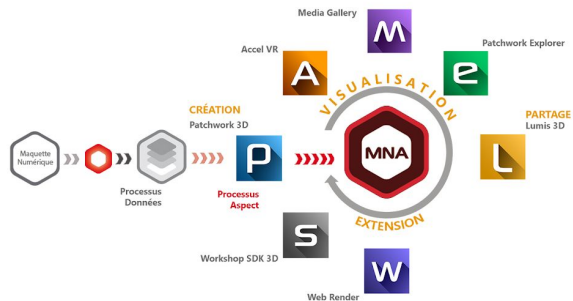# LUMISCAPHE

3D TECHNOLOGY TO CREATE VISUALIZE SHARE

Welcome to **Patchwork 3D Community**
Here are a few steps to get started on our solution.

Patchwork 3D is used by engineers, CG artists and designers to create a Digital Aspect Mockup (DAM).

With the Lumiscaphe Software, data continuity is a core concept. You prepare a model once, and the same data can be used to create images, videos, configurators, VR/AR scenes, kiosks, mobile or web apps.
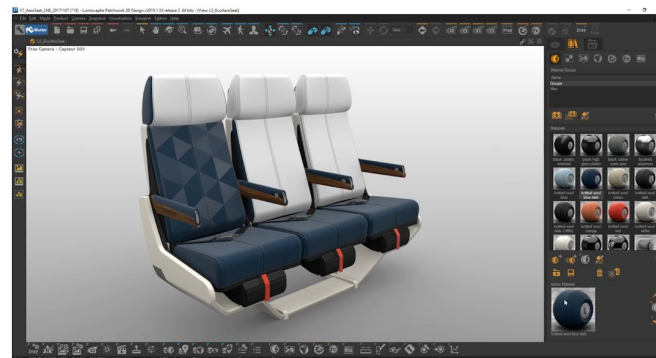
The tools in Patchwork 3D are designed to ease the workflow. The unfolding tool, with it's «one click technique», is great to quickly unfold your surfaces and create uv mappings.

It's also easy to assign materials to the surfaces. You can choose from a selection of materials from the library. You can also create and customize your own materials, and see the result in real time.

I. Installing Patchwork 3D Community
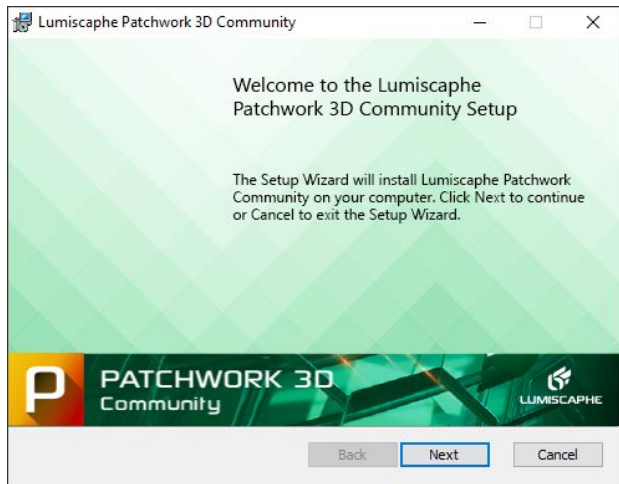
After downloading the Patchwork 3D Community installer, run the .msi executable file to install it. A wizard guide you through the installation process.
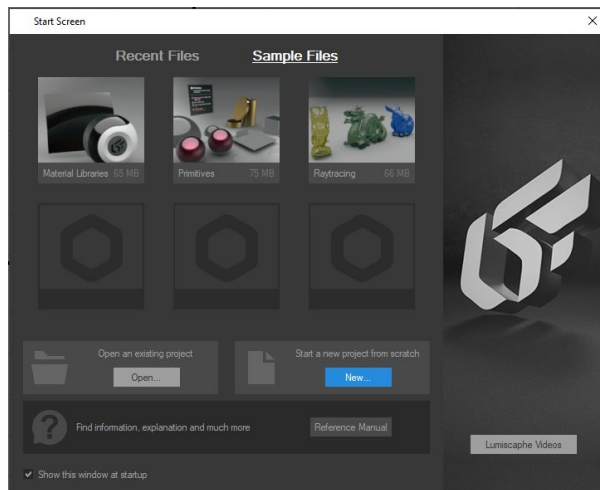
II. Activating Patchwork 3D Community
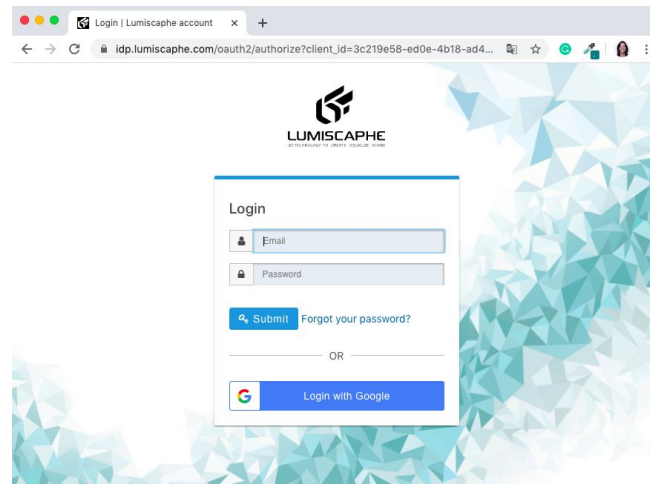
The first time you launch Patchwork 3D Community, the default browser opens with the login page.
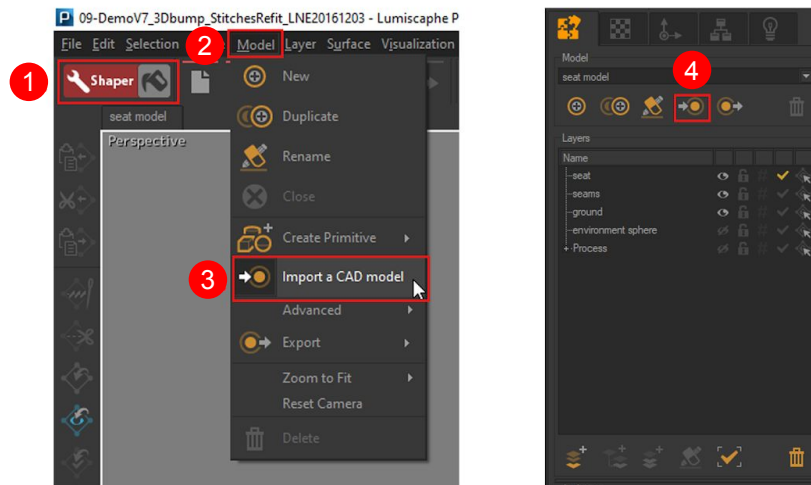
Log in with your Lumiscaphe account or create a new one with your email address.

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III. Start Screen

In the **Start Screen**, you can find sample files and videos. You can create a new Patchwork 3D file or open an existing one.
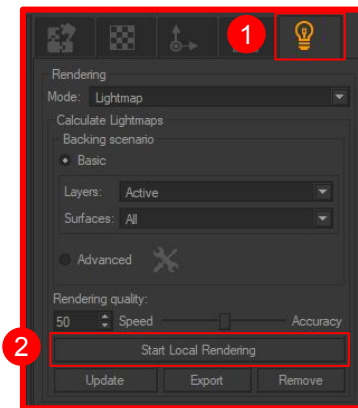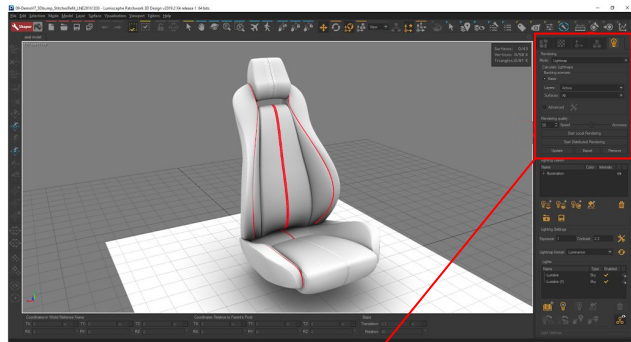
IV. Importing models

In **Shaper** ❶, you import your own 3D model by going to the model menu ❷ and then using the «import a CAD model» action ❸ or by clicking the shortcut on the right ❹.

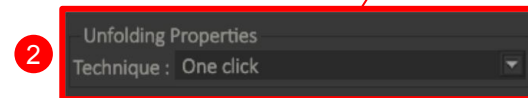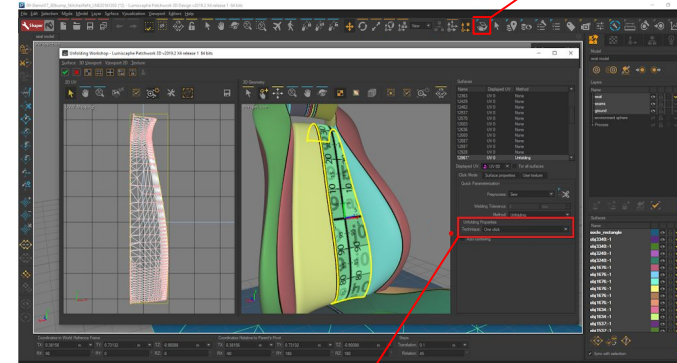Use «A» to switch the viewport to multiple or single view.

V. Illumination

In **Shaper**, you can quickly create an illumination for your model by opening the lighting tab ❶ and adding lights to an illumination layer.
You can then calculate the lightmaps to bake the lighting ❷.

VI. Unfolding Workshop

In **Shaper**, you access the Unfolding Workshop ❶ and then choose which one of the 3 methods of unfolding you want to use ❷ : One click, Multi-constraints or Follow Boundary.
After selecting the method, you can simply click on your model where you want to place controls and see the unfolding on the left side of the viewport.
You can then move the control points to adjust the unfolding.

More information here

VII. Matter and product creation
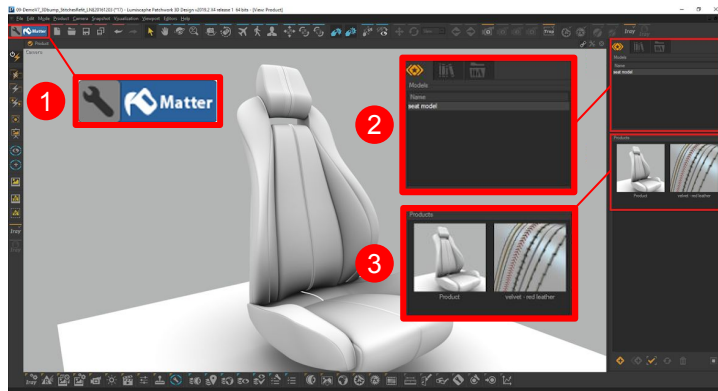
To switch to Matter, use the button on the top left ❶.
You then create a product by doing a simple drag and drop of the model name from the Models menu into the viewport ❷.
You can also double click on a product to open it in the viewport ❸.

VIII. Material Assignment
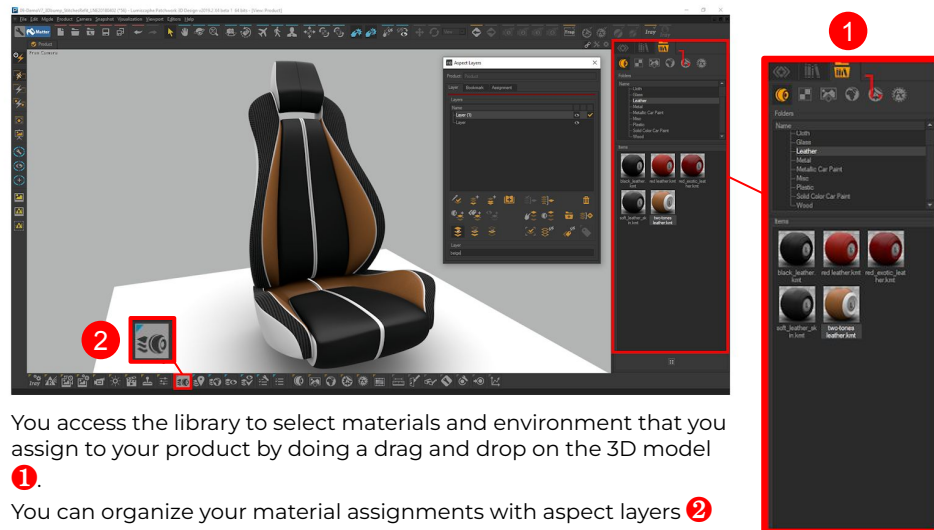
You access the library to select materials and environment that you assign to your product by doing a drag and drop on the 3D model ❶.

You can organize your material assignments with aspect layers ❷ to create multiple variations of the same product.

Use «E» to pick the material from your model under the cursor and it becomes the active material. Then use «D» to assign the active material to other surfaces quickly.

More information?

community.patchwork3d.com
www.youtube.com.lumiscaphe