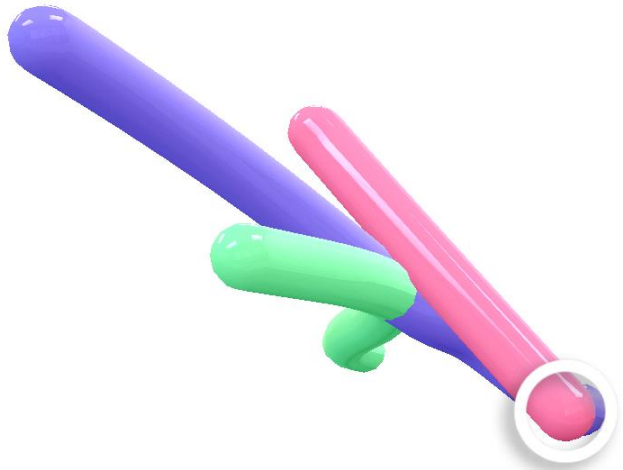


Good job! Now lets try zooming. Pinch 2 fingers in or out

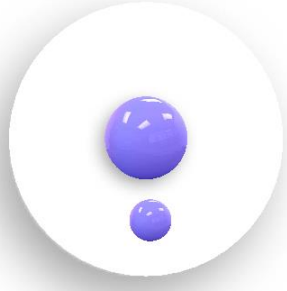


Pinch = Zoom

To move the view, simply drag 3 fingers across the screen



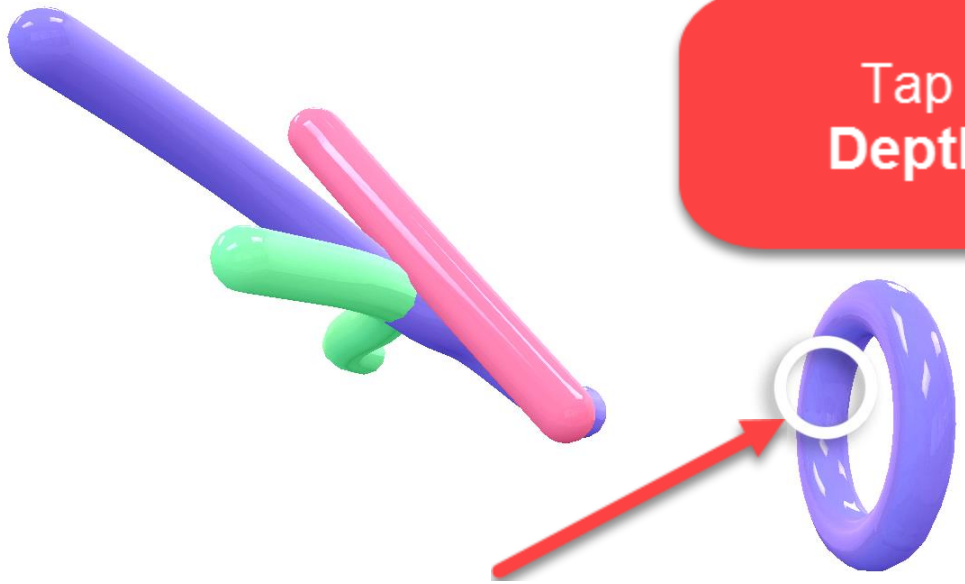
3 Finger = Pan
(move)



Nice. Now tap anywhere on a line to place a depthmarker

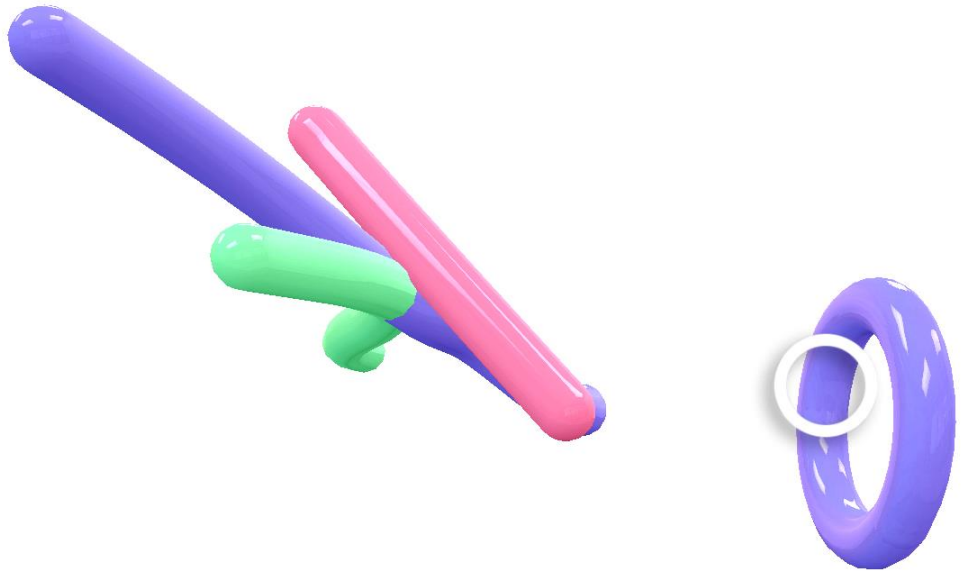
The depthmarker determines the view pivot and drawing depth

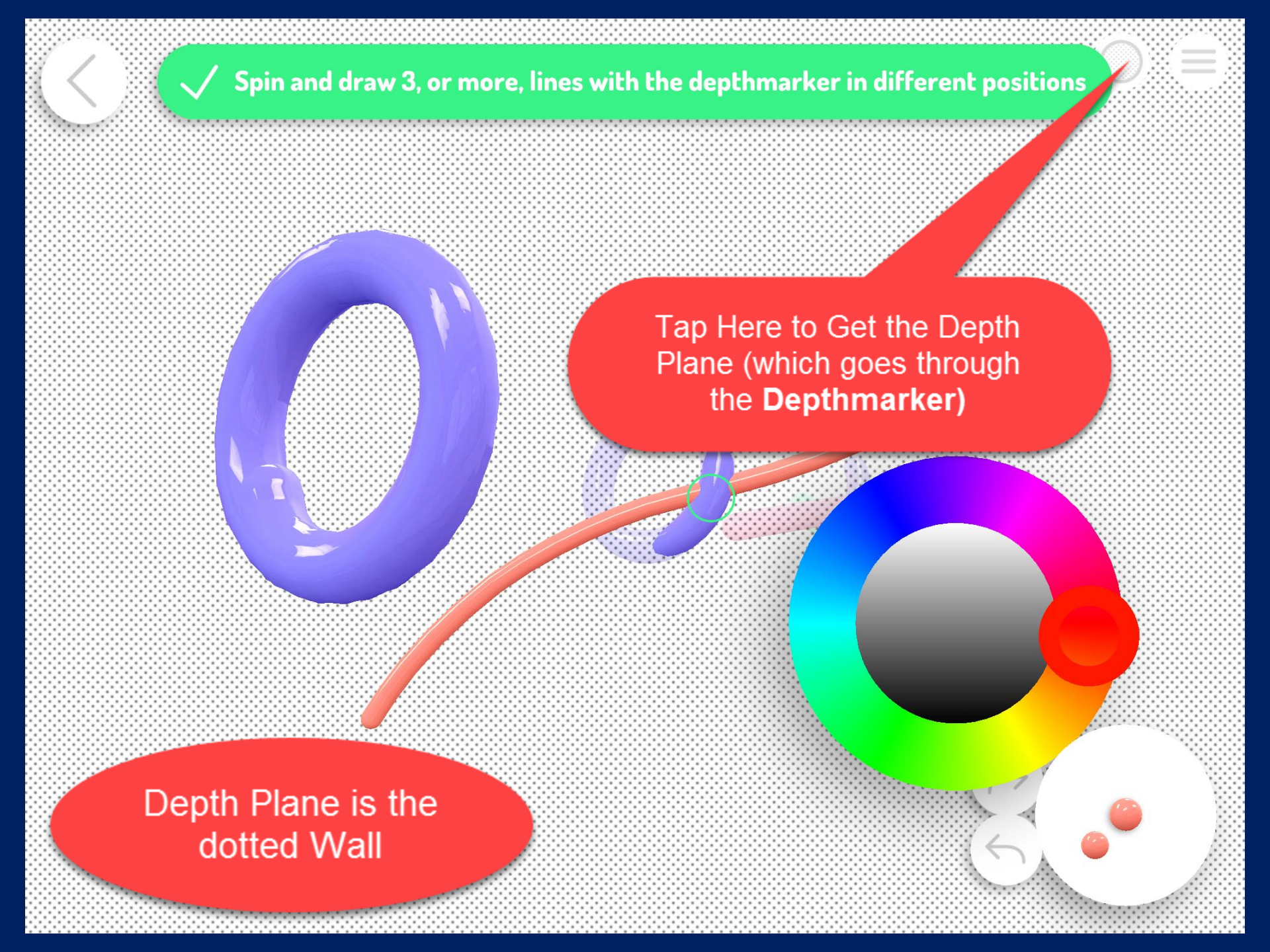
Tap to get a
Depthmarker

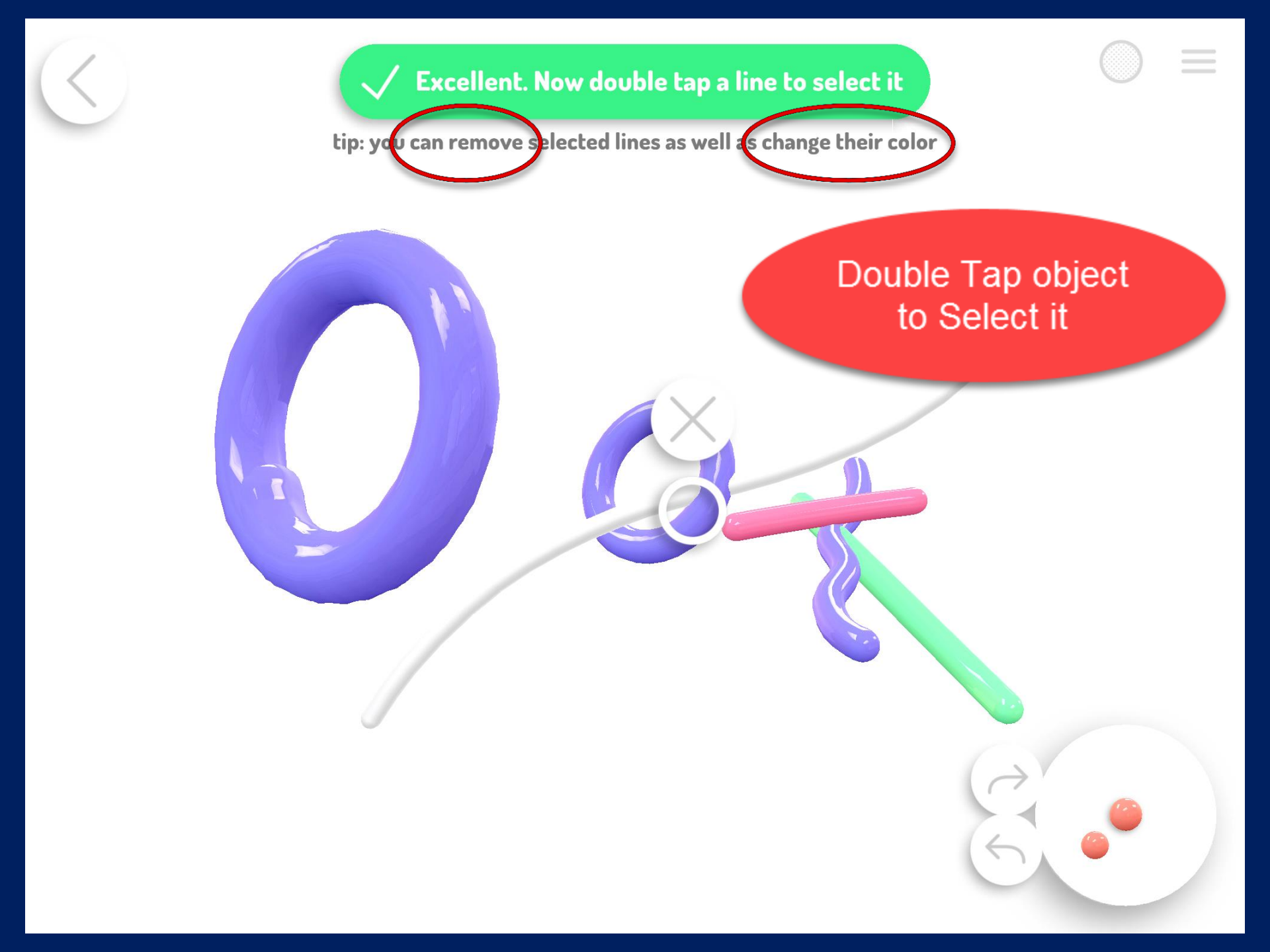


We will enable the drawing plane to help with the next part

pay close attention to the relationship between the depthmarker, and the drawing plane



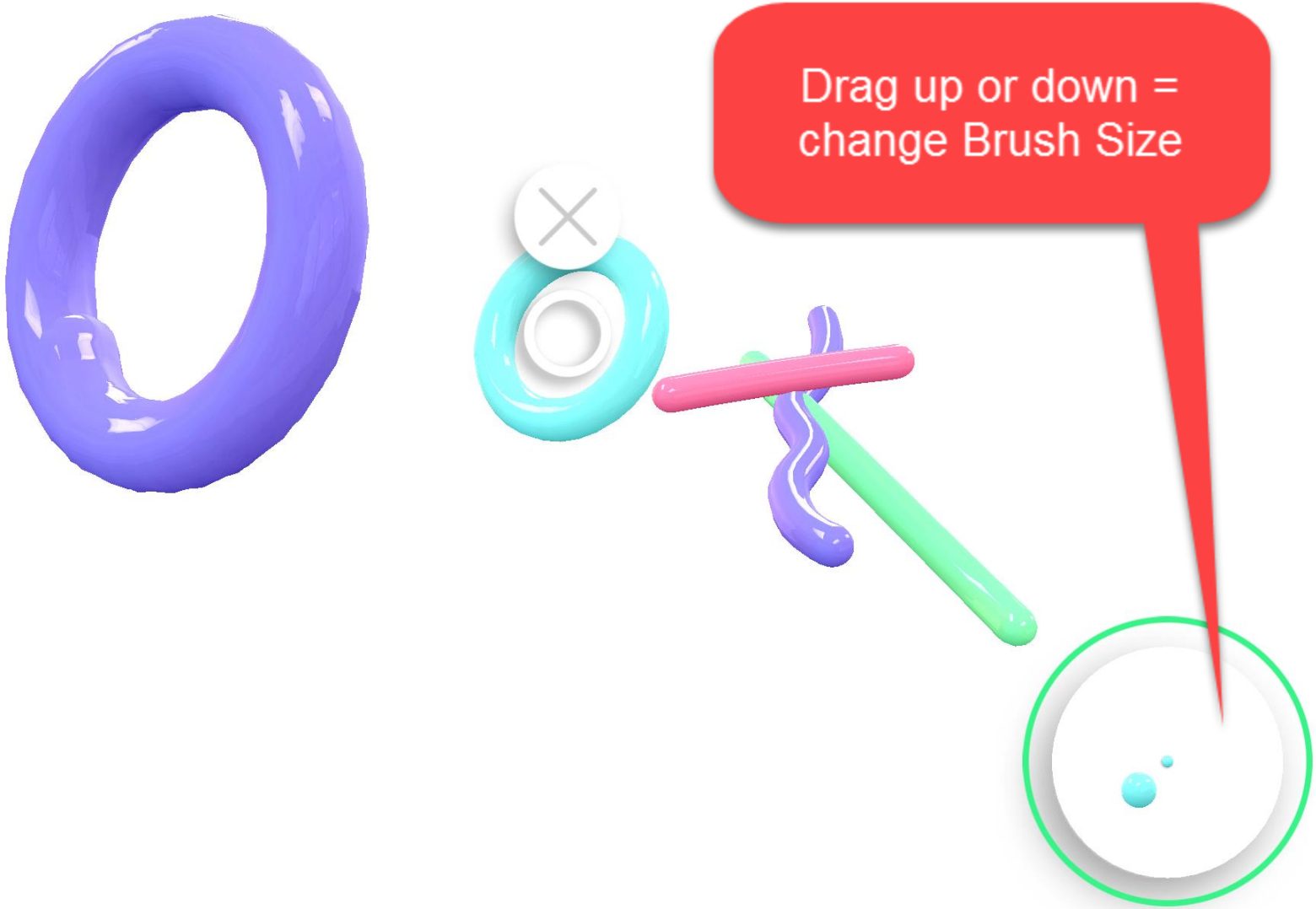

Spin and draw 3, or more, lines with the depthmarker in different positions
Tap Here to Get the Depth Plane (which goes through the **Depthmarker)**
Depth Plane is the dotted Wall


Excellent. Now double tap a line to select it
tip: you can remove selected lines as well as change their color
Double Tap object
to Select it

Tap the brush button to open the color wheel, and select a color

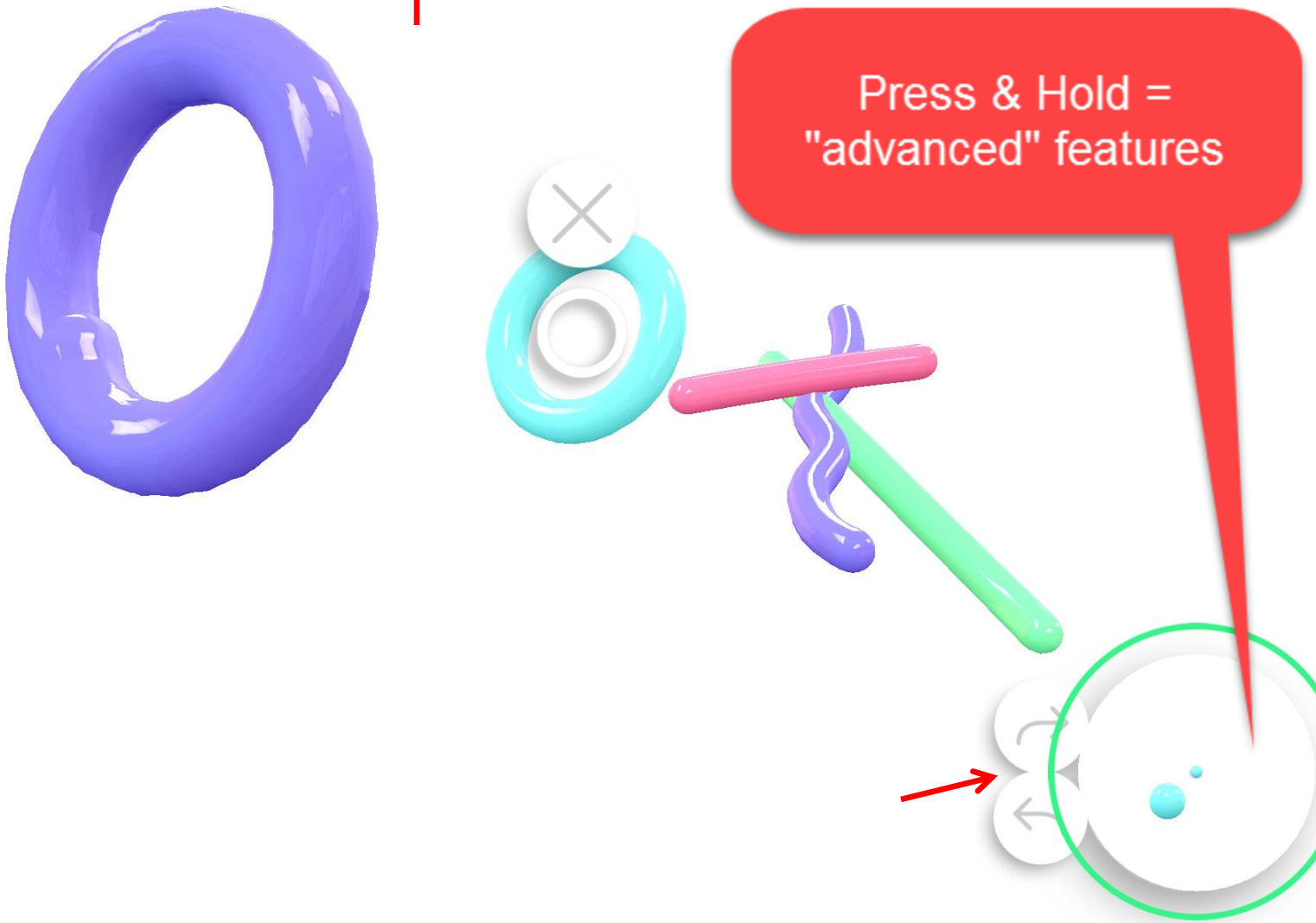
you must have a line selected to proceed

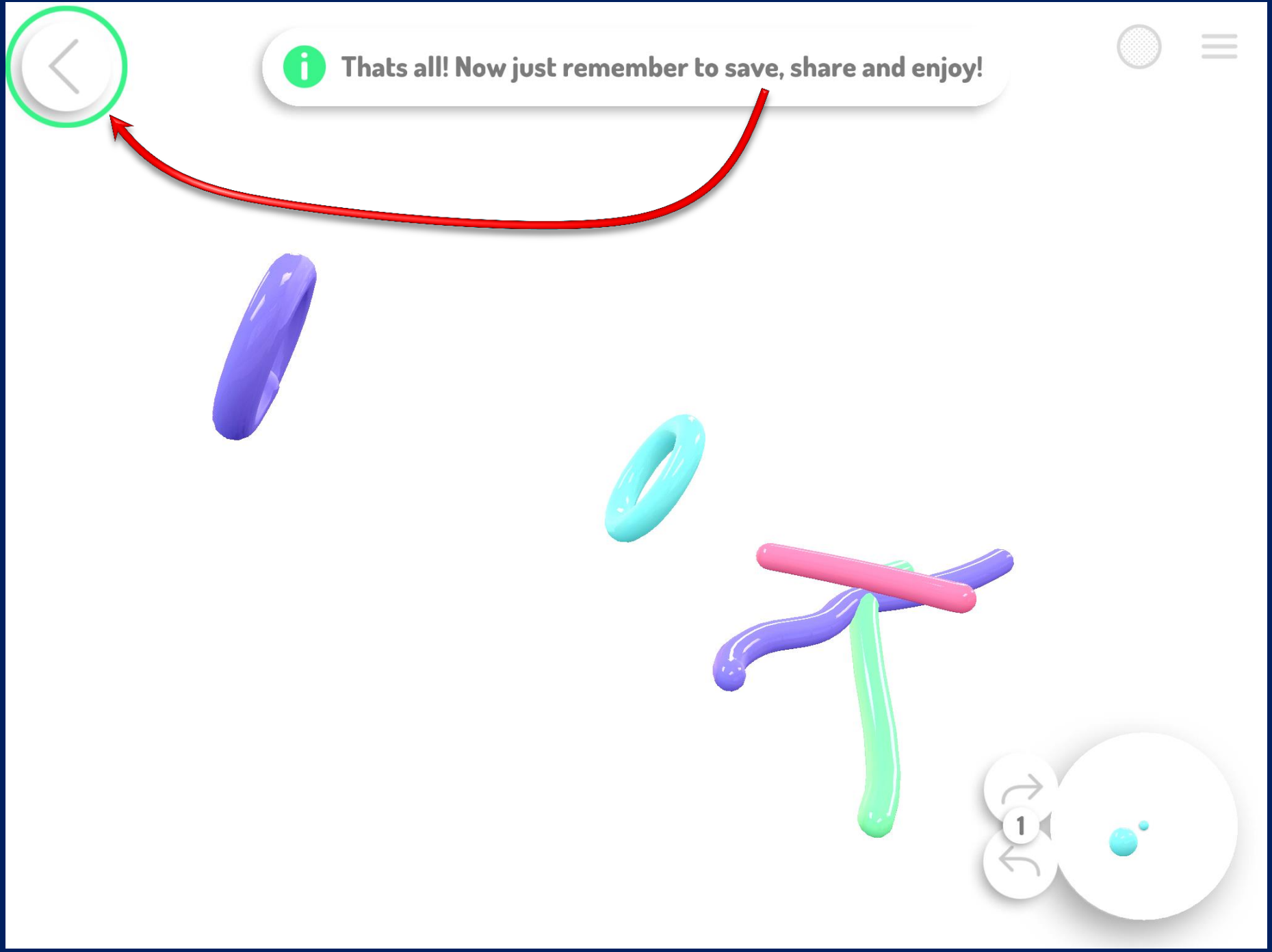
You can also drag up/down on the button to change brush size



Advanced options can be found by holding the brush button

options include: undo/redo, drawing plane and isometric camera




Thats all! Now just remember to save, share and enjoy!
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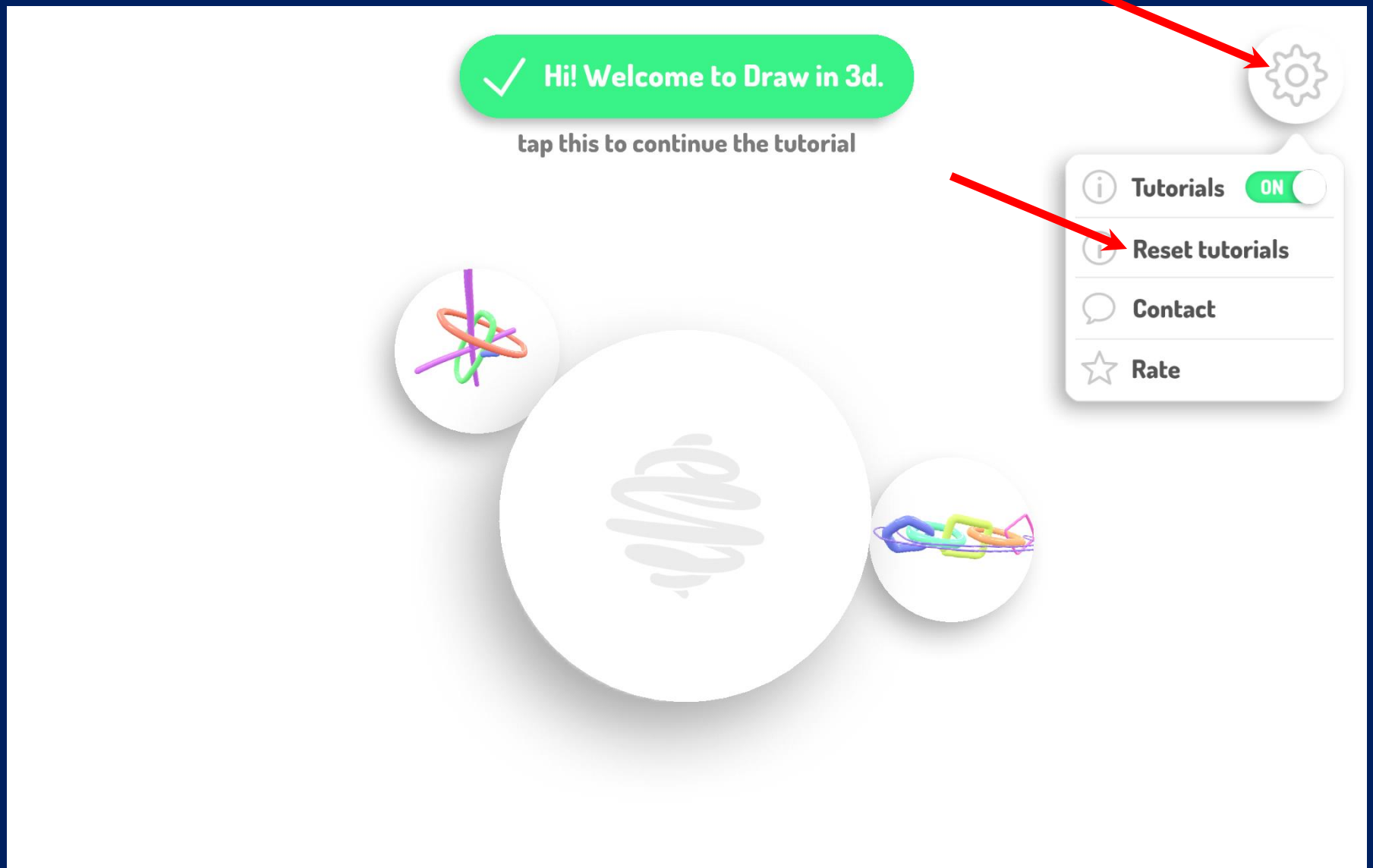
Tutorials can be viewed in the app by clicking the Gear.



I hope you enjoy this great app

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