



## VIDEO TUTORIAL SYLLABUS

1. Preparing the SketchUp Model for Artlantis **New!!**
2. Artlantis Interface Overview - Part 1 **New!!**
3. Artlantis Interface Overview - Part 2 **New!!**
4. The Perspective Inspector - Part 1 **New!!**
5. The Perspective Inspector - Part 2 **New!!**
6. The Perspective Inspector - Part 3 **New!!**
7. The Helidon Inspector **New!!**
8. The Shader Inspector - Part 1
9. The Shader Inspector - Part 2
10. Importing and Exporting Objects **New!!**
11. The Object Inspector - Part 1 **New!!**
12. The Object Inspector - Part 2 **New!!**
13. The Light Inspector - Part 1 **New!!**
14. The Light Inspector - Part 2 **New!!**
15. The Parallel View Inspector
16. The Panorama Inspector
17. The VR Object Inspector
18. The Animation Inspector - Overview
19. Animation - The Sequence Inspector
20. Animation - Post Process
21. Animation - The Object Inspector
22. Animation - The Helidon Inspector
23. Animation - The Light Inspector
24. Animation - The Shader Inspector
25. Animation - Adding/Modifying Key frames
26. Advice and Settings for Animations
27. How to use QuickTime Pro - Stitching Image Sequences **New!!**
28. Crazy Bump for Artlantis - Creating Shaders
29. Billbo Builder for Artlantis - Creating Billboards **New!!**
30. PanaVue for Artlantis - Creating a Panorama Image **New!!**

## TIPS

31. How to 'Use Reference File' **New!!**
32. How to 'Merge Geometry from File' **New!!**
33. How to set the resolution and render **New!!**
34. How to use the Batch Renderer **New!!**
35. How to create a 300 Dots Per Inch (dpi) Render **New!!**
36. How to create and use Postcards
37. How to reset the default file **New!!**
38. Using 'Post Process' **New!!**
39. Moving the anchor point of an object **New!!**
40. How to replace a object with another **New!!**

## WHAT'S NEW

41. How to use Layers with Artlantis3 **New!!**
42. Billboard Transparency **New!!**
43. Creating an internal object **New!!**
44. How to turn on the infinite ground plane in Artlantis3 **New!!**
45. The Light Inspector - new predefined light fall off types **New!!**
46. How to Animate Clouds **New!!**
47. How to Animate Water **New!!**
48. New default and advanced rendering settings **New!!**
49. Deleting unused media on start up **New!!**



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**SPIRIT** Distributor, New Zealand / Australia  
KeyCreator Distributor, New Zealand  
Artlantis Distributor, New Zealand  
Oynx Trees - Reseller  
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