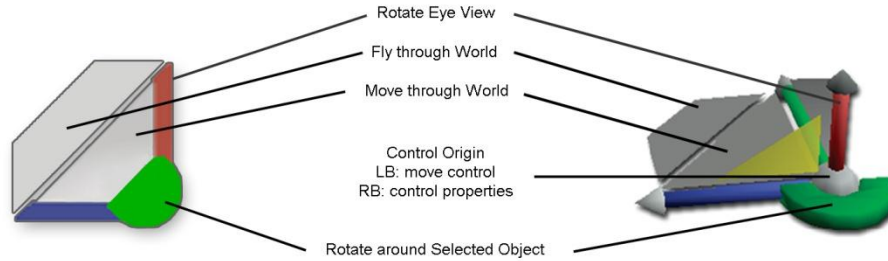


## Workspace

## View Navigation Controls

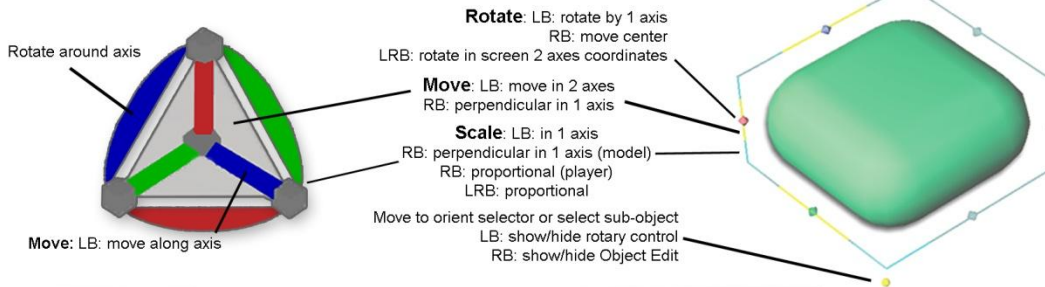
## Model



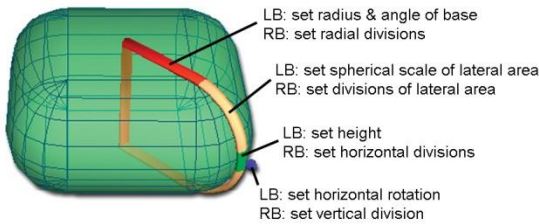
## Workspace

## Object Navigation Controls

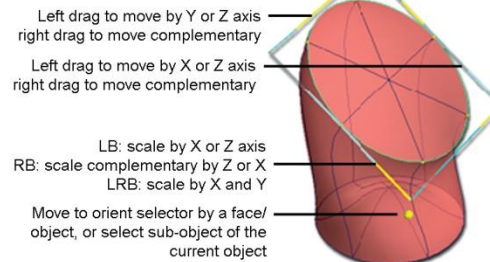
## Model



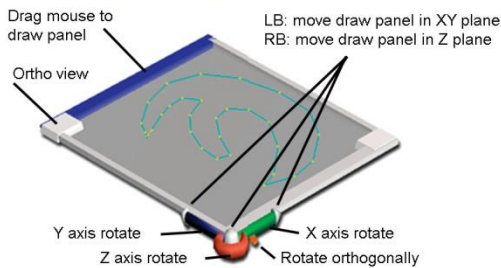
## Magic Ring



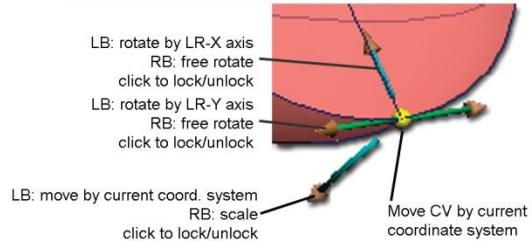
## Isocurve Selector



## Draw Panel



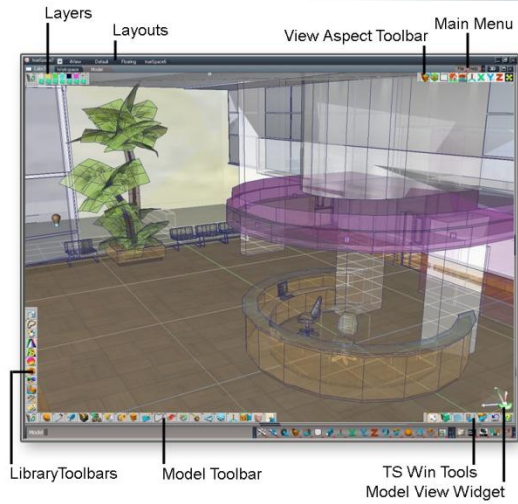
## CV Handles



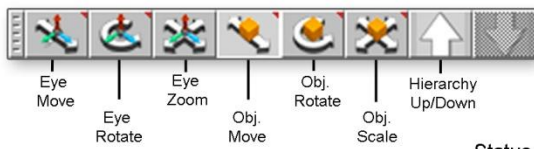
## Workspace View



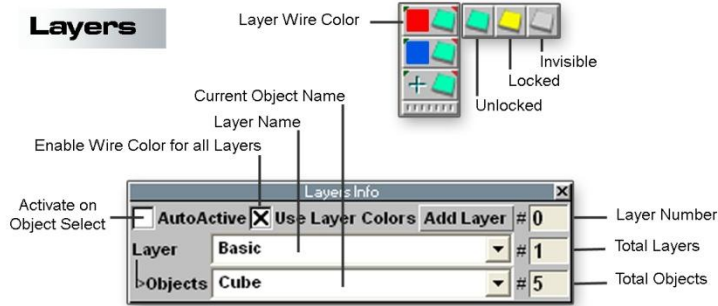
## Model View



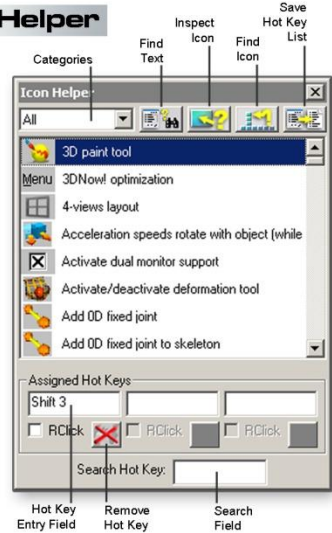
## Nav Tools



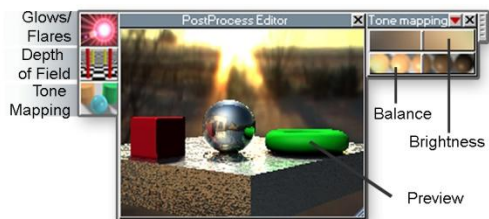
## Status



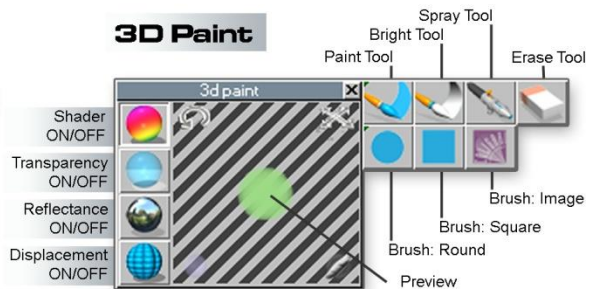
## Icon Helper



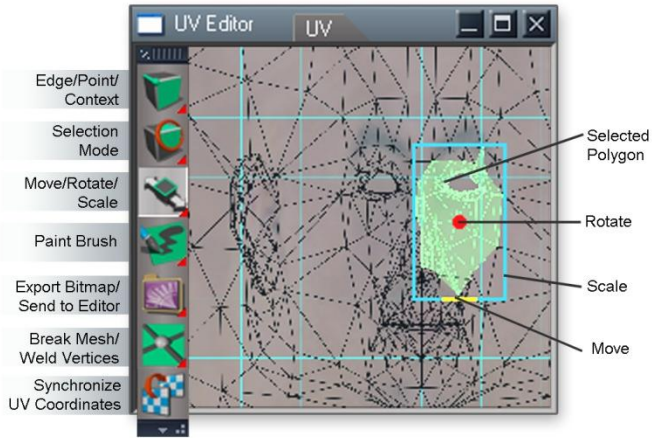
## Post Process Editor



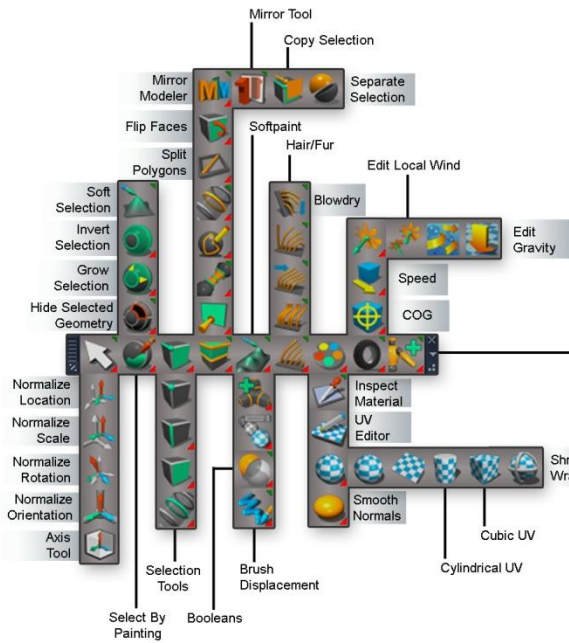
## 3D Paint



## Workspace UV Mapping Editor



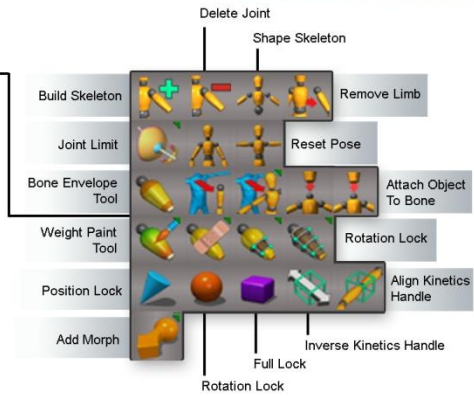
## Workspace Toolbar



## Preferences



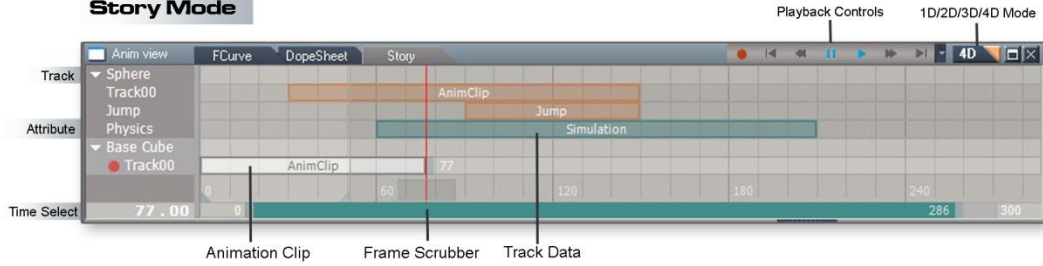
## Character Animator



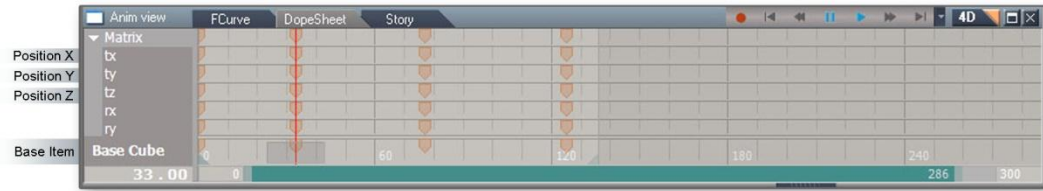


# Animation Editor

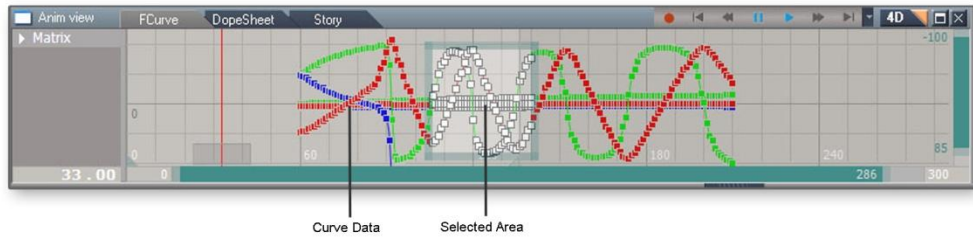
## Story Mode



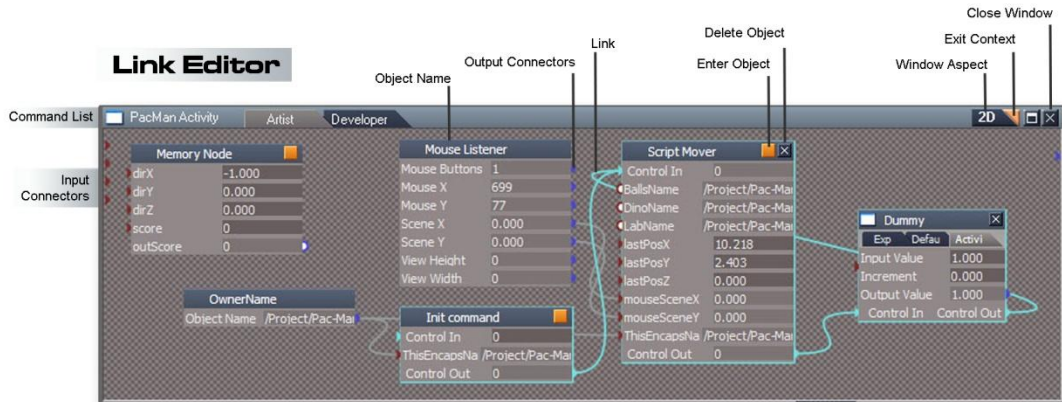
## DopeSheet Mode

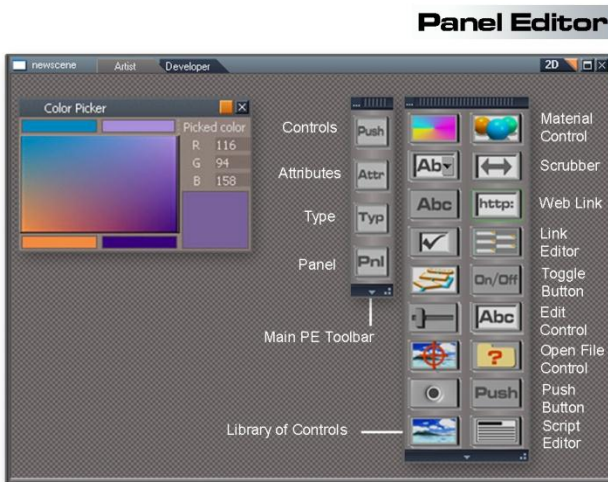
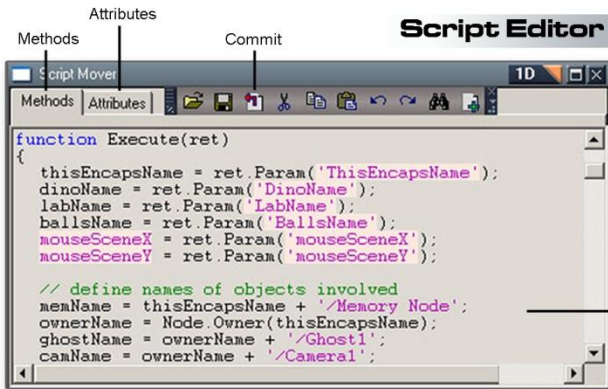


## FCurve Mode

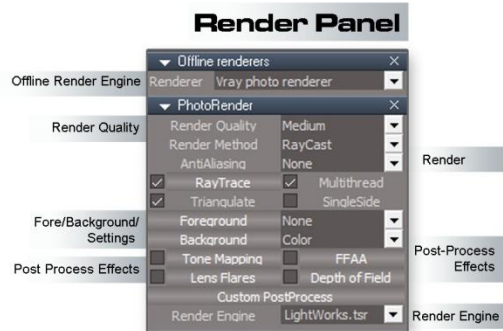
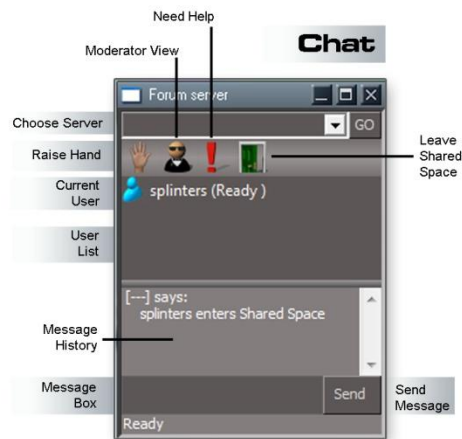
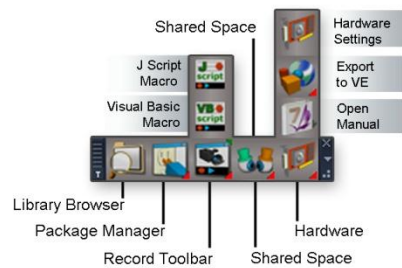


## Link Editor





### Options Toolbar



### Model Material Editor

Material Light Emission  
 Reflectance  
 Displacement  
 Color  
 Layers  
 Transparency  
 Expand Component  
 Delete Shader

Material Animation  
 Paint Object  
 Replace Material  
 Inspect  
 Auto Facet  
 Preview Mode  
 Material List

Material Preview

Color  
 Eump  
 Reflectance  
 Material Emission

Use material light  
 Intensity 1  
 Shadow Type  
 Sh.Transparency  
 Falloff  
 Min. subdiv. 0.3  
 Max. subdiv. 0.5

Ground color  
 Vein color  
 Scale 1  
 Detail 4  
 /ein contras 1  
 Grain 1

Scale 1  
 Amplitude 0.1  
 Detail 3  
 Sharpness 1

Lum  
 Dif  
 Shn  
 Spc  
 Rfl  
 Trn  
 Rfc  
 Specular color

Luminance  
 Diffusion  
 Shininess  
 Specularity  
 Reflection  
 Transmission  
 Refraction

### Libraries

Images  
 Paths  
 Lights  
 Materials  
 Shaders  
 Objects  
 Primitives  
 Scenes  
 Configs.  
 Projects  
 Trash

Curves  
 Displacement  
 Transparency  
 Reflectance

Set Transparency

Support  
 Scene Effects

### Nurbs

Loft  
 Bi-Rail  
 Skin  
 Blend/Stitch/Cap  
 Curve to Patch  
 Draw Trimming Curve  
 NURBS to Poly

### Draw Panel

Regular Polygon  
 Circle Three Points  
 Circle Two Points  
 Freehand Curve  
 Add Polyline  
 Elliptical Arc  
 Ellipse Tool  
 Horizontal Text  
 Vertical Text

Fix Bad Geometry  
 Flip Normals  
 Flip Faces  
 Decompose Into Objects  
 Polygon Reduction  
 Split Hierarchy  
 Axes/Location  
 Dimension  
 Smooth Divide

3D Paint  
 Nurbs  
 Material Editor  
 Geometry Paint  
 UV Editor/Mapping  
 Unwrapper  
 UV Slice  
 UV Shrink Wrap

Cylindrical  
 Cubic UV  
 Planer UV  
 trueSpace Extensions  
 Facial Animator

### trueSpace 6 Toolbar

Fillet/Chamfer  
 Tip  
 Lathe Tool  
 Macro/Sweep  
 Bevel  
 SDS Tools  
 Deform Object  
 Arrays  
 Draw Panel  
 Nurbs  
 3D Paint  
 Material Editor  
 Geometry Paint  
 UV Editor/Mapping  
 Unwrapper  
 UV Slice  
 UV Shrink Wrap

Object Intersection  
 ObjectUnion  
 Shell Tool  
 Bend  
 Skew  
 Taper  
 Start/Stop Deformation  
 Sculpt Surface

### Render Toolbar

Render Output  
 Render Quality  
 Rendering Visibility  
 Antialiasing  
 Render Options  
 Render Foreground  
 Render Background  
 Render Postprocess