

Main window

Overview quick sheet

The main window is displayed when launching the 3D modeling software. It has a vertical toolbar, 1 to 4 views allowing to see the same object from different angles and on the right a list of the objects. Each view has an horizontal toolbar with tools having action only in the context of the view.

Edit menu

- Undo (Ctrl+Z)
- Redo (Ctrl+Y)
- Cut (Ctrl+X)
- Copy (Ctrl+C)
- Paste (Ctrl+V)
- Clear (Del)
- Select all(Ctrl+A)

View

- Grid: Display/Hide the grid and set its parameters
- Include all objects: set the zoom factor to have all the objects visible

Objekt

- Modify object: Modify the characteristics of primitive objects
- Edit object: Go to curve editor window
- Rename object: Change the name of an object
- Hide Selection: Selected objects are no more visible
- Show Selection: Selected objects are again visible
- Show All: All the objects are again visible

STL export

Save
(native: .vwb)

Open a file
(native .vwb o .stl)

New

Home

Open a file among my favorites

Order a 3D printing service

Share an object in the gallery.

Webgl/No WebGL switch

Help

Position of the view regarding the objects

Zoom factor

1 view, 4 views or 3 +1 views

Solid objects rendering:
(Transparent, Shaded, Wireframe.)

Outline the objects edges

Show/Hide the axis
(Width, Height, Depth)

Get a JPEG capture of the view.

Step by step move of the selected object.

Free rotation of the selected object(s) around a perpendicular to the view angle axis..

90° rotation of the selected object(s) around a perpendicular to the view angle axis...

Vertical toolbar
(See next page)

Cube 1

Main window

Vertical toolbar quick sheet

1 view, 4 views or 3 +1 views

Object(s) selection
Several objects can be selected by pressing the shift key or dragging around the objects.

Move of the rules.
Rules positioning by double click on the rule.

Move (Shift) of the view

Draw a freehand polygon (Triangle, Rectangle,...) by mouse left clicking and dragging.
Double click on the icon to set the sides count.

Draw a regular polygon (Triangle, Rectangle, ...).
Left click on the icon displays a dialog box to set the diameter of the circle circumscribing the polygon.

Draw a freehand polygonal tracing (Triangle, Rectangle, ...) on one selected solid by mouse left clicking and dragging.
Double click on the icon to set the sides count.

Draw a blue cross on one selected solid by left clicking and dragging.

Saw along the selected tracing (blue curve). Displays a dialog box with a preview of the result.

Drill a solid at the point determined by the selected blue cross. Displays a dialog box with a preview of the result.

Thicken the selected polygon or closed curve and transform it to a solid. Displays a dialog box with a preview of the result.

Build a hull from a set of curves, all opened or closed and having the same number of points.
Displays a dialog box with a preview of the result.

Move selected object(s). WARNING, do not confuse with the move of the view.

Modification of the size of the selected object(s) by dragging the red handles around the selected object(s).

Rotation of the view.

Draw of a freehand close or open curve through point by point clicking.

Draw various primitive solid objects: cube, cylinder, sphere, ...
Left click on one of this icons displays a dialog box to set the object's characteristics.

Draw gear profiles, either simple gear either involutes gear.
Left click on one of these icons display a dialog box to set the characteristics of the object. A solid gear can then be built from this profile with the thicken tool.

Draw a freehand tracing closed curve on a selected solid by clicking point by point.

Paste 2 selected objects. Displays a dialog box with a preview of the result..

Build a solid tore from a polygon or a closed curve (lathe).
Displays a dialog box with a preview of the result.

Thicken the selected polygon or closed curve by following the selected guiding curve (red) and transform it to a solid.
Displays a dialog box with a preview of the result.

Draw a freehand guiding open or closed curve by clicking point by point. The guiding curve is then used with the tool 