



ARTLANTIS™

VIDEO TUTORIAL SYLLABUS

1. Preparing the SketchUp Model for Artlantis
2. Artlantis Interface Overview - Part 1
3. Artlantis Interface Overview - Part 2
4. The Perspective Inspector - Part 1
5. The Perspective Inspector - Part 2
6. The Perspective Inspector - Part 3
7. The Helidon Inspector
8. The Shader Inspector - Part 1
9. The Shader Inspector - Part 2
10. Importing and Exporting Objects
11. The Object Inspector - Part 1
12. The Object Inspector - Part 2
13. The Light Inspector - Part 1
14. The Light Inspector - Part 2
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
28. Crazy Bump for Artlantis - Creating Shaders
29. Billbo Builder for Artlantis - Creating Billboards
30. PanaVue for Artlantis - Creating a Panorama Image

TIPS

31. How to 'Use Reference File'
 32. How to 'Merge Geometry from File'
 33. How to set the resolution and render
 34. How to use the Batch Renderer
 35. How to create a 300 Dots Per Inch (dpi) Render
 36. How to create and use Postcards
 37. How to reset the default file
 38. Using 'Post Process'
 39. Moving the anchor point of an object
 40. How to replace a object with another
 41. How to use Layers with Artlantis3
 42. Billboard Transparency
 43. Creating an internal object
 44. How to turn on the infinite ground plane in Artlantis 3
 45. The Light Inspector - new predefined light fall off types
 46. How to Animate Clouds
 47. How to Animate Water
 48. New default and advanced rendering settings
 49. Deleting unused media on start up
 50. Apply to all instances
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