

CAD Lesson1---ZW3D Introduction

First step to learn ZW3D

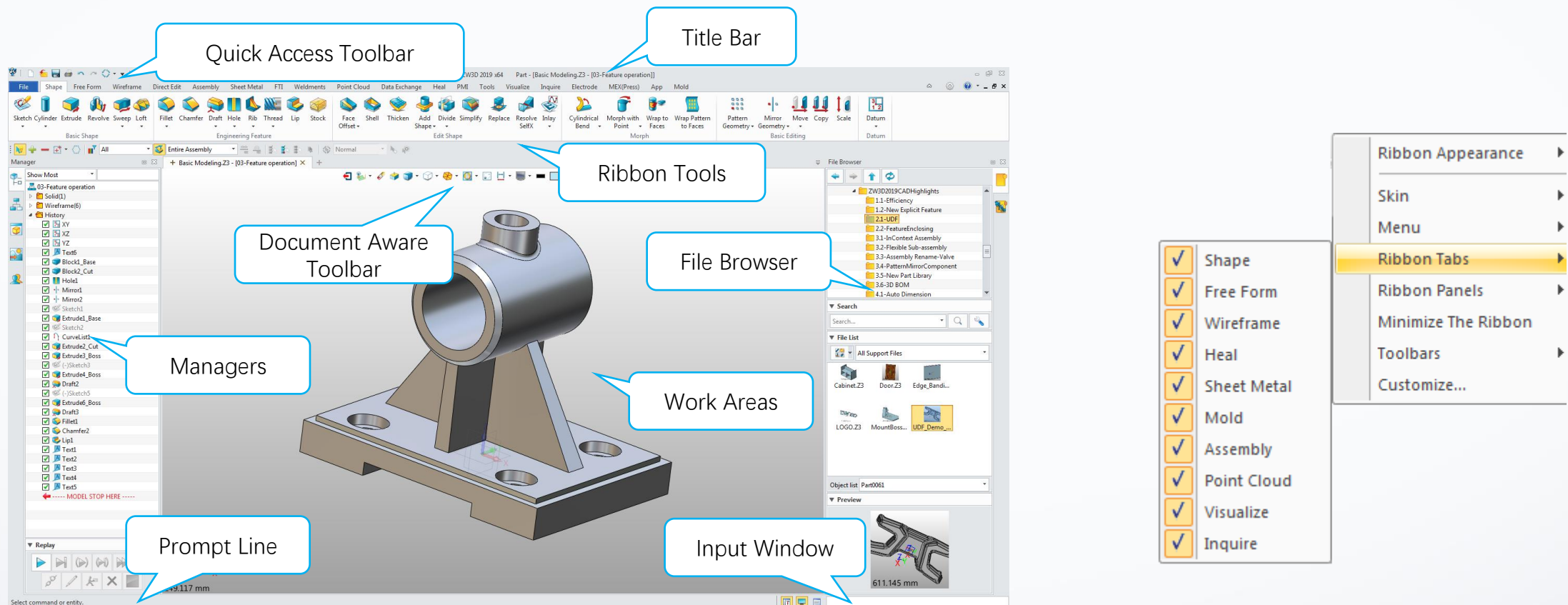


Context

1. ZW3D Interface Introduction and Mouse Actions
2. ZW3D File Management
3. Configuration and Popular Hotkeys
4. Basic Application (Filter, Picking, Visibility Control...)

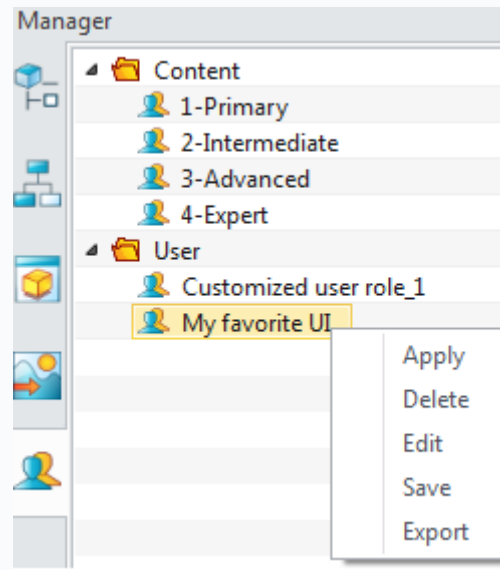
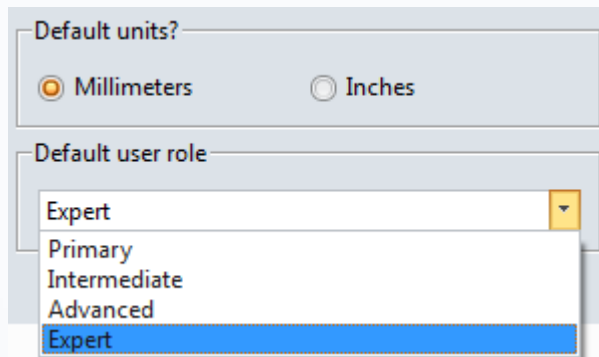
1.1 ZW3D Interface Introduction

- Ribbon interface



1.2 User Role

- User role is used for storing the setting of the Interface, hot keys and mouse actions.
Choose a default user role when running ZW3D for the first time.



1.3 ZW3D Mouse Actions

Click MMB: Confirm inputs / Repeat last operation
Roll MMB: Zoom
Hold MMB & Move: Pan

LMB: Pick the entities
Ctrl + LMB: Unpick the entities

RMB: Right menu
Hold RMB & Move: Rotate

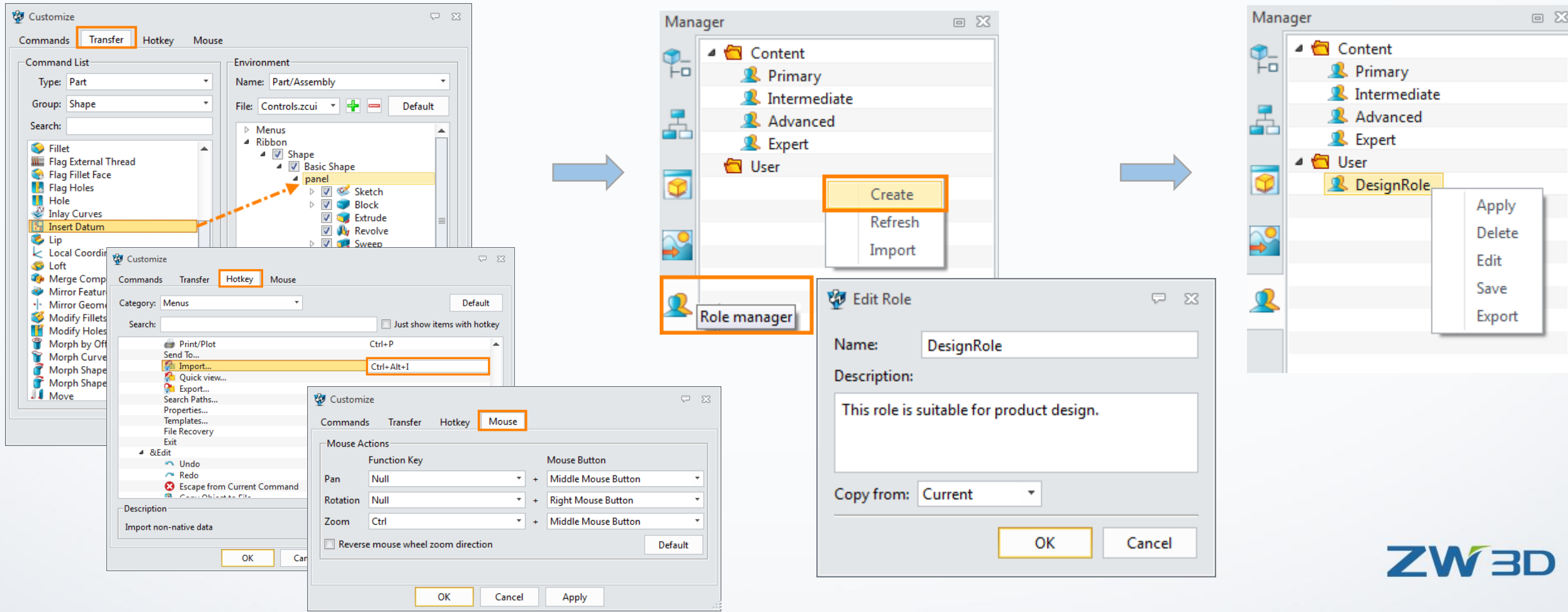


	Insert Curve List
	Insert Sketch

Dimension Value
Measure Distance
Expression
To Point
Boundary Face

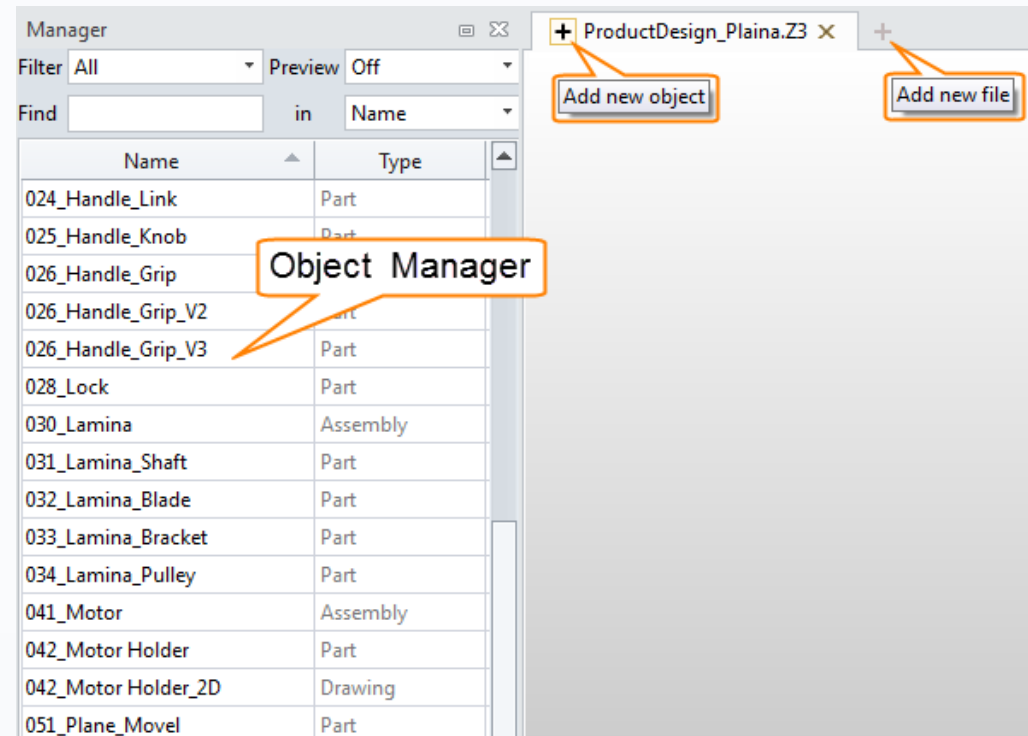
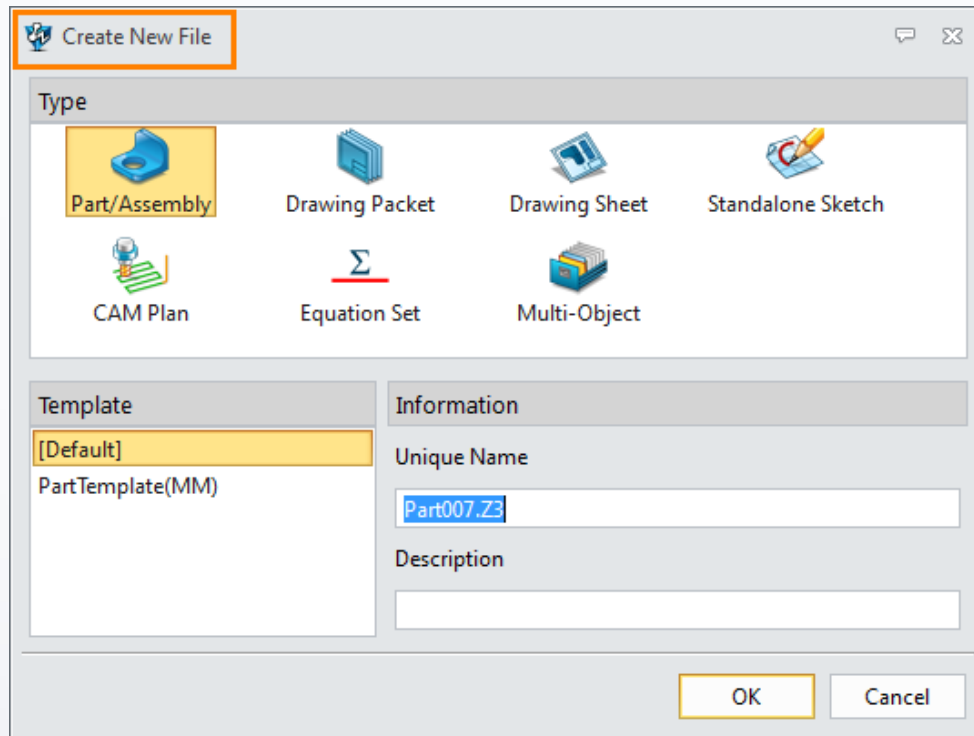
1.4 UI Customization

- Customize the UI/Hot Keys/Mouse Action
- Save as a new user role



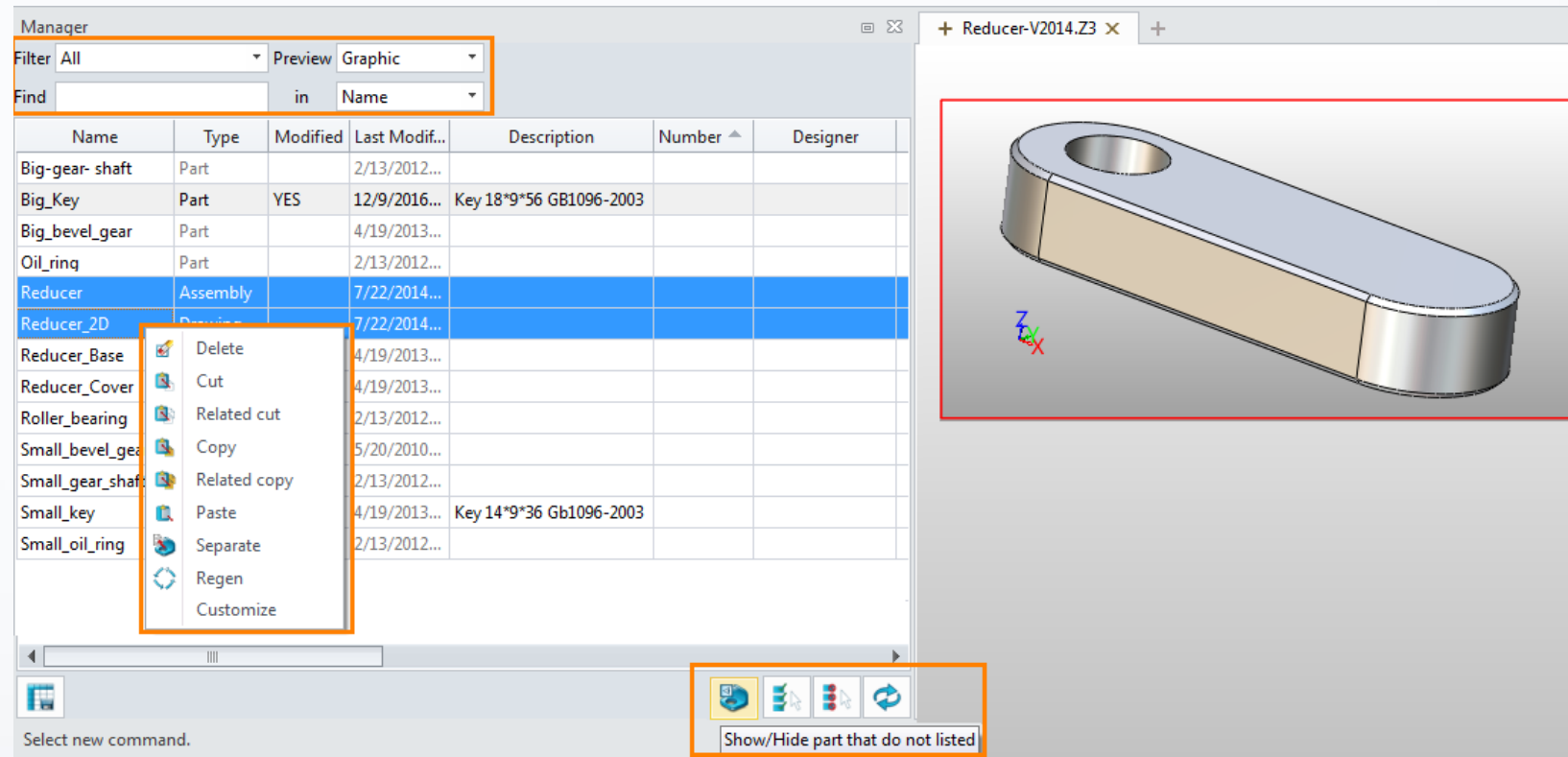
2.1 Multi-object File---Default File Management

- Multi-object file name will be *.Z3.
- One Z3 file can hold many different types of objects, such as parts, assemblies, drawing sheets and CAM plans.



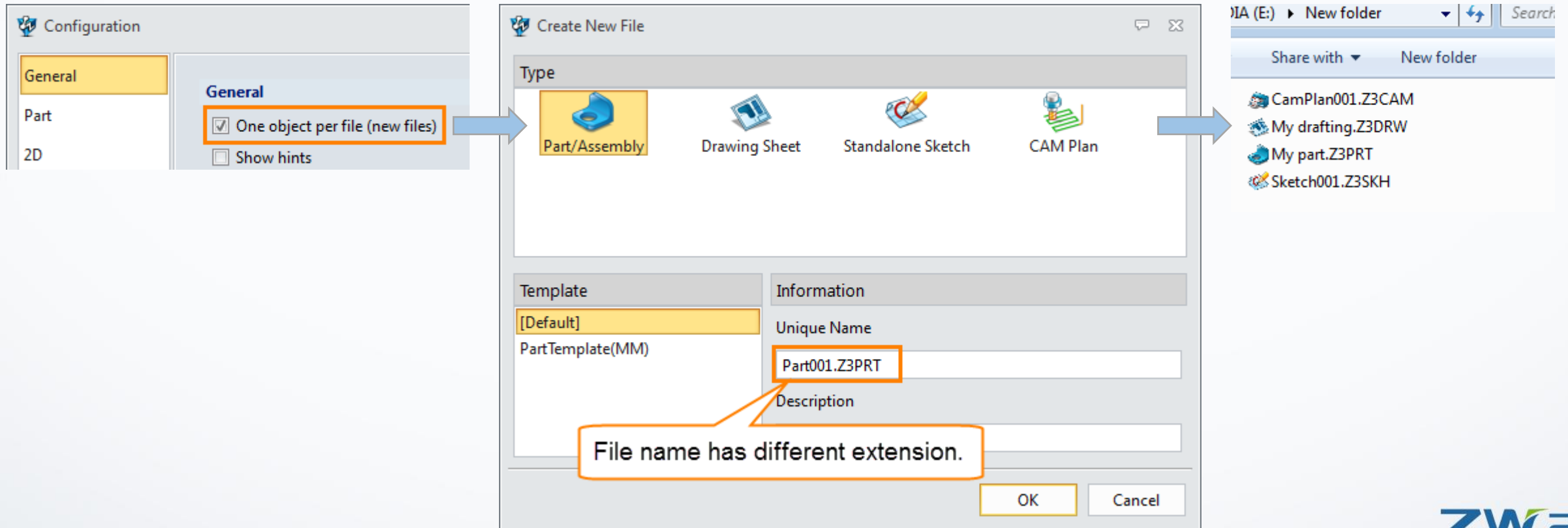
2.2 Object Manager

- Search the file & Preview the model/part attribute/ assembly tree
- Open the object by double click
- Add/edit part attributes by two separate clicks, such as : designer, number, description
- Copy/ Paste/ Cut/ Separate the object
- Show/hide part that do not listed
- ...



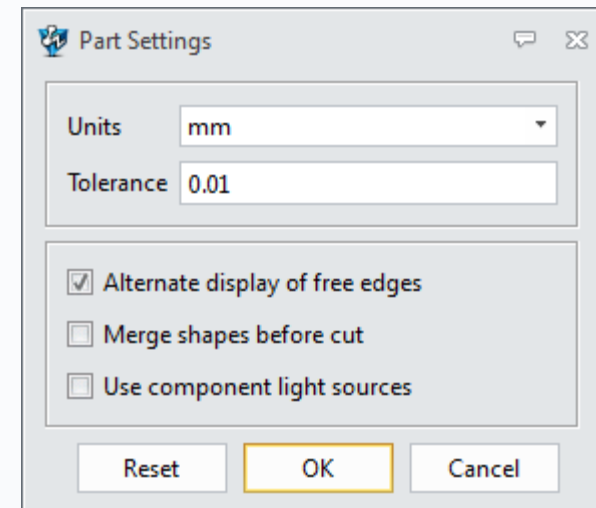
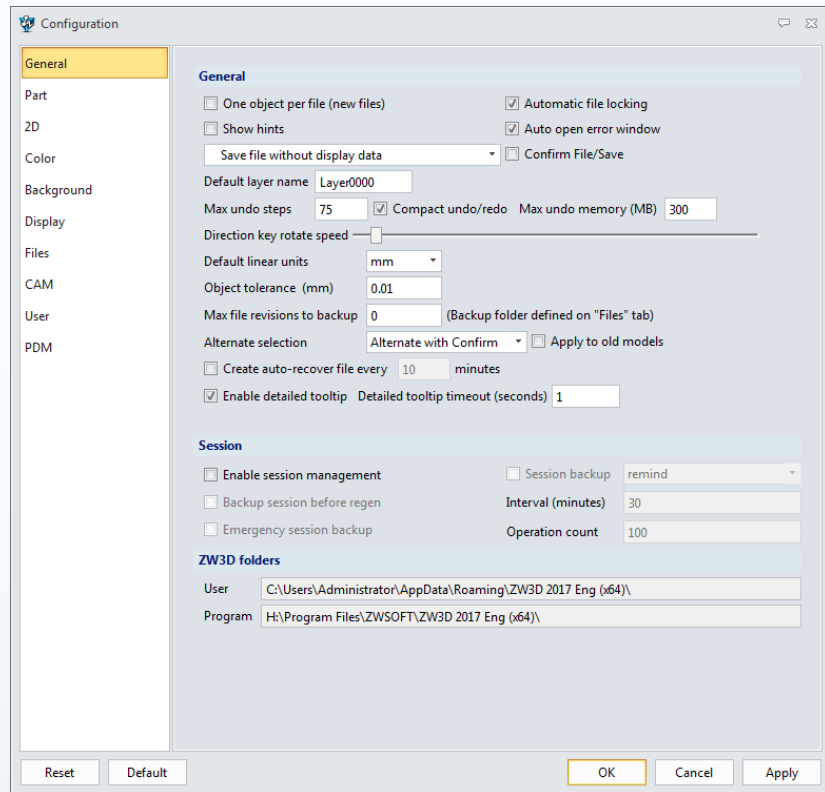
2.3 Single-object File

- Configuration->General -> One object per file (new files)
Check this option, then new created files will be a single-object file type after.



3.1 Configuration and Setting

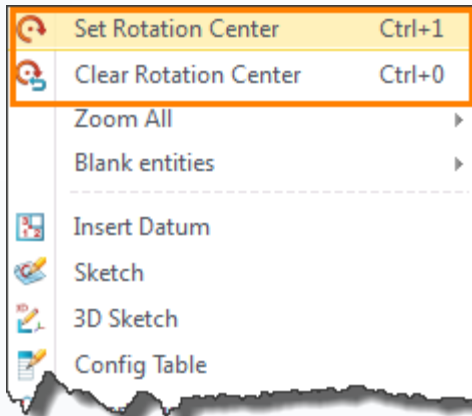
- Configuration--- the default ZW3D system settings, such as: file folder, template, background, display,...
- Tools ribbon-> Preferences to set the modeling units.



3.2 Popular Hotkeys

Ctrl+1

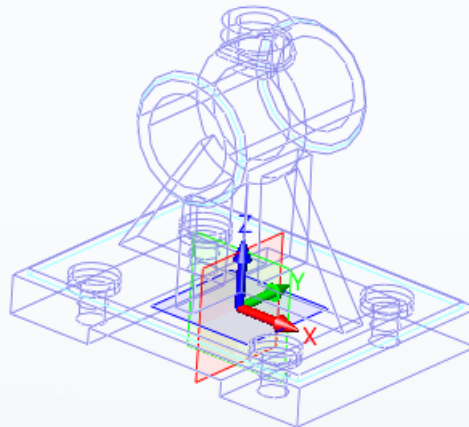
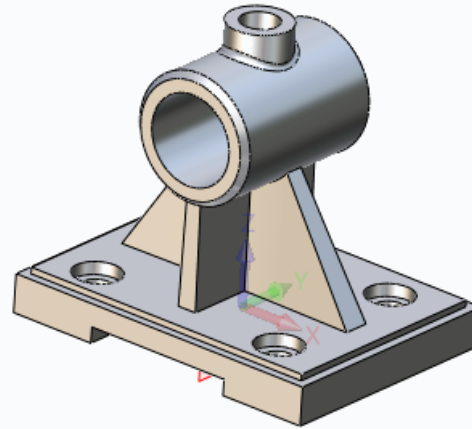
Set rotation center



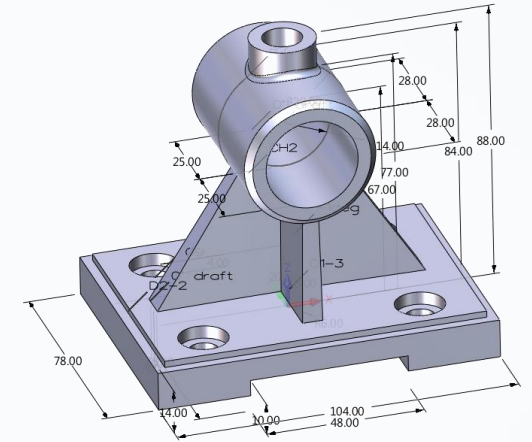
Right menu

Ctrl+F

Toggle shaded/wireframe display mode



Ctrl+D: Toggle all dimensions













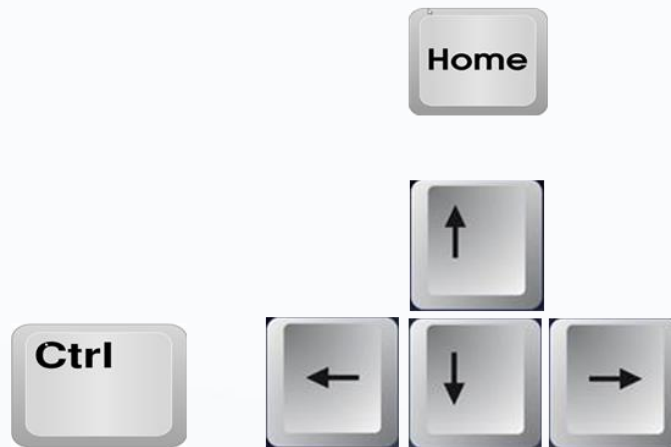
Ctrl+Z/Y : undo/redo








3.3 Popular Hotkeys of Views

- Quickly get the different standard view with Ctrl + U/I/ Arrow key
- With Ctrl+Home to get the closest view
- Select a datum plane or planar face and then use Ctrl+Home to align with
- Zooming functions...

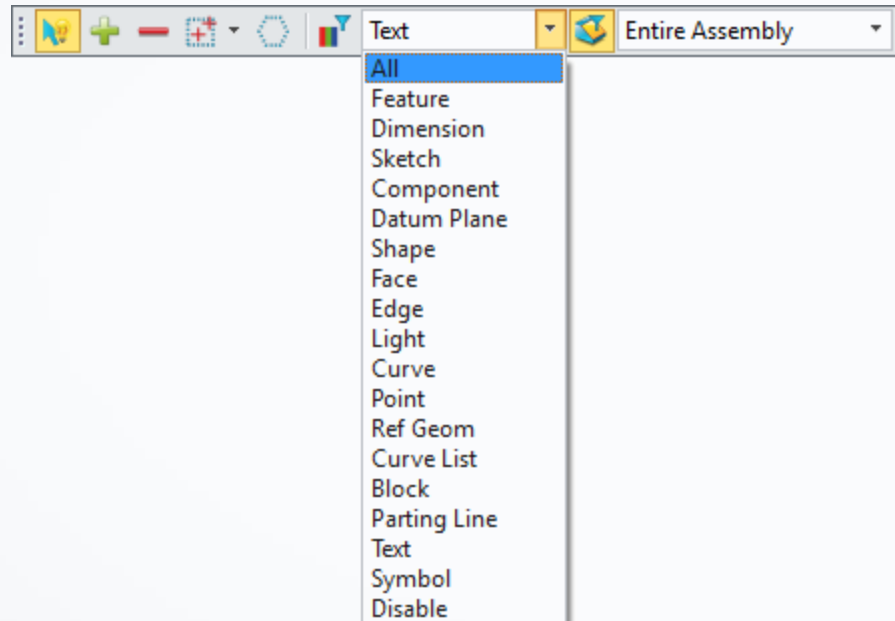
	Auxiliary View	Ctrl+U
	Top View	Ctrl+Up
	Isometric View	Ctrl+I
	Left View	Ctrl+Left
	Front View	Ctrl+Down
	Right View	Ctrl+Right
	Back View	
	Bottom View	
	Auto Align	Ctrl+Home
	Align with Direction	



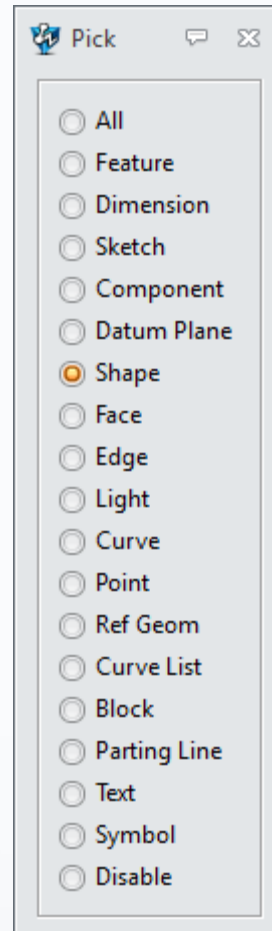
	Zoom All	Ctrl+A
	Zoom In	Ctrl+W
	Zoom Out	Ctrl+T
	Zoom At	
	Zoom Extents	

4.1 Entity Filter

- Set the filter in picking tools



- Shift+ right mouse button

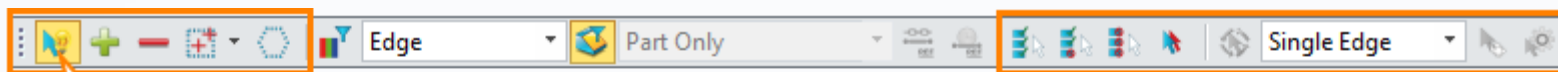


- Shift+ middle mouse button
directly change the filter type

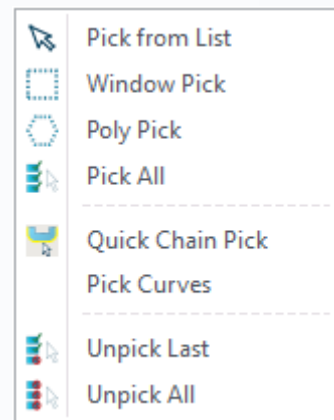


4.2 Picking

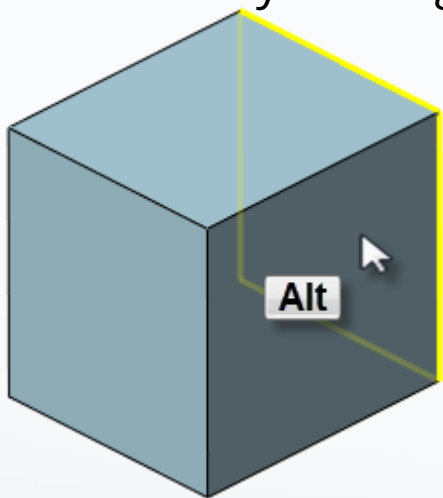
- Picking toolbar provides different picking modes (normal pick/add pick/ delete pick) and various picking methods (window pick/ poly pick).



Normal Pick
LMB: pick the entities
Ctrl+LMB: unpick the entities

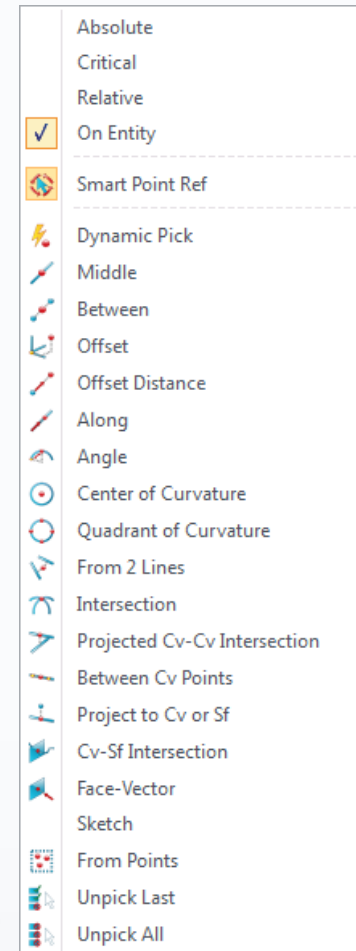
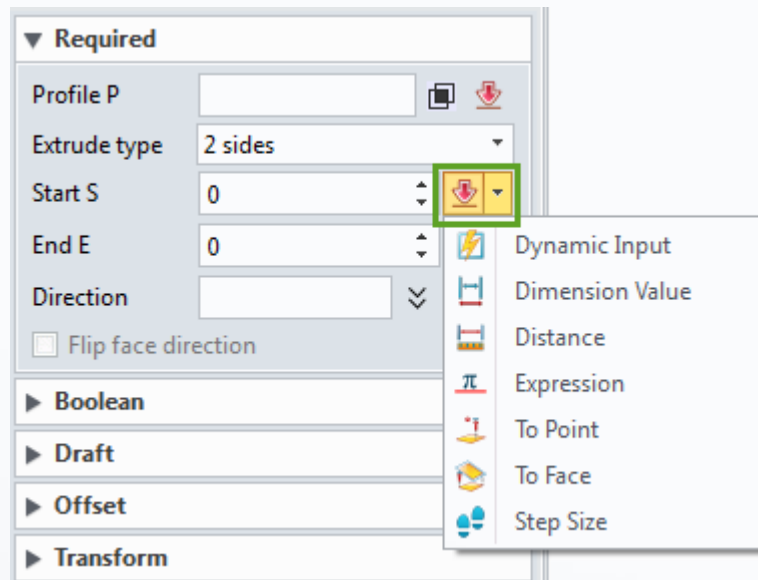


- Pick the face behind another by holding Alt key and picking.



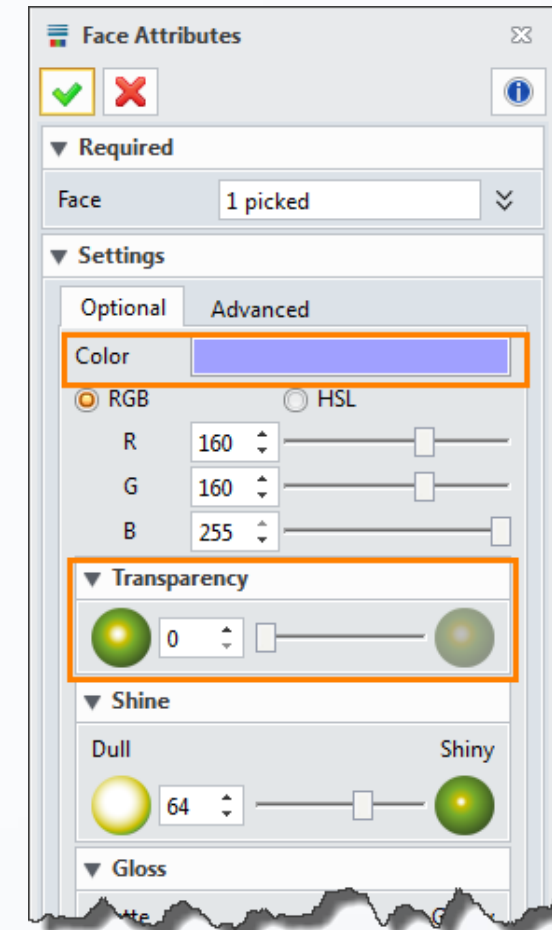
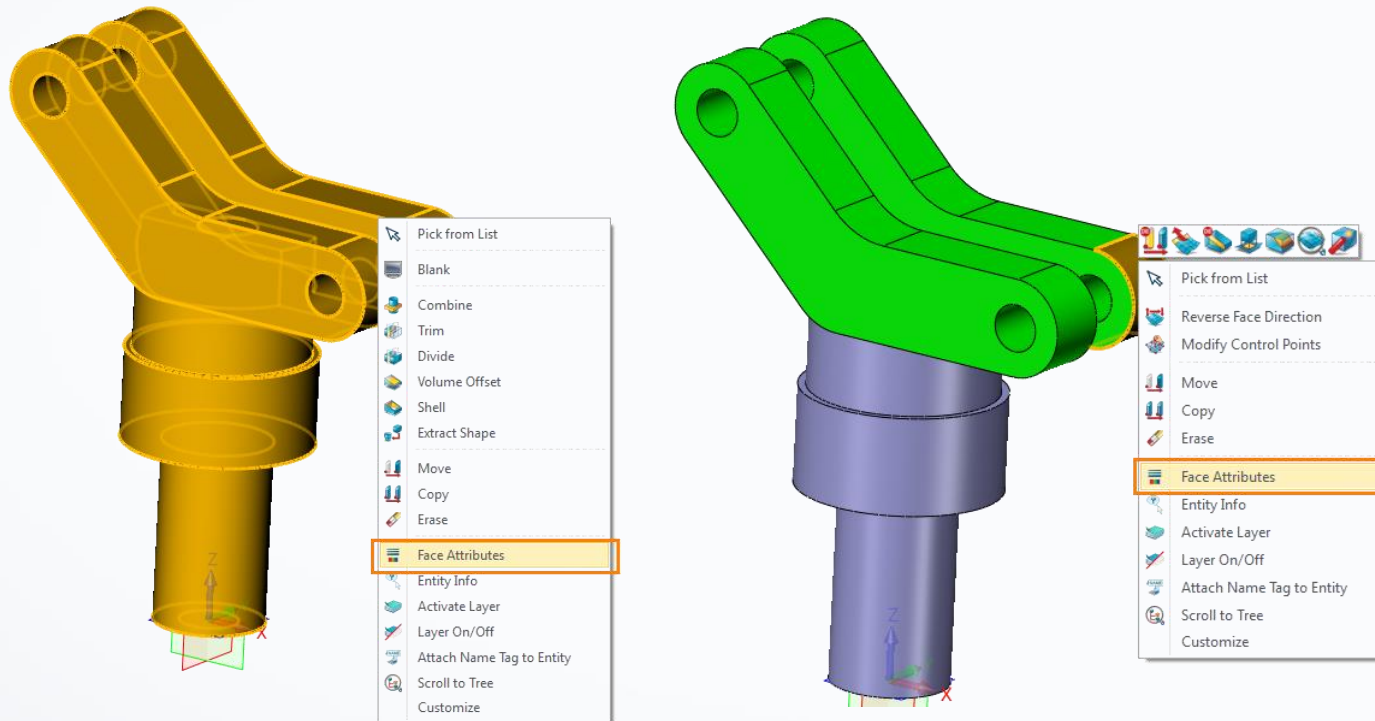
4.3 Indicating Position and Cursor Snap

- Right-clicking in the modeling window will bring up a right-menu for indicating the position.
- Or get the same menu from the dialog.



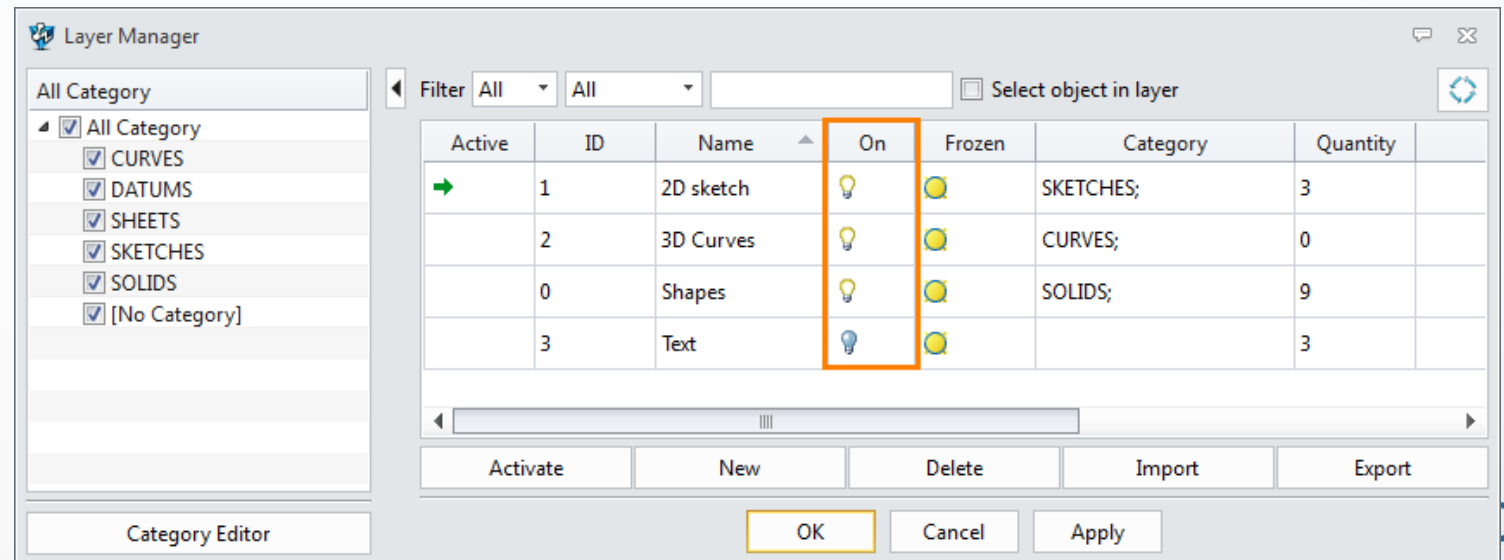
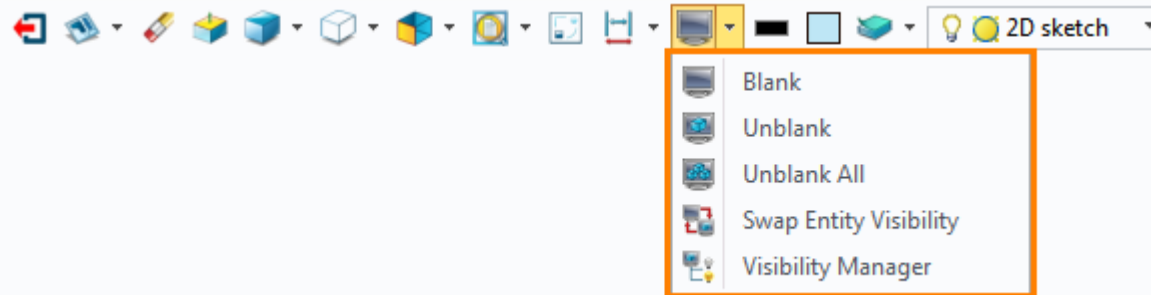
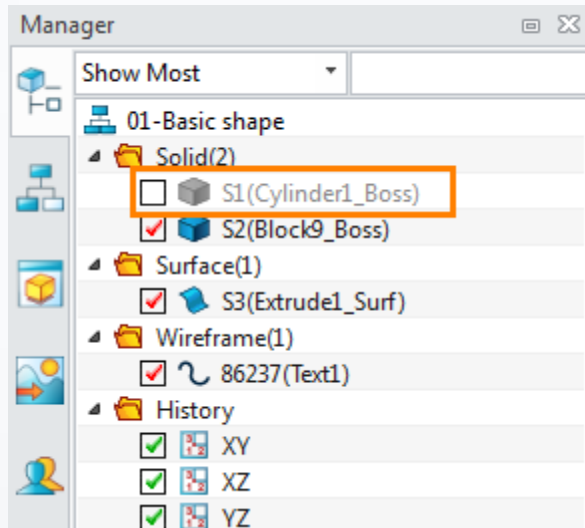
4.4 Color and Transparency

- Right click on the face or shape, then modify the face attribute



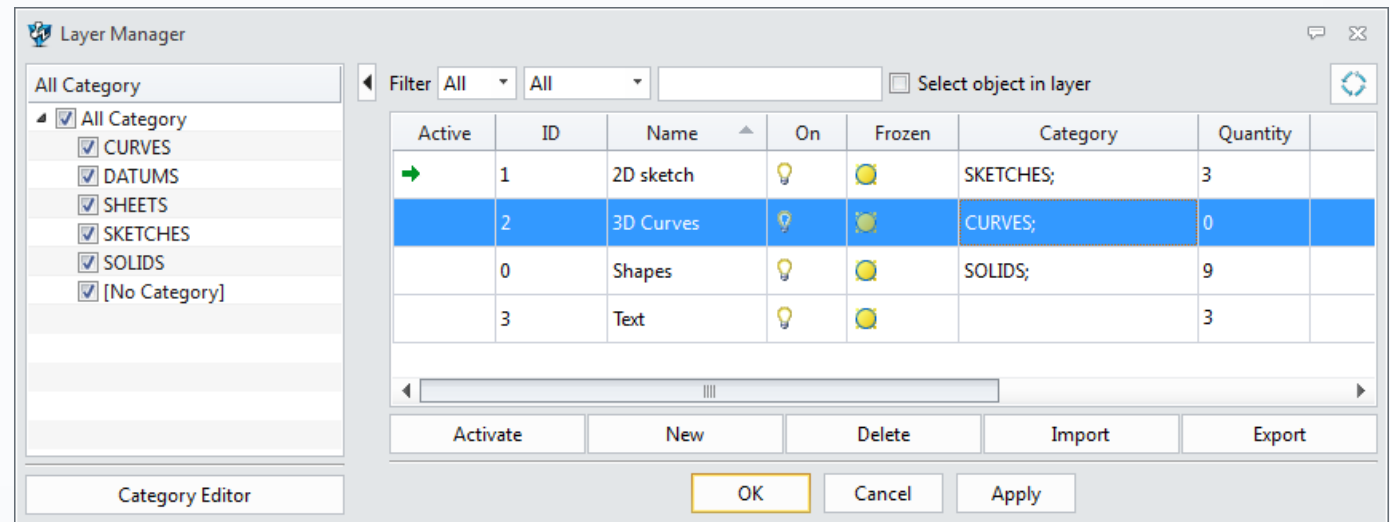
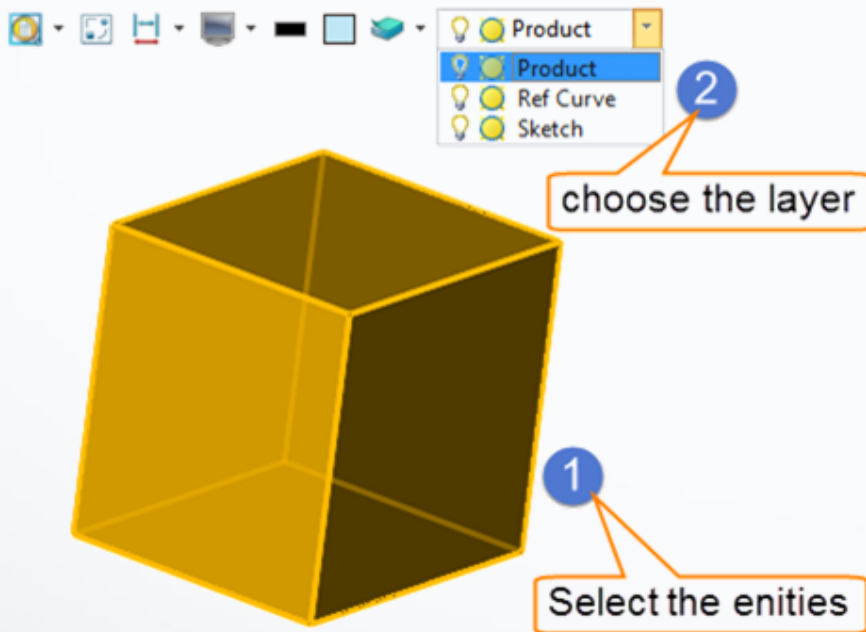
4.5 Visibility Control

- In history manger, uncheck the entities to blank
- Document Aware Toolbar -> blank/unblank/unblank all/ swap entity visibility
- Turn off the layer to blank the entity



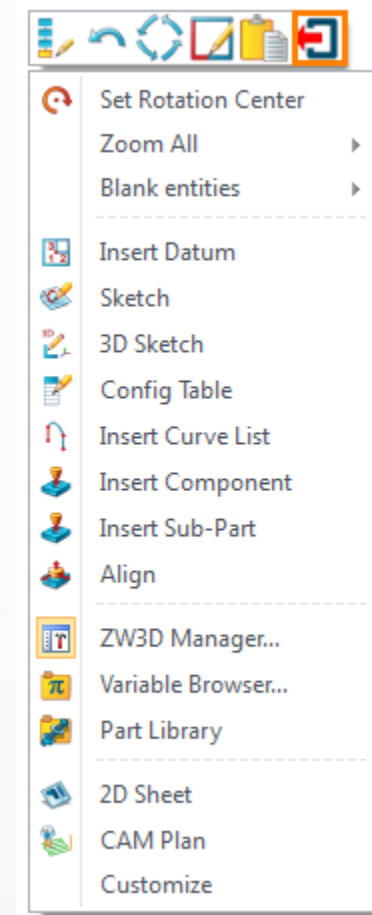
4.6 Layer Manager

- New/activate/ delete / froze layer
- Turn on/off layer
- Assign the entities to some layer



4.7 Exit

- With Exit command to quickly switch between different ZW3D environment , including sketch, modeling, part & assembly, 2D drawing, animation, CAM, root manager (only for multi-object file).



Follow Us



ZWSOFT

Add: 32/F Pearl River Tower,
No. 15 Zhujiang West Road,
Tianhe District, Guangzhou,
510623, P.R.China

Tel: +86-20-38289780

Fax: +86-20-38288676

Email: sales@zwsoft.com

ZW3D R&D Center (USA)

Add: 927 New Haven Ave.,
#307, FL 32901 USA

Email: sales@zwsoft.com (Sales)
zw3d@zwsoft.com (Technic)

