



Introducing UltraFractal Prop3D v1.0.0

ZeroFractal Studios and Ultrashock have teamed up to bring you premium quality, unique and exclusive components. Our first component, Prop3D is an Action Script 3 component package. Each package includes a Collada model and a component that loads it in a specific position using the component inspector. The really cool thing about this component is that it also allows you to load videos, images and sounds (displaying an equalizer) over a canvas within the model. The playlist can be read through XML making it the most complete Papervision3D based component on the market. Don't forget to try the "Mouse Tracking" and "Auto Spin" features which allow you to integrate higher interaction and motion into your 3D projects.

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10 Individual Props

We built 10 unique props including a 1960s TV, Billboard, Cinema Display, LCD TV, Retro TV, Laptop, Cellphone, Picture Frame, Retro Photo, and Handheld Device. You can purchase the individual props or buy the complete package and save 50%!

Additional Features

Great Memory and CPU Handling. Prop3D uses the strictly necessary amount of CPU, considerably reducing the overhead of the component. Memory garbage collection is also handled by the component so that the memory footprint stays as low as possible at all times. This feature requires flash player 9.0.115 or higher.

- Data Driven - Prop3D loads information from XML objects so you can customize your playlist according to your needs. You can also modify the playlist with the API.
- Customizable mouse interaction - You can set the prop to face the mouse vertically, horizontally or both, with the screen always visible, or configure it by simple API calls.
- Auto Spin + Spin Speed - You can set the prop to spin automatically and change its speed, even with mouse interaction.
- Model customization - You can create your own props or use the props adding elements to the scene.
- Customizable UI Settings - Developers can easily customize every possible aspect of the prop display: position, rotation, camera, and even mouse interaction.



UltraFractal Prop3D v1.0.0 - User Guide

Thank you for choosing the **UltraFractal Prop3D v 1.0.0**. **Prop3D 1.0.0** is a Flash component for ActionScript 3 that allows you to easily load 3D COLLADA files and display video, audio or images files on it.

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Features

- COLLADA files loader.
- Media player (video, audio or images).
- XML playlist loader.
- Playlist controls.

Release Notes

Flash CS4 Compatible

Prop3D 1.0.0 has been made to work with flash CS4.

Uses the new Papervision 2.0.0 (Mar. 12th 2009 release).

Included in the Product

- The prop3D.swc Component in a MXP installer.
- Example FLA files walking through every major feature.
- Real world application example FLA files.
- User guide in PDF.
- Class library in PDF.

Updates

The product includes free v 1.0.0 updates.

Support

For updates and support, or if you wish a custom made model, please visit <http://components.zerofractal.com> or write to prop3d@zerofractal.com.



The Basics

Installation

1. Unpack the distribution zip file.
2. Double click on the prop3D.mxp file.
3. Read and accept the license agreement (EULA).

Once this steps are completed, the component will be successfully installed.

Step By Step Examples

In the examples folder you will find a set of step by step examples that will walk you though the prop3D implementation with the following easy to understand procedures:

Open “features fla” for the following procedures:

4. Loading COLLADA models.
5. Loading XML Data.
6. Basic component setup.
7. Basic component modification via Action Script 3.0 (check the Class Reference for more information).

Open “playlist fla” for the following procedures:

8. Advanced component modification via Action Script 3.0 (check the Class Reference for more information).
9. Prop Customization and usage.
10. Loading XML Data.

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Usage - XML playlist

Data Structure

The prop accepts XML files with a specific hierarchical structure. every media file the prop will loads is a child node of the playlist. Basically it needs o have at least 3 attributes: name, type, and url.

Example:

```
<playlist name="My List">
  <item name = "Video 1" type = "video" url = "video.mp4"/>
  <item name = "Song 1" type = "audio" url = "video.mp4"/>
  <item name = "Vldeo 2" type = "video" url = "video.mp4"/>
  <item name = "Pic 1" type = "picture" url = "video.mp4"/>
```

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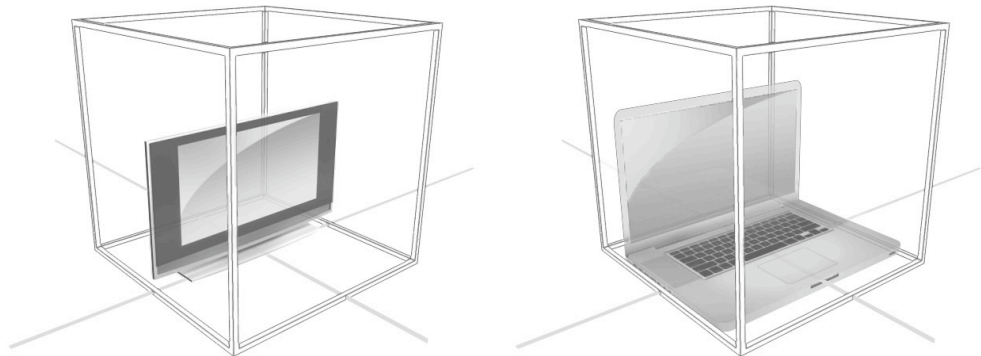
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```
  <item name = "Song 2" type = "audio" url = "video.mp4"/>
</playlist>
```

Data describing each item in the playlist must be placed as attributes rather than as nodes.

This will not work:

```
<item>
<name>Item 1</name>
<type>video</type>
<url>http://www.zerofractal.com</url>
</item>
```

Instead you must feed Prop3D this:

```
<item name="Item 1" type="video" url="files/video.mov" />
```

Remember to set the different media type the prop can load wich are specifically: video, audio or picture.



Usage - COLLADA models (.DAE)

Data Structure

COLLADA is a royalty-free XML schema that enables digital asset exchange within the interactive 3D industry.

This User Guide doesn't intend to explain the usage or creation of COLLADA models. Anyway you can create your own models using 3D Studio Max, Cinema 4D, Maya, or the 3D software of your choice, and export it to the .DAE format.

In that case you must:

1. Name the main object "prop". This main object must be contained in an imaginary cube 100 units wide over the axis (Fig 1).
2. Name the plane (in which you intend to place your displaying images, videos and audio player) "canvas".
3. You must install the COLLADA plugin for your 3D authoring software. You can download it from <http://feelingsoftware.com/component/> in the downloads section.
4. Export your 3D model as a COLLADA file in the assets folder. Check the "Export Relative Paths", "Triangulate" and "XRefs" options.
5. Open the COLLADA file with your favorite text editor software, and add the following line just before the `</asset>` tag:

Fig 1

```
<canvas_aspect value = 1.6/>
```

This value is just the result of the canvas height over the canvas width. You can change the canvas aspect according to your model, and your needs.

Example:

```
<?xml version="1.0" encoding="utf-8"?>
<COLLADA xmlns="http://www.collada.org/2005/11/COLLADASchema" version="1.4.1">
  <asset>
    <contributor>
      <author>edosmith</author>
      <authoring_tool>3dsMax 11 - Feeling ColladaMax v3.05B.</authoring_tool>
      <comments>ColladaMax      Export      Options:
ExportNormals=1;ExportEPolyAsTriangles=1;ExportXRefs=1;ExportSelected=0;ExportTangents=0;ExportAnimations=0;SampleAnim=0;ExportAnimClip=1;BakeMatrices=0;ExportRelativePaths=1;AnimStart=0;AnimEnd=3.33333;</comments>
      <source_data>file:///C:/Users/edosmith/Desktop/cinema/cinema4.max</source_data>
    </contributor>
    <created>2009-04-03T21:52:15Z</created>
```

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```
<modified>2009-04-03T21:52:16Z</modified>  
<unit meter="0.01" name="centimeter"/>  
<up_axis>Z_UP</up_axis>  
<canvas_aspect value="1.6"/>  
</asset>
```

...

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6. Remember to change the path definition in the Component Inspector in flash, relative to your COLLADA file.

Please note: This procedure still has a lot of compatibility issues regarding the .DAE format. Should you have any questions on developing your own COLLADA models, or if you are interested in ordering your own customized models, feel free to contact us at components@zerofractal.com.



Credits

- **Prop3D** is based on an idea by Alejandro González
- **Prop3D** uses the great open source **papervision3D** engine for AS3. You are encouraged to visit the PV3D official site at <http://blog.papervision3d.org/>
- **Prop3D** also uses open source **tweener**. <http://code.google.com/p/tweener/>

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