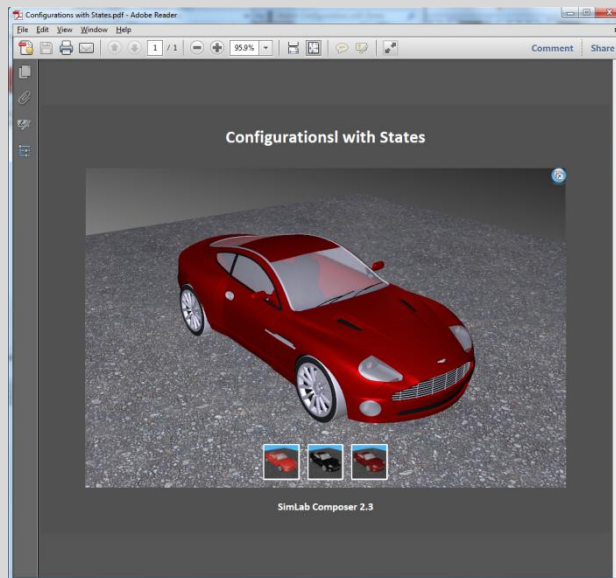
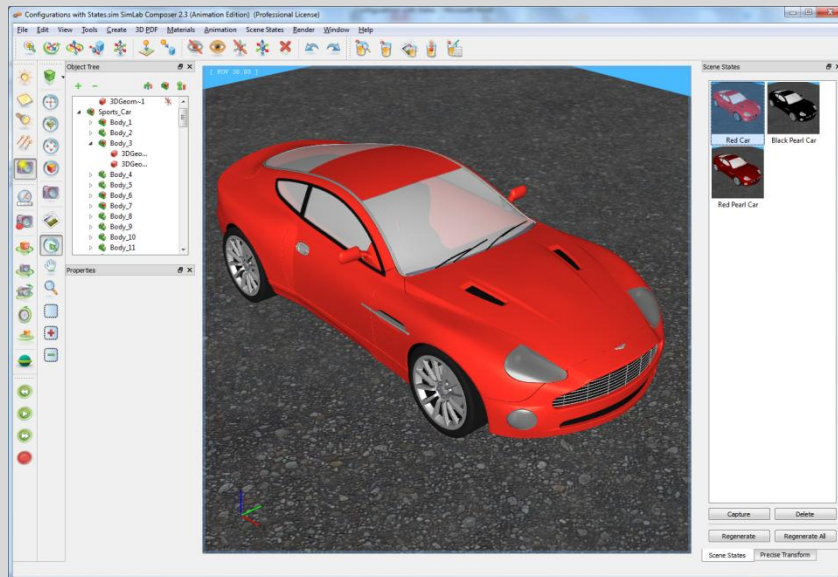


Tutorial: Showing multiple configurations of a 3D model

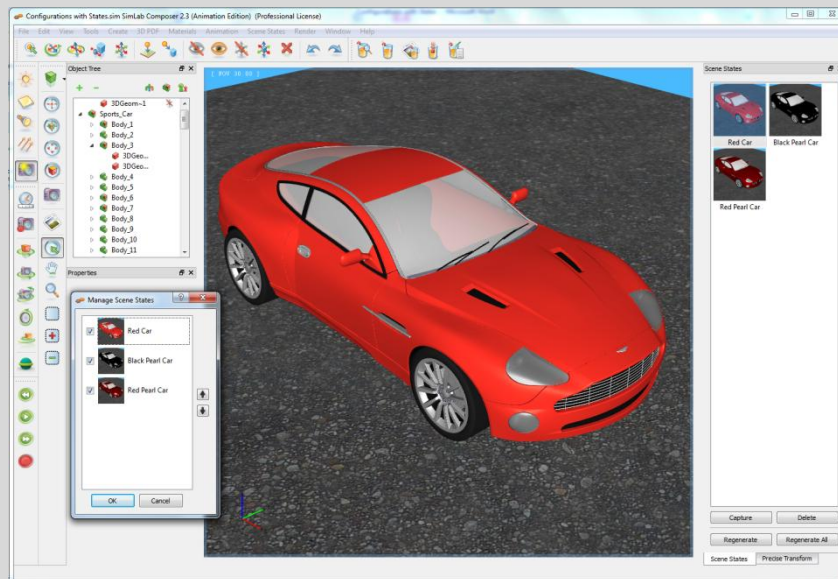
Another use for scene states is to show the different configurations of a product. The different states created for the product can be exported as a 3D PDF file, or exported and shared on iPad.



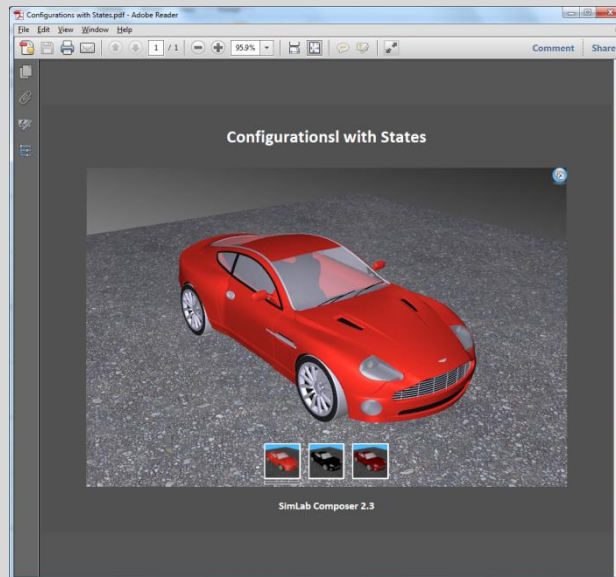
1. Create a new scene with Default 2D Ground.
2. Click **File** -> **Import** or press (Ctrl + I) to import geometry. The Import **Geometry window** will open where you can browse for the Sports_Car model.
3. Go to **Materials** -> **Show Material Libraries**. The **Material Library** will appear on the top of the program window. Go to Metallic Paint and drag the Red Paint material onto the car's body.
4. From the **Scene States** menu select **Manage Scene States**, where its window will open on the right of the application's window. Change the model's orientation, and when satisfied click the **Capture** button in the **Scene States** window. The state of the model will be captured and stored in the **Scene States** window. Change the name of the state, in the **Properties** window to Red Car.
5. Repeat the previous step twice, the first time with Black Pearl Metallic Paint, and the second with Red Pearl Metallic Paint.



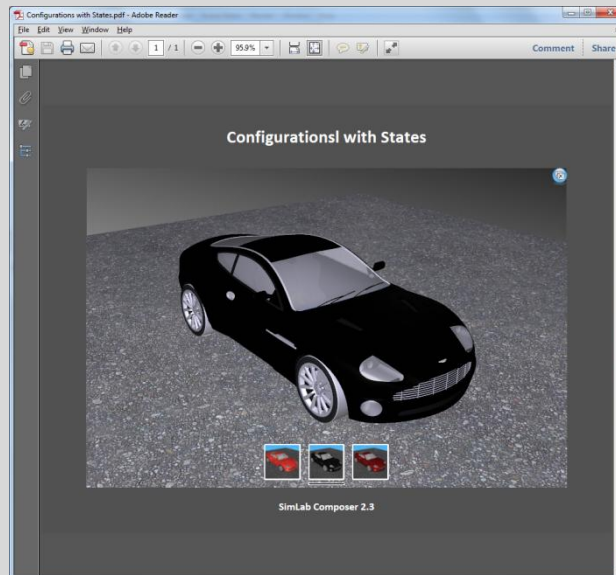
- Now select **Export** from the **File** menu, and select PDF file type. Click Save and the **Manage Scene States** window will appear. The up and down arrows in this window are available in case the states need reordering. Click Ok and the Exporting Geometry progress bar will appear for a short period depending on the size of the file.



- Browse to the PDF file, and the ad manual is ready for distribution.



8. By clicking on any of the states displayed at the bottom of the 3D PDF file, it will appear in the 3D area.



9. Another useful way of sharing the model is by exporting to iPad. Go to **File -> Export to iPad**, and the **iPad export** window will appear. The file extension for the iPad files is *.zim, input a name for the file, click save.

