GRID MAKER 3D

USER GUIDE

Winterbrose

GRID-MAKER 3D for Windows

USER GUIDE

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TABLE OF CONTENTS

System Requirements

- Windows 7, 8, or 10
- MS .NET Framework

Version History

v1.01
* Corrected UNICODE-ASCII language support for 3D model OBJ/MTL file export

v1.02
* Corrected language support for decimal place use of period ("." or dot) and comma (",") for 3D model OBJ/MTL file export across language sets

v1.03
* Title changed to include "3D" as suffix
* Output sizing was previously scaled to Poser but now includes selections for: 3DS Max, Blender, Bryce, Cararra, Cinema 4D, Daz Studio, Hexagon, Lightwave, Maya, Mirai, Modo, Poser, Silo, and XSI
* Exported OBJ model is now sized at 100% for output type selected, so that an exported model can be imported at 100% in the desired application.

v1.04
* User selectable output planes for OBJ/MTL export in any of 15 possible combinations

v1.10
* Updated to keyless functionality (no registration required)
* Recompiled in MS Visual Community 2017

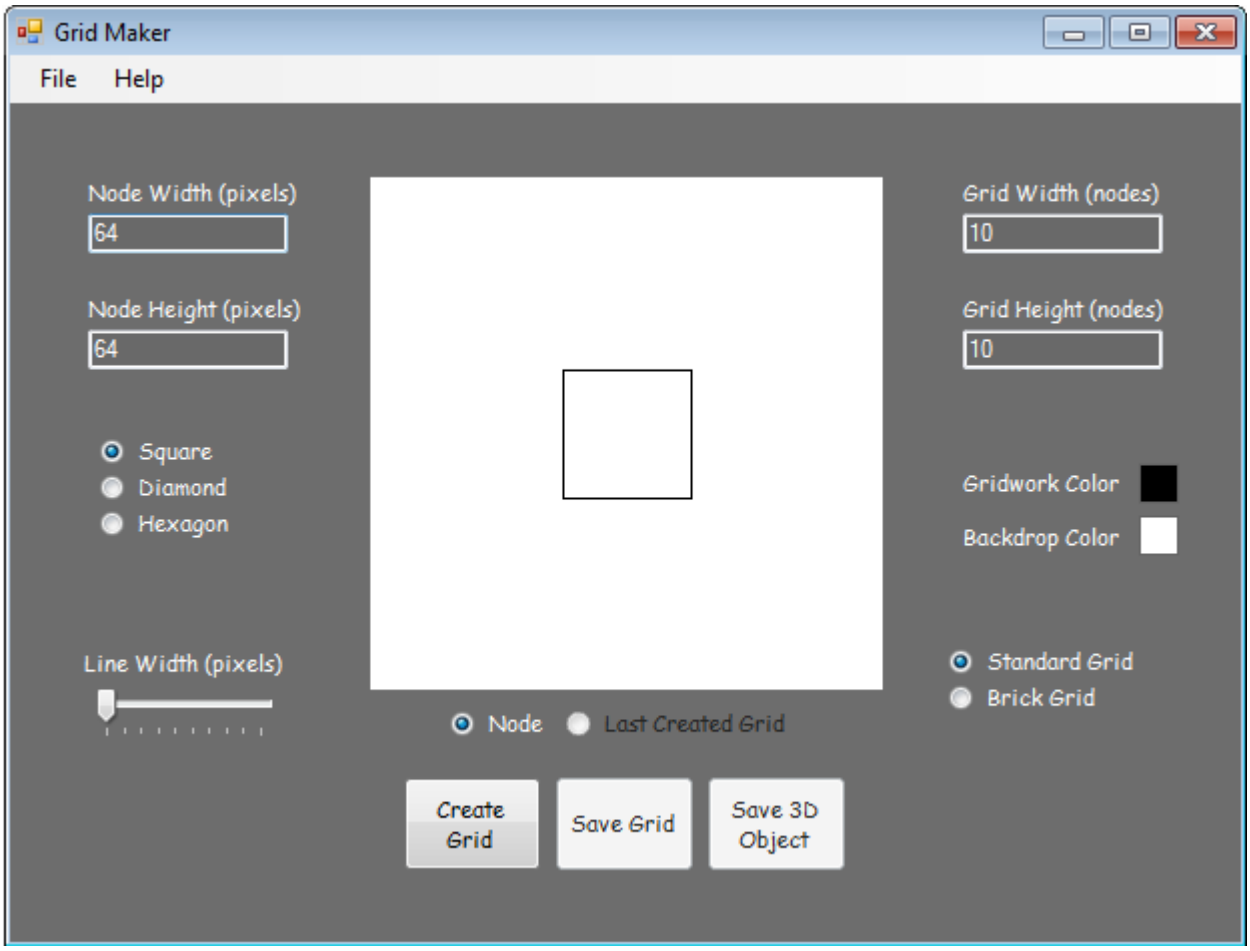
Tutorials & Creations

Visit the Grid-Maker 3D product page to view our Gallery of artworks created by users of GM3D. You will also find tutorials there for projects like Creating an Image Reference, Making Transparency Maps, and more...

Overview

Grid-Maker was developed to enable artists, designers and game developers to quickly create multiple format grids to print/use in their product development processes. Artists designing 3D models for renders/animations will find the Wavefront OBJect export useful as guides for placement and sizing mockups when performing content creation.

Grid-Maker allows the user to choose the desired width/height in pixels of the grid elements and how many elements to use to create the grid work in each direction. Onscreen controls are used for most functions needed to create your grids.



Creating 2D Grids

There are 3 styles with 2 different layouts each for a total of 6 varieties of grid types available to the user to create for use in their own projects.

Making a Grid

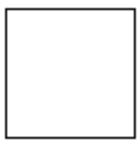
If you just started Grid-Maker, you can use the default settings to start. The steps (which are all described in the following sections) you need to complete are:

1) Choose the Style and Layout
2) Determine the Node Size and Number of Nodes
3) Adjust the Line Width (if applicable)
4) Make Color Selections

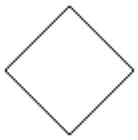
Then it is as simple as clicking on the Create Grid button.

Grid Styles

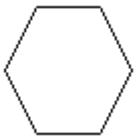
The three available grid styles are square, diamond and hexagon.



SQUARE



DIAMOND

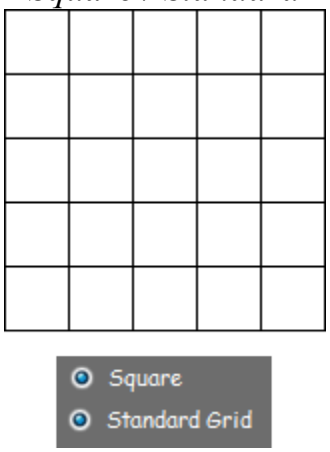


HEXAGON

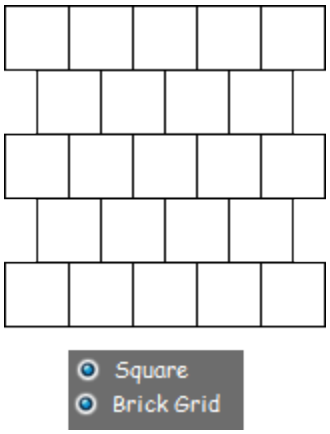
Grid Layouts

Each style has 2 different layouts available dependent on the style's shape.

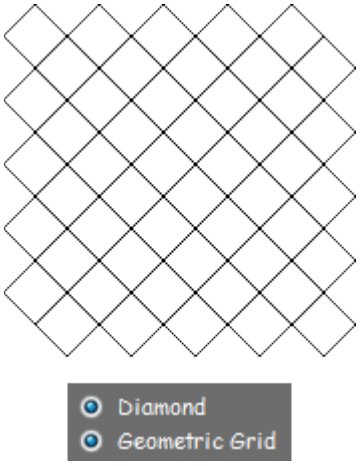
Square / Standard



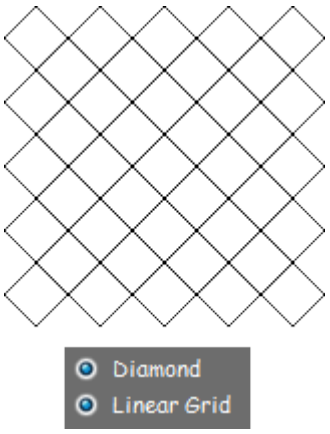
Square / Brick



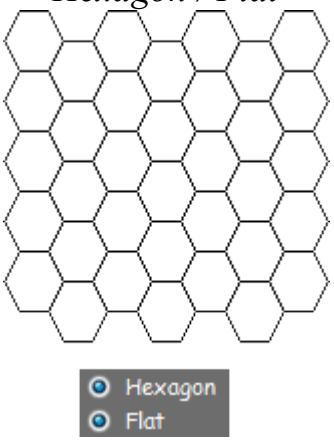
Diamond / Geometric



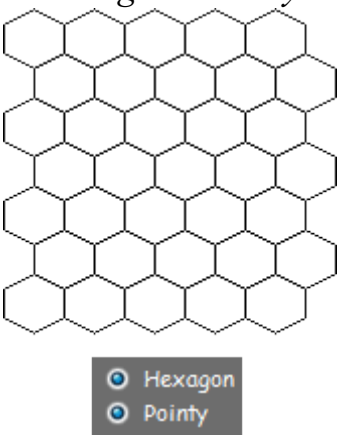
Diamond / Linear



Hexagon / Flat

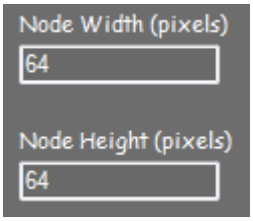


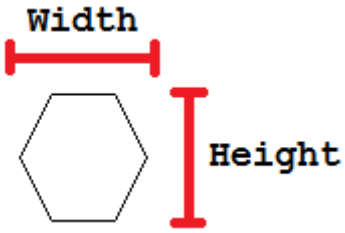
Hexagon / Pointy



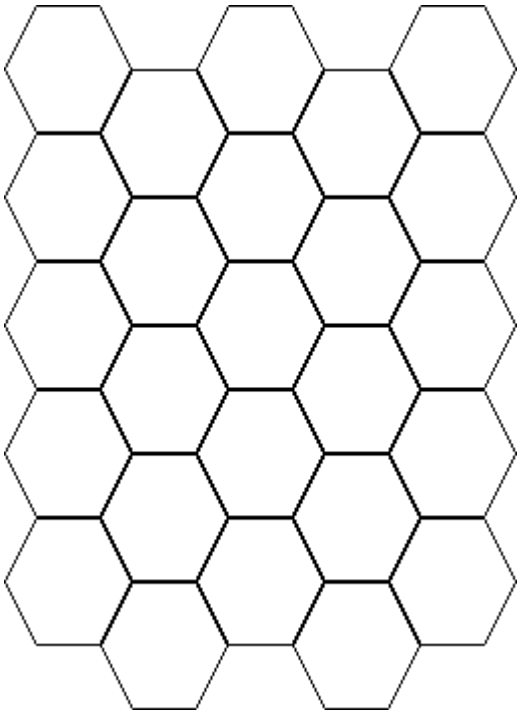
Node Width/Height

The "Node Size" is the dimensions of each individual shape used in the grid. You can set the width and height of a node to any pixel value you choose. We recommend that you start with the defaults while learning the art of grid making. Be sure that you don't go too exorbitant or Grid Maker may crash. The node size along with the number of nodes in each direction determines the overall graphics dimensions of your new grid. To change the node size, simply click in the desired field and type the new pixel size.

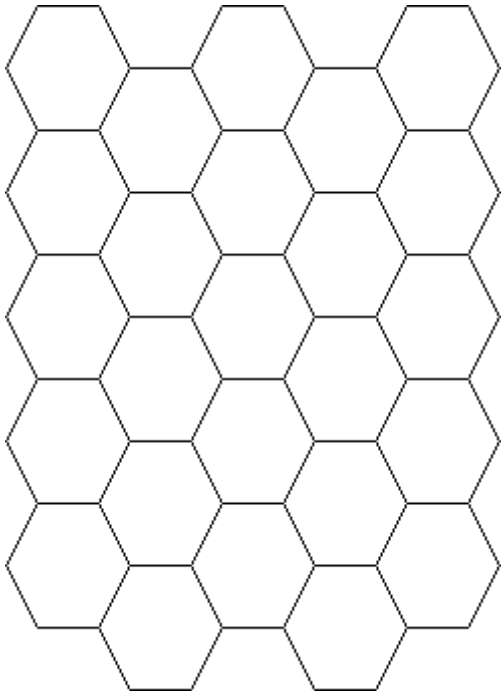




HINT: If you have an overlap of borders causing a thick edge, then use odd numbers for node width/height for improved border overlap.



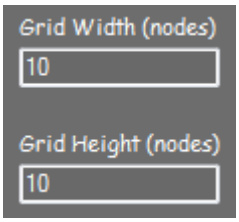
64x64 pixels at 5x5 nodes



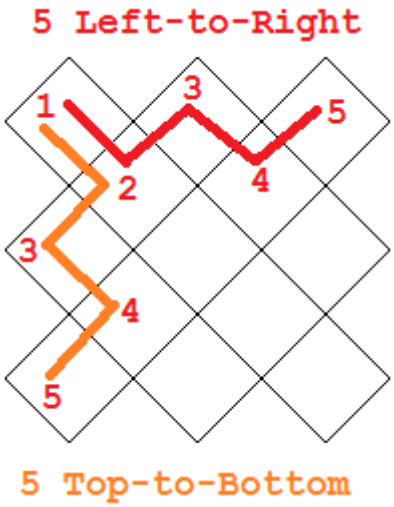
63x63 pixels at 5x5 nodes

Grid Width/Height

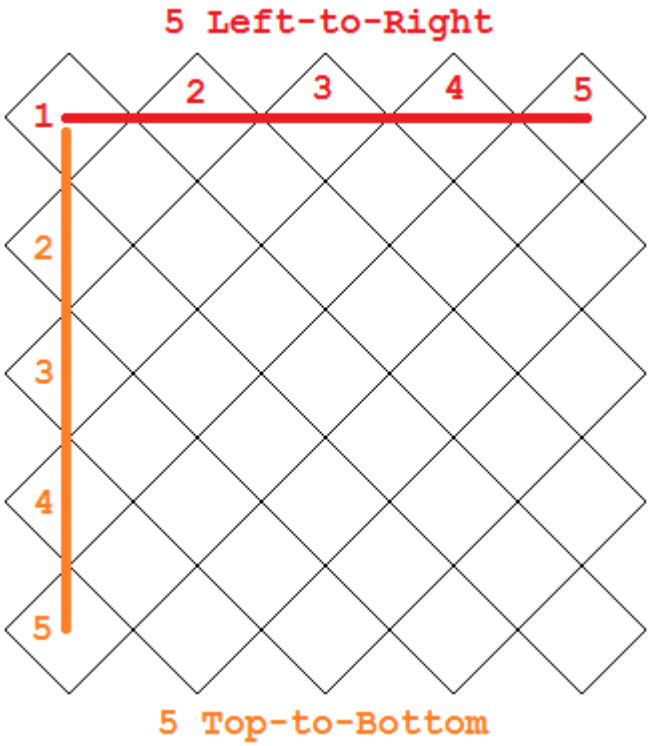
The grid width/height is the number of nodes you want to go across/down the grid you create. These numbers and the layout selected help determine the final grid configuration. To change the number of nodes, simply click in the desired field change the values to the desired number of nodes in each direction.



In the Diamond grids shown below, the number of nodes was set to 5 x 5. As you can see, the Geometric layout counts each and every row/column of nodes while the Linear layout only counts across on the top row and on the left column.



GEOMETRIC

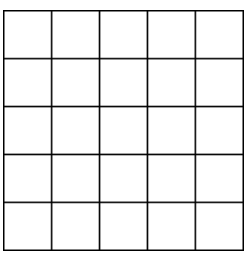


LINEAR

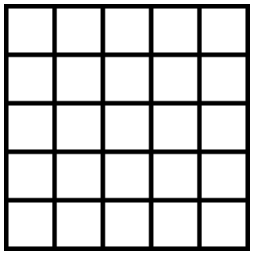
This same process applies to the Hexagon style with Flat and Pointy layouts.

Line Width

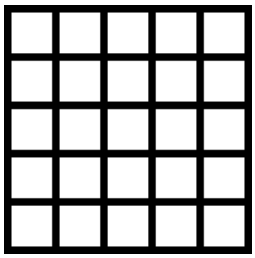
As we stated earlier, the Line width is only adjustable with the Square style. Here are examples of the varying line widths available using Node Sizes of 32x32 and Number of Nodes at 5x5:



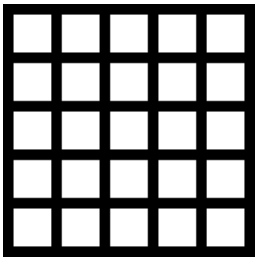
width 0



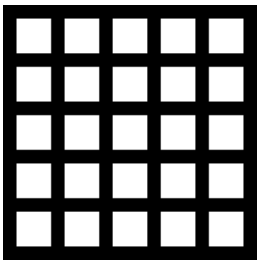
width 1



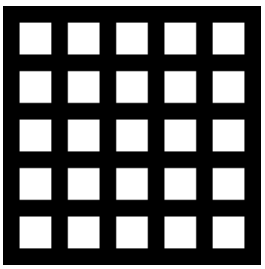
width 2



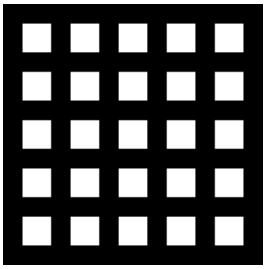
width 3



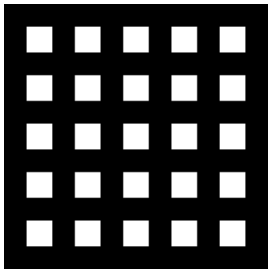
width 4



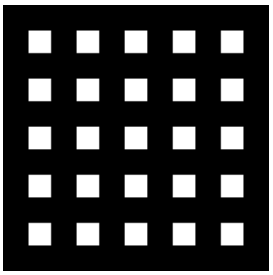
width 5



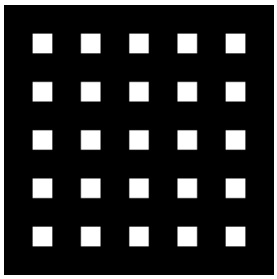
width 6



width 7



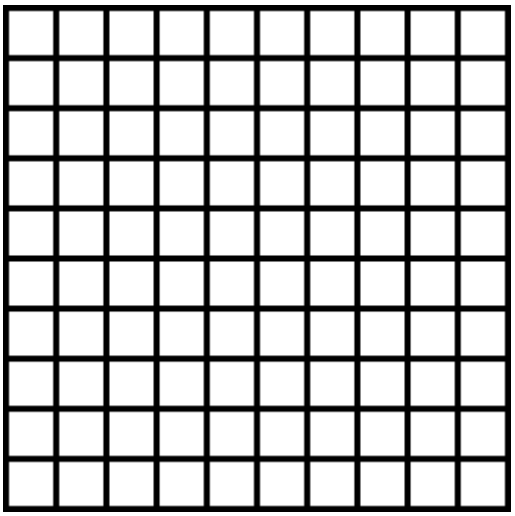
width 8



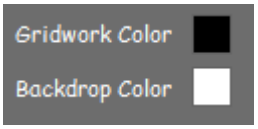
width 9

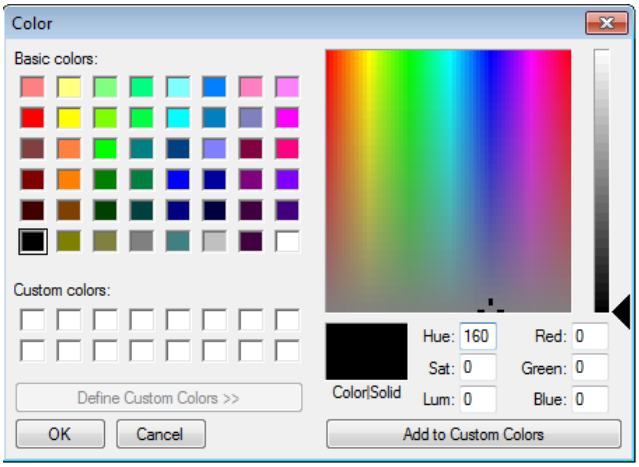
Color Selection

The default color scheme for Grid-Maker is Black on White; however, any color on the color palette is available for use as the background / foreground color.

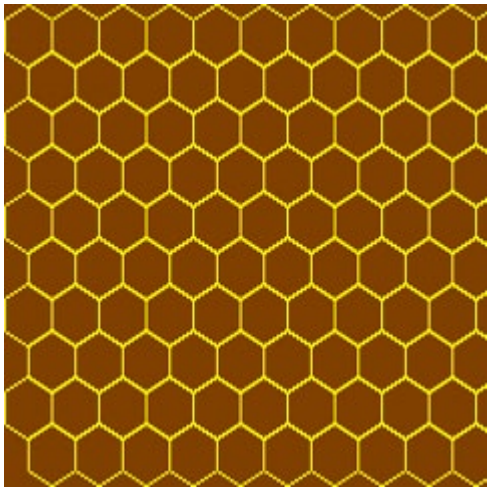


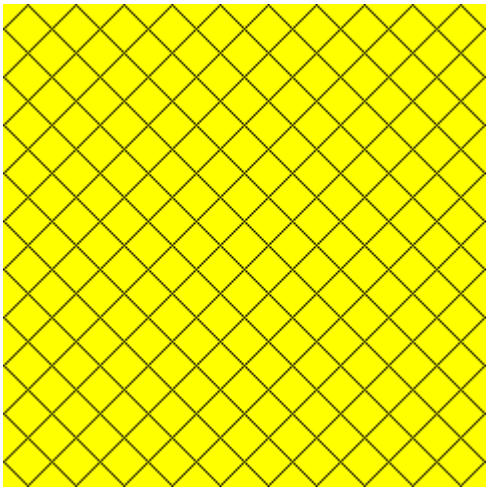
To change the colors for your gridwork, simply click on the appropriate color box; Gridwork for foreground and Backdrop for background, and select the desired color from the Windows color palette.

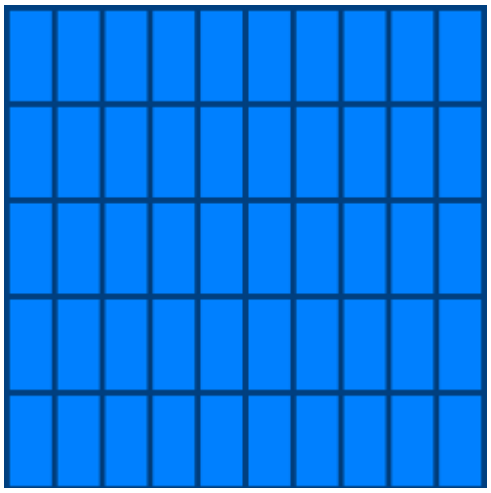


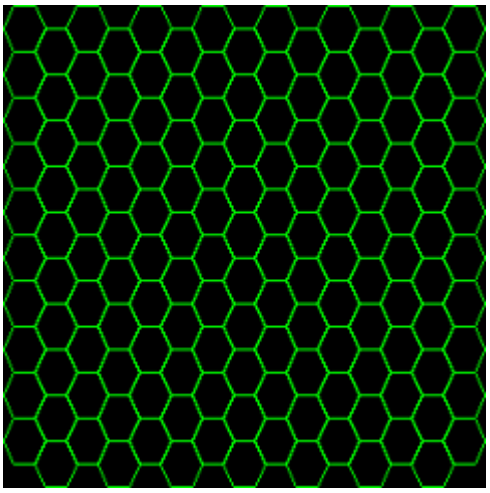


Here are some demonstrations of varying grid styles and color combos.









Saving Grids

Compatibility

Grids that are created with Grid-Maker are compatible with MS-Paint and many other paint programs like Adobe Photoshop, The GIMP and Project Dogwaffle.

Graphic Formats

Grids you create using Grid-Maker can be saved in any of the following formats:

BMP, JPG, TIF, GIF or PNG

Seamless Imaging

It is worthy to note that many of the Style and Layout combinations create grids that are seamless in nature and make perfect graphics for use in many applications.

Save / View Grid

Once a grid has been created, you can select Save from the file menu on the popup viewer or click on the Save Grid button after closing the popup. You can also see a thumbnail of the last grid created by clicking on "Last Created Grid" dot.

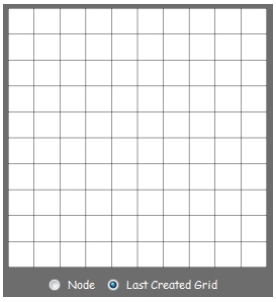
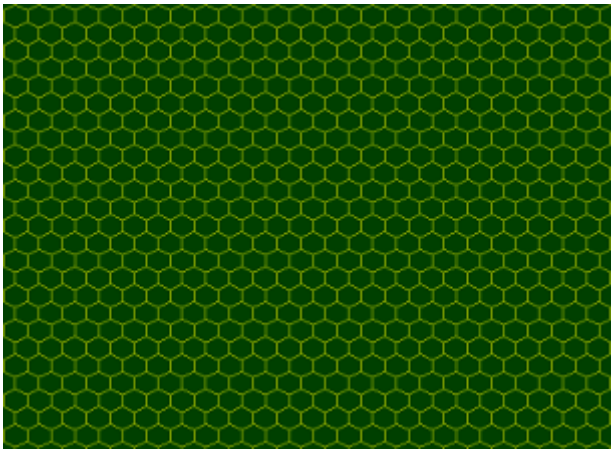


Image Size

With the exception of the Square style, all nodes have a border size of 1 pixel. The overall size of the saved graphics image will depend largely on the node size, number of nodes in each direction and the style/layout chosen for your grid.



Example Gaming Grid

Size Limitations

The limits for the Node Size (pixels) and the Grid Width (number of nodes) are:

Node Width/Height Range: **5 - 8192**

Grid Width/Height Range: **1 - 8192**

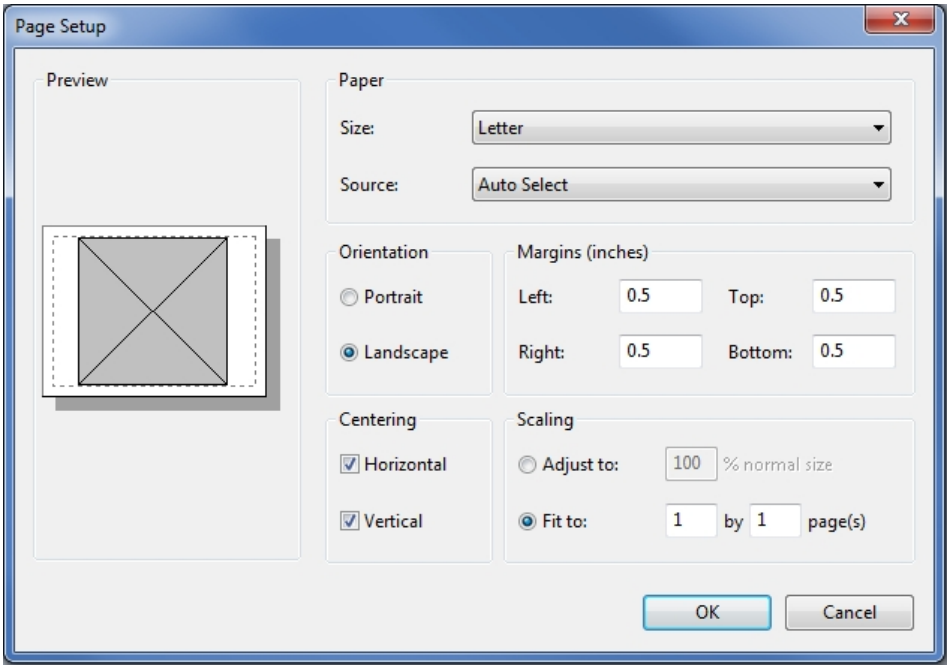
The size of the output image is a result of multiplying these settings. If the numbers you choose will exceed the recommended dimensions for an image file, Grid-Maker may cause an error or stop working. If this happens, you will get a popup warning and you can choose to continue or cancel and change your settings.

NOTE:
Maximum limits based on average system resources at time of development.

Printing and Publishing Grids

Now you can choose to print your creation as required for real-world projects using word processing or graphic imaging software like MS Word or Adobe Photoshop.

Using your favorite paint program, just load in the grid and change it to fit your needs then print it out. For those who prefer Windows Paint, try these settings:



You can also use the grids you create in your own avatars, websites, signatures, publications or social networking media like Facebook, Twitter and LinkedIn.

IMPORTANT NOTE

Because anyone using Grid-Maker 3D can make the same grids, you are not allowed to simply copyright the grids you create without some form of customization/branding that make your grid significantly unique for copyrighting.

Creating 3D Models

When creating a grid for 3D export, you will have to experiment with grid styles, node size in pixels, number of nodes and color selection to find the perfect fit for your needs. These other settings are a good starting point for finding the perfect grid settings for your projects:

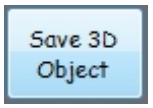
Grid Style: **Square** Grid Layout: **Standard** Line Width: **3rd position**

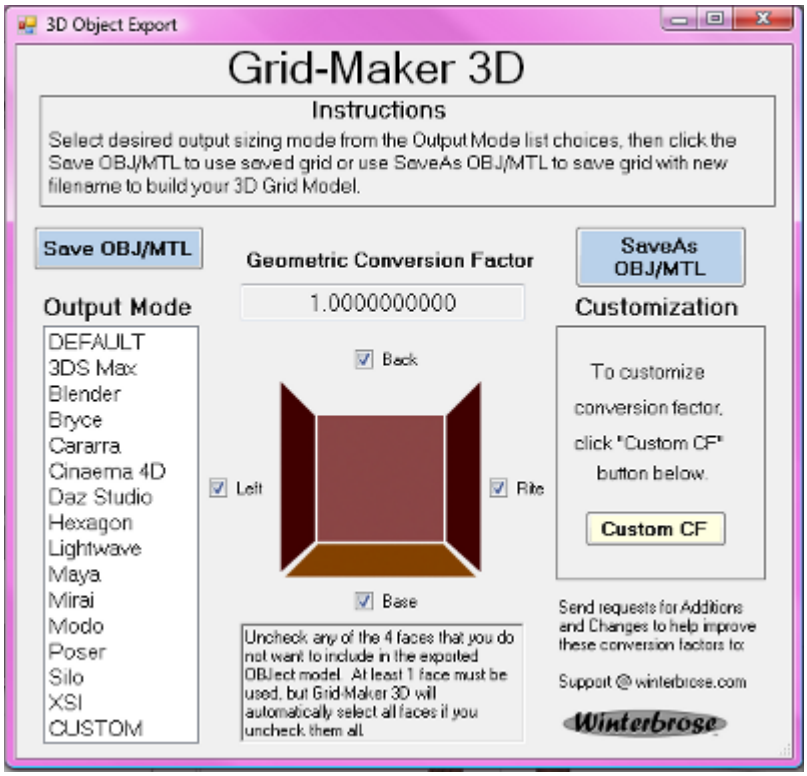
Gridwork Color: **Black** Backdrop Color: **Gray**

Node Width/Height: ***Equal Values*** Grid Width/Height: ***Equal Values***

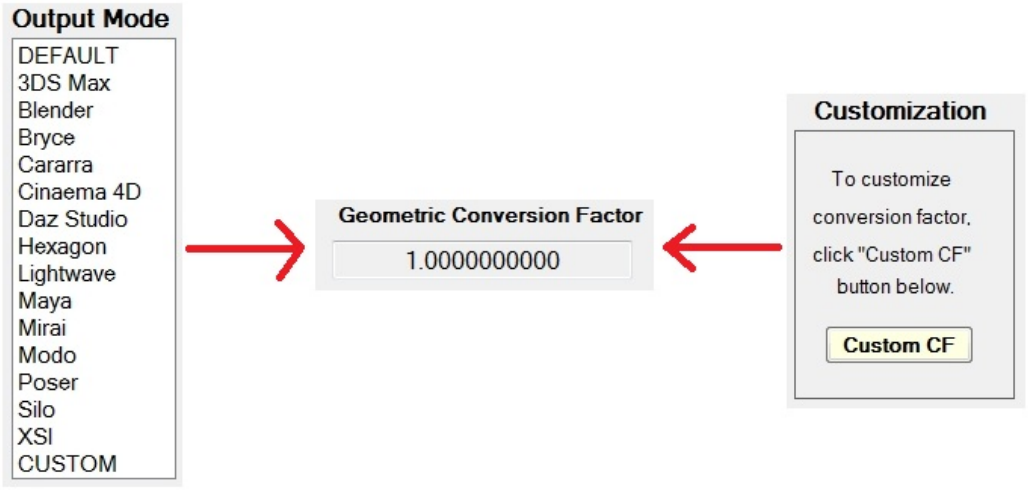
Exporting 3D Model

Once you have created/saved your grid image file, simply click on the Save 3D Object button to export your new grid work as a standard OBJ/MTL sized for any one of 14 different 3D applications or custom sized for your own needs.

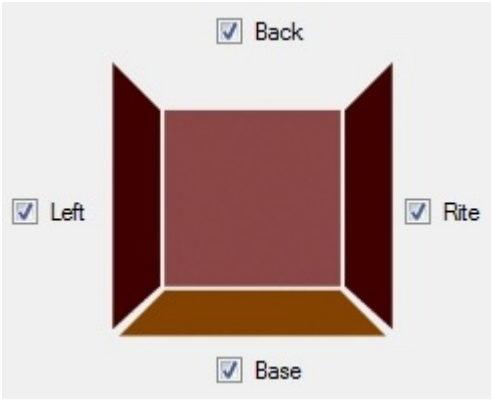




The size of your 3D grid model will be determined by the Conversion factor. By selecting one of the Output Modes, the factor will change to match that applications sizing needs. By using the Custom CF button, you can adjust that output as required for your own project or for different applications.



By default, all 4 planes are created in the exported OBJ model. However, you can select or unselect the planes you desire to fit your project needs.

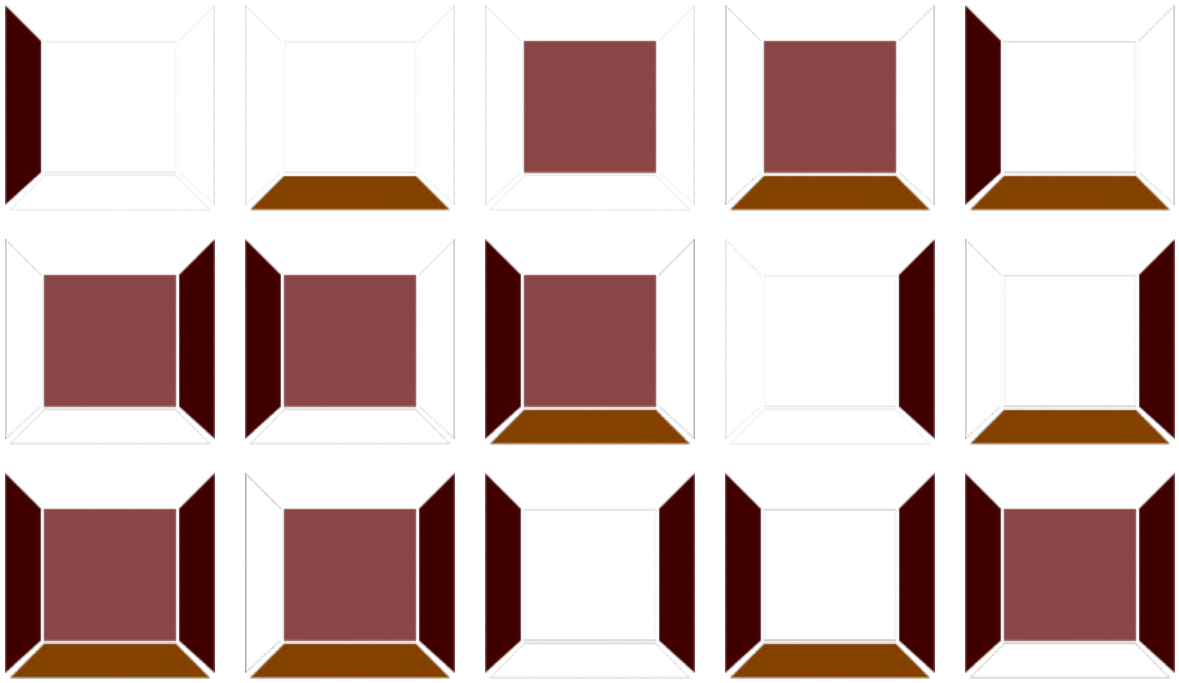


SUGGESTIONS:

For posing image references, deselect Left or Rite plane before exporting.

For quick environments, export four models using each plane individually.
In this manner, you can add a different texture to the Background, Floor and Walls.

Here are the 15 ways you can export your 3D OBJect model:



You can save a 3D model in the OBJ/MTL using your saved grid work using the "Save OBJ/MTL" button.

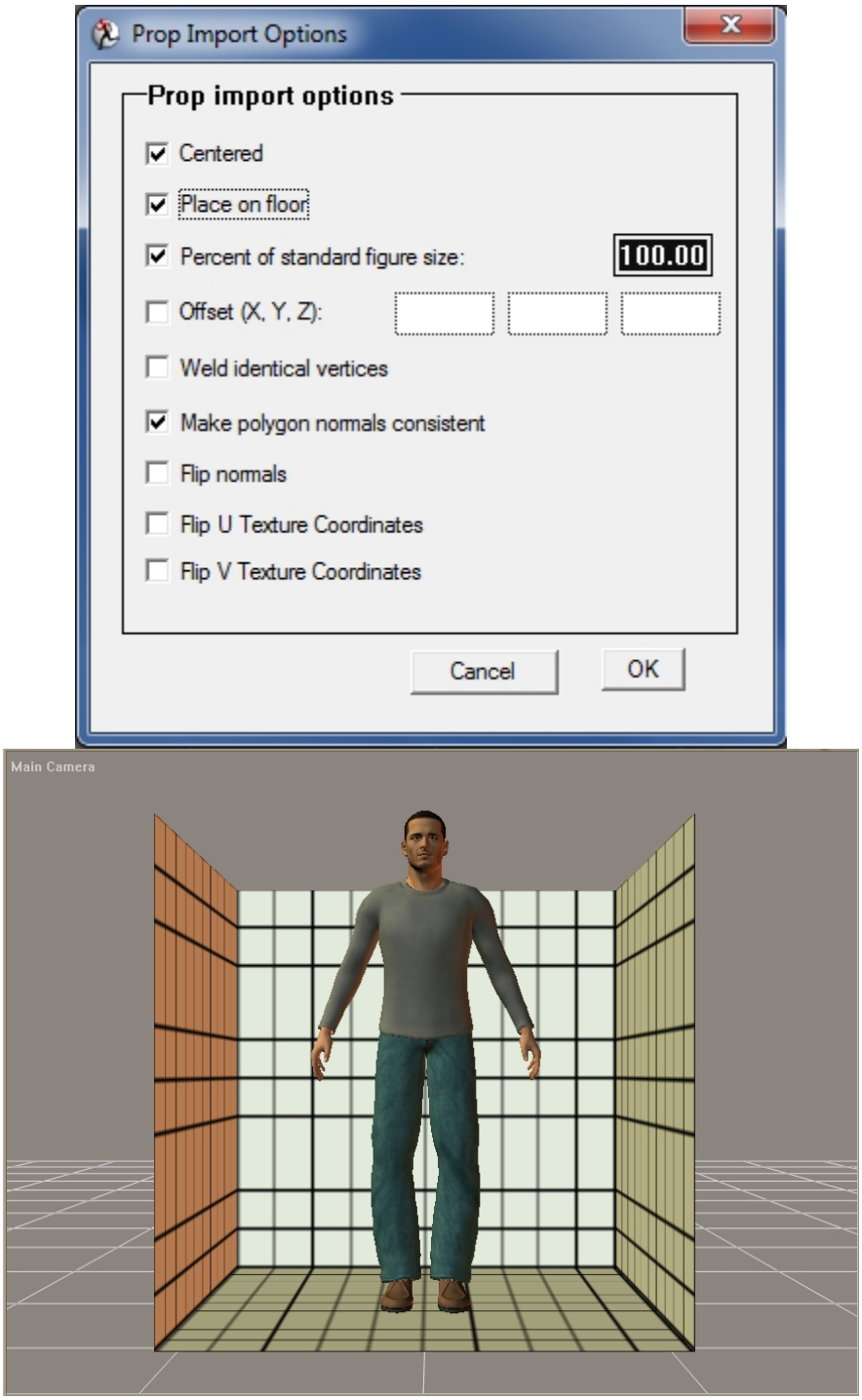
If you want to reuse the saved grid work in a different output mode size, click on the "SaveAs OBJ/MTL" button and give your grid and 3D model a new name.

POSER Import

For all Poser versions, be sure to load the OBJ file placed "On Floor". Grid-Maker created Wavefront OBJ files has been tested with Poser 6 through Poser Pro 2014.

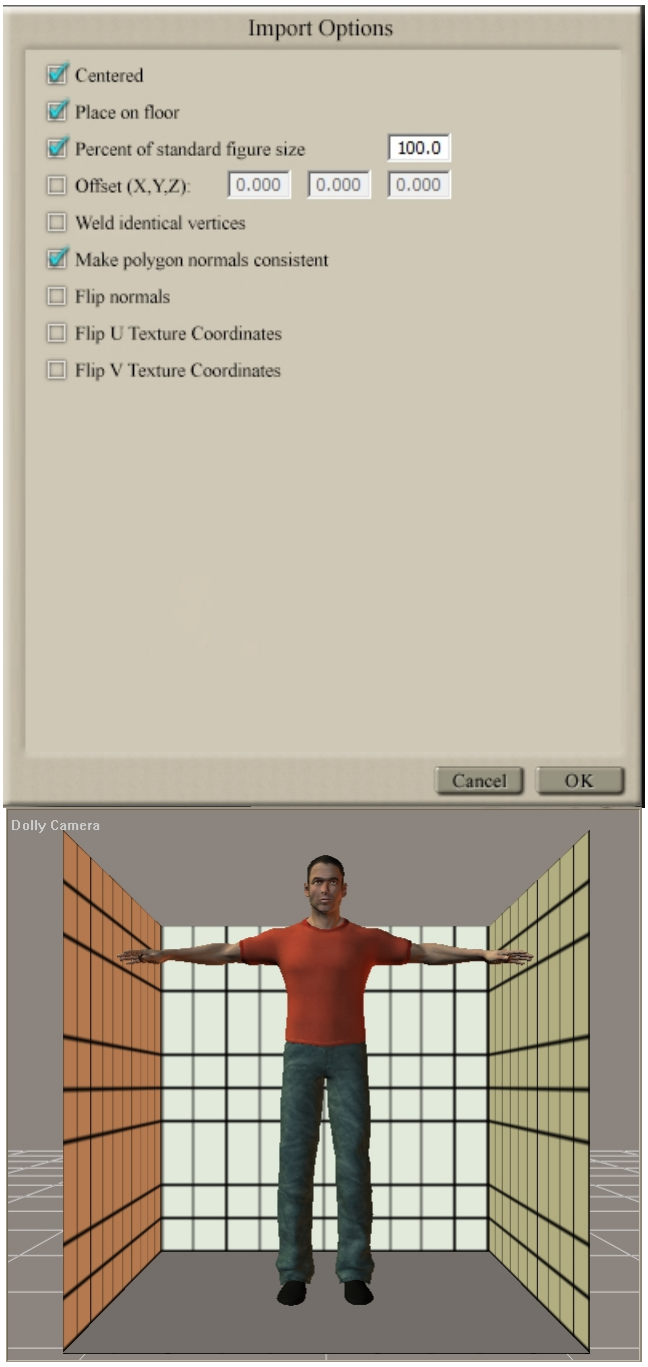
Screenshots and import settings for each of these versions 6 thru 8 follow, but should work equally well in all newer versions.

Poser 6



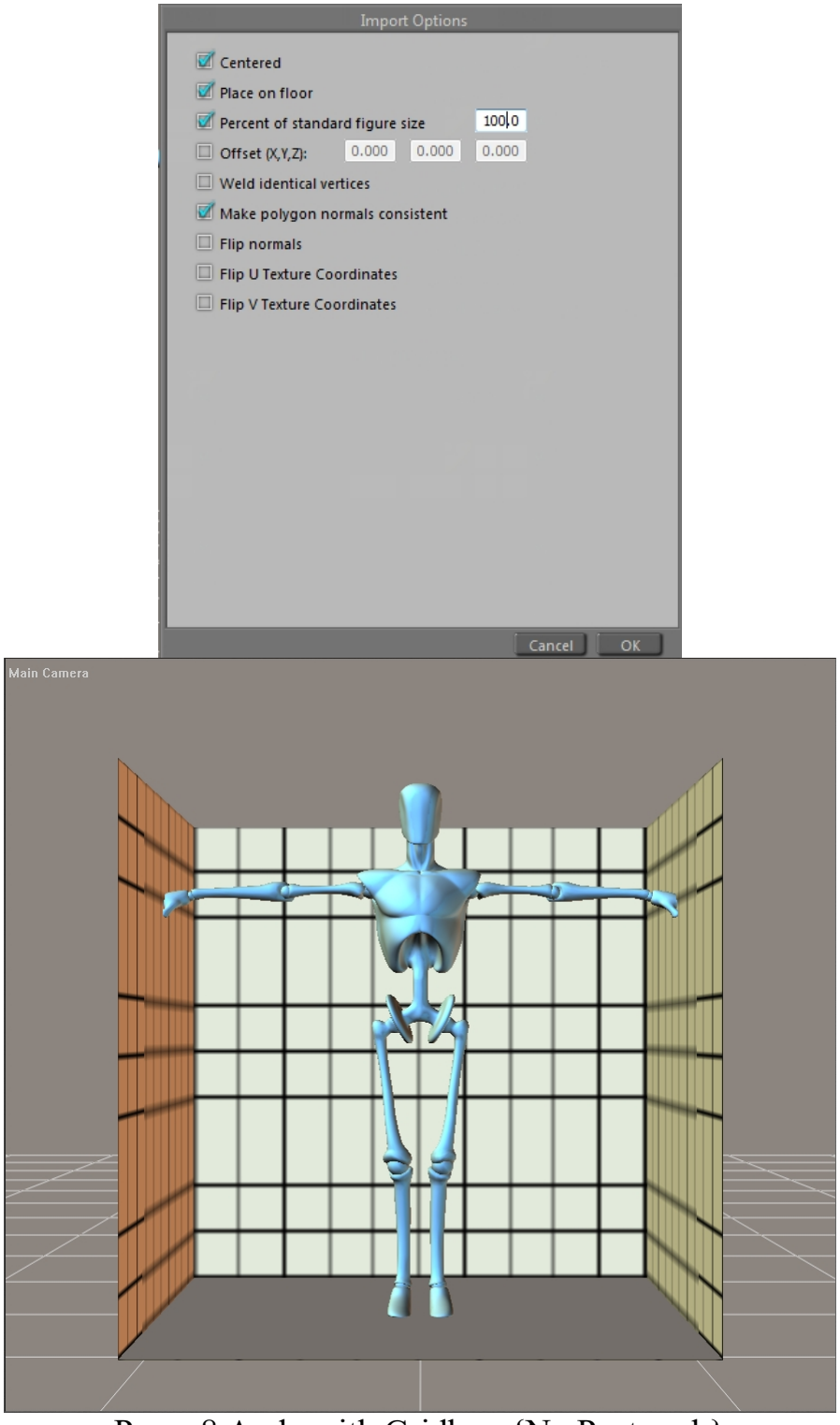
Poser 6 James with Gridbox {No Postwork}

Poser 7



Poser 7 Simon with Gridbox {No Postwork}

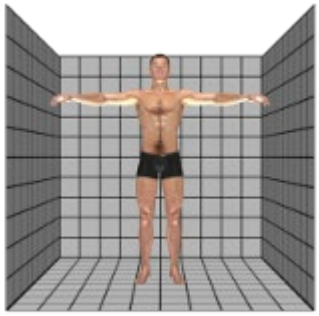
Poser 8



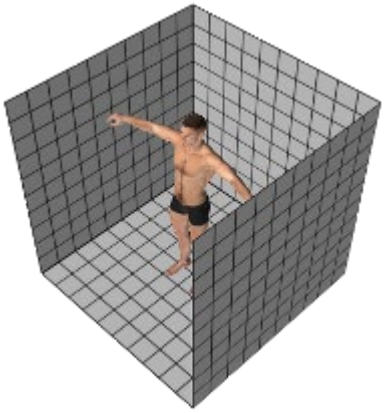
Poser 8 Andy with Gridbox {No Postwork}

DAZ STUDIO Import

For all Daz Studio versions, be sure to import the OBJ in the same mode it was exported with. Grid-Maker output of Wavefront OBJ files has been tested with Daz Studio 3 and 4. The following examples do not have any post work or touchups and were created using the recommended settings above with Nodes pixel sized at 20x20 and number of nodes set at 10x10.

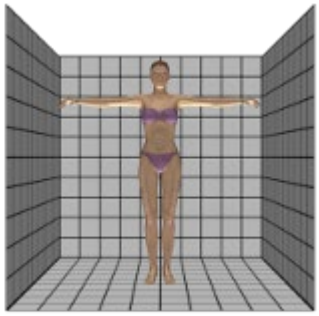


Michael4

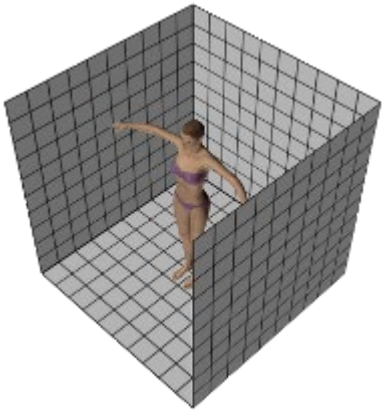


M4

{All Images No Postwork}



Victoria4

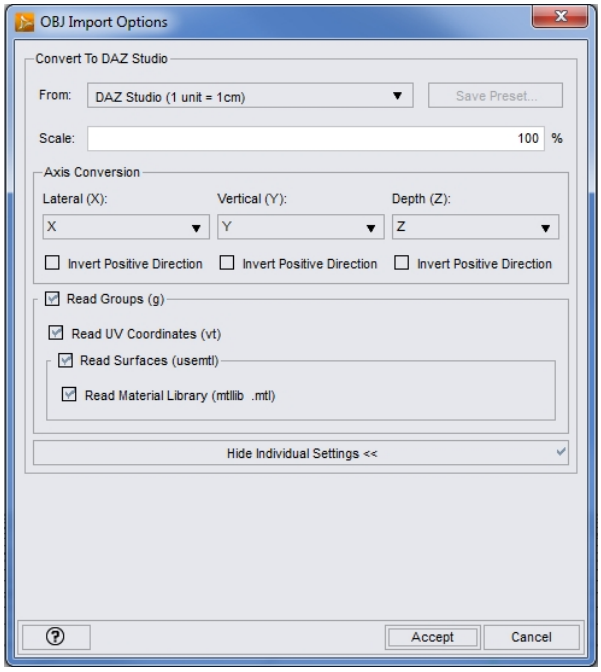


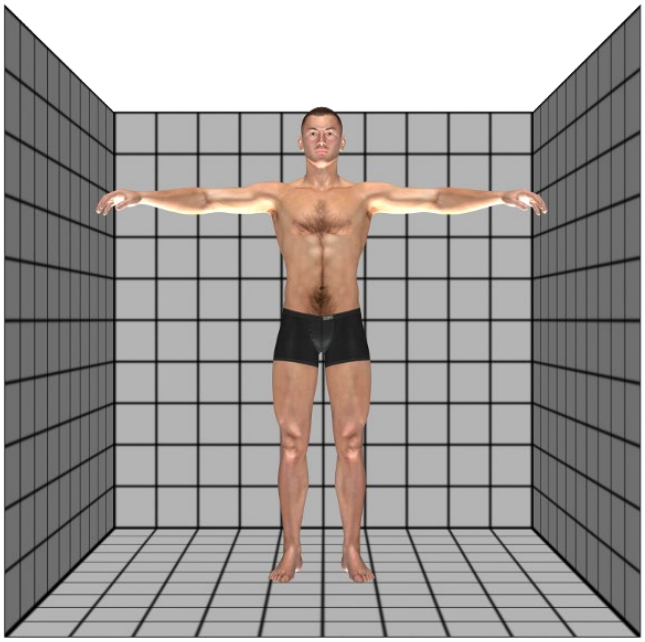
V4

Import settings and screenshots for each of those versions follow.

Daz Studio 3

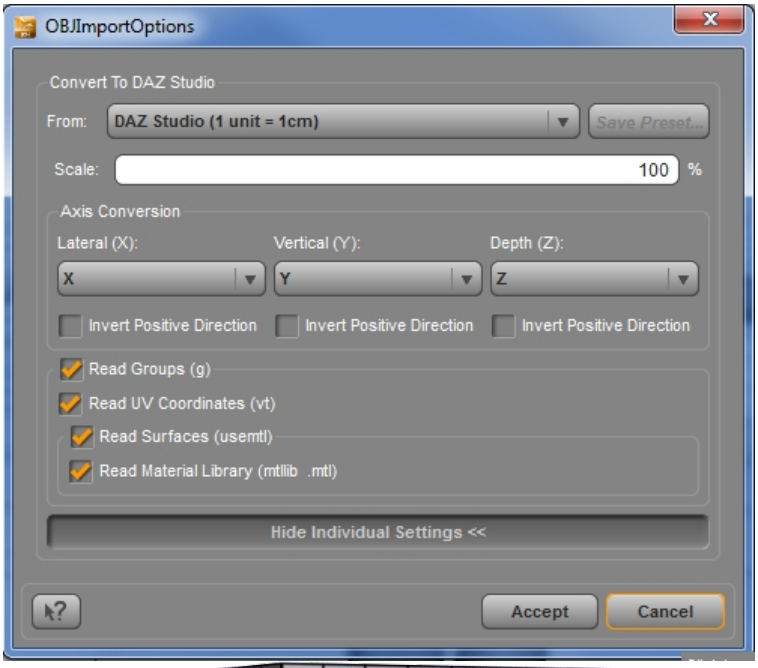
When you will be using an exported 3D grid model with DS3, we recommend the following settings for your OBJ Import Options sized at 100%:

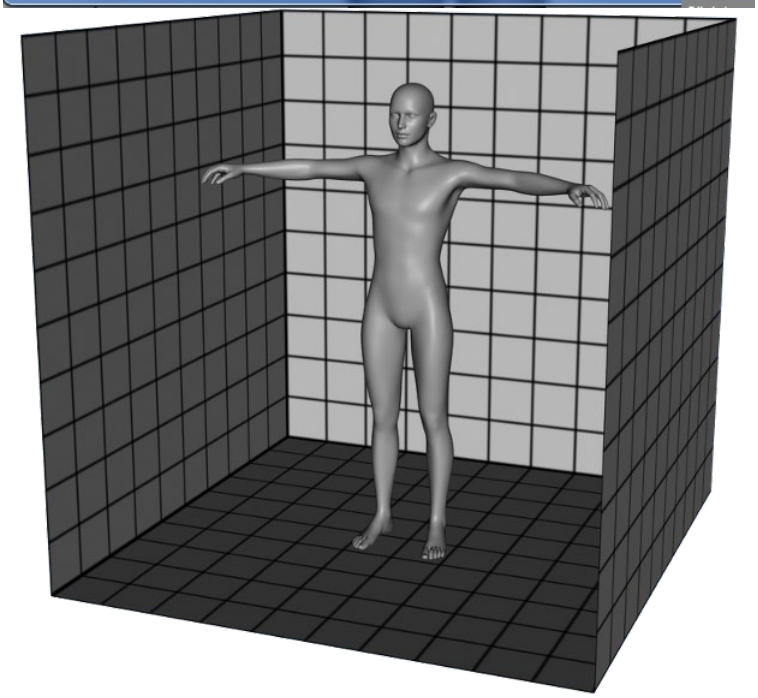




Daz Studio 3 Michael with Gridbox {No Postwork}

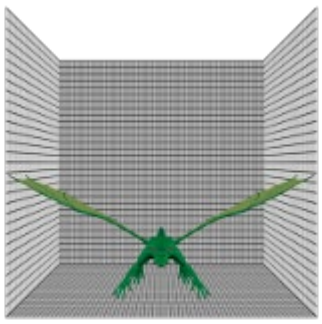
Daz Studio 4



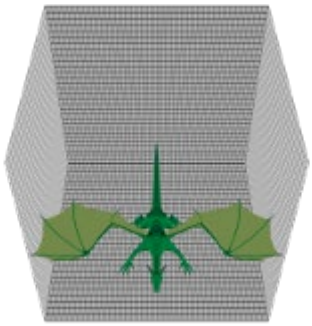


Daz Studio 4 Genesis with Gridbox {No Postwork}

Here are some other examples with the Millennium Dragon 2 figure.

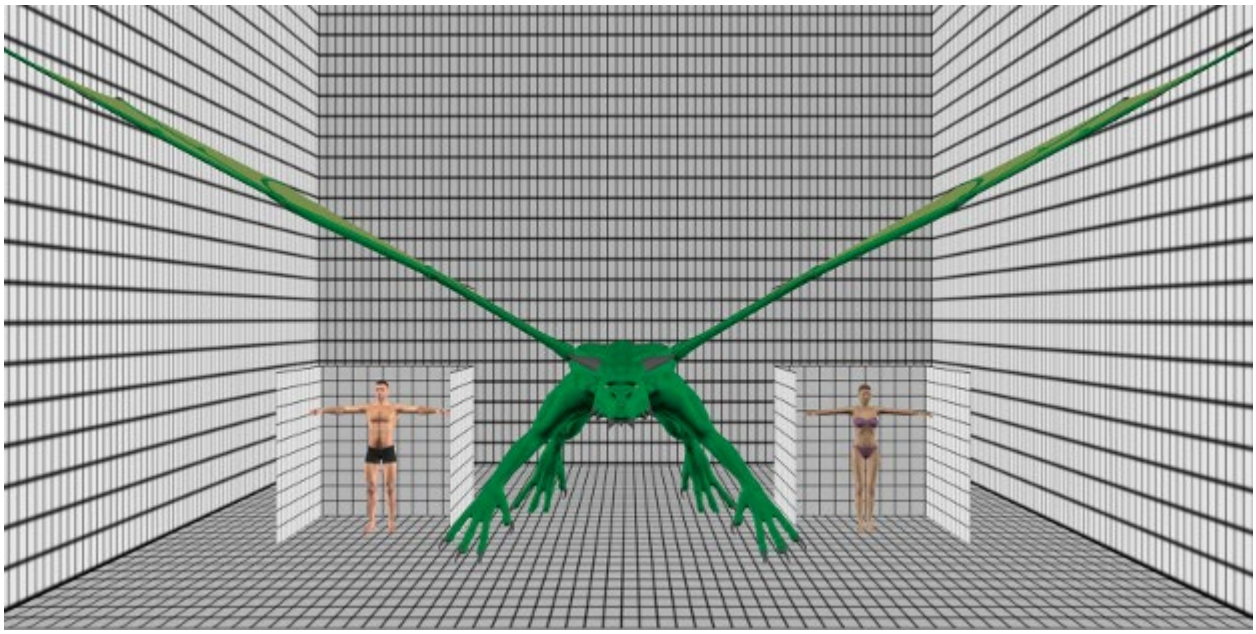


Millennium Dragon 2



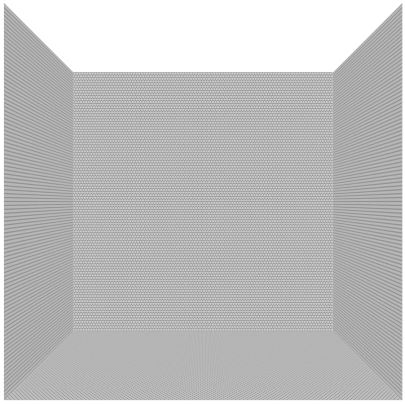
MilDragon2

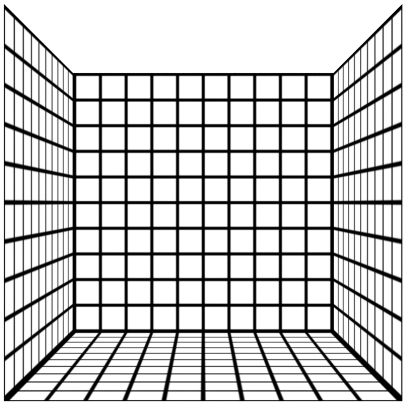
{All Images Have No Postwork}

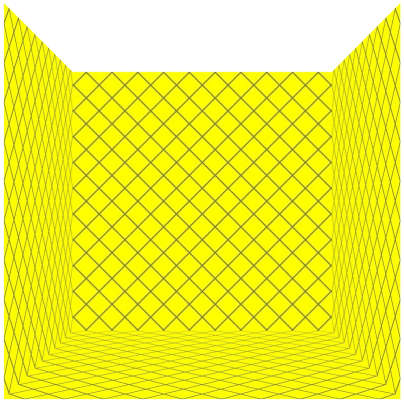


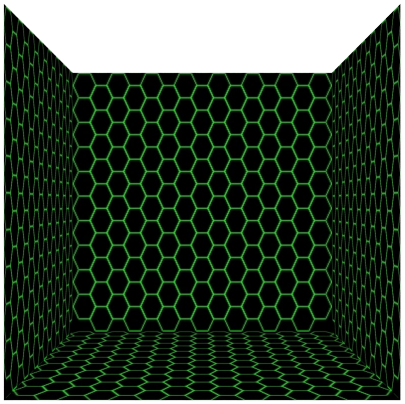
M4, V4 and MilDragon2

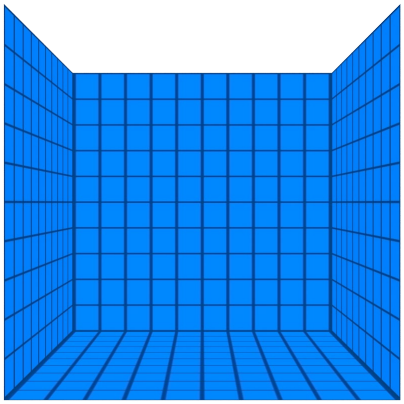
More Examples

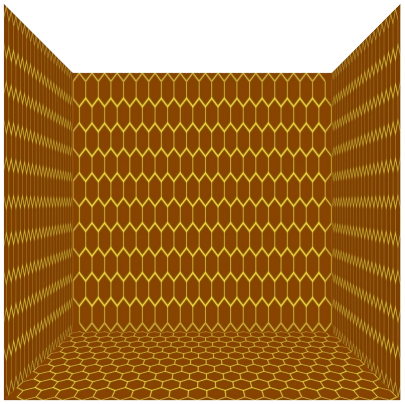


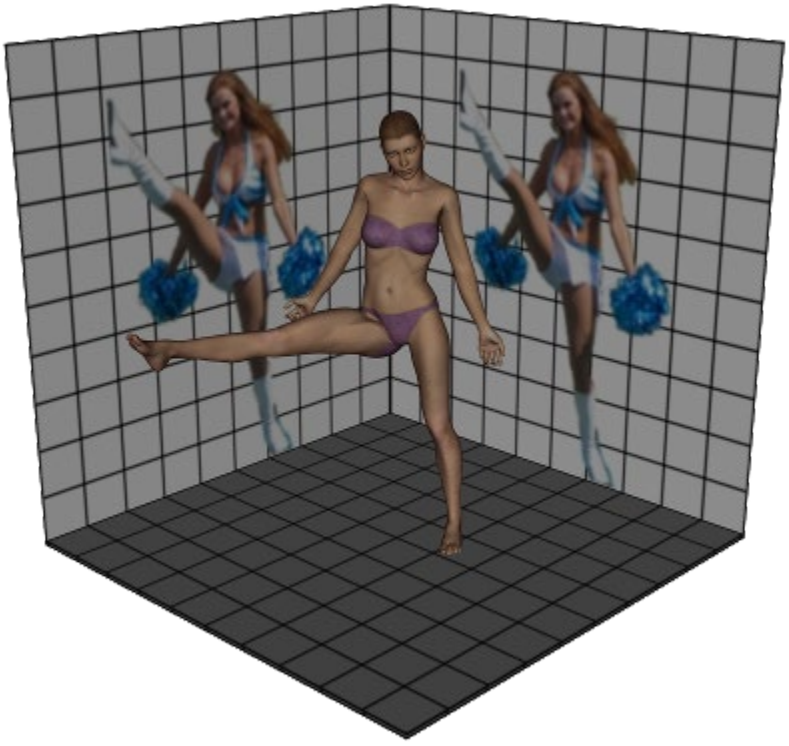












Note that like in the posing render above for V4, there can be limits on each model.

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