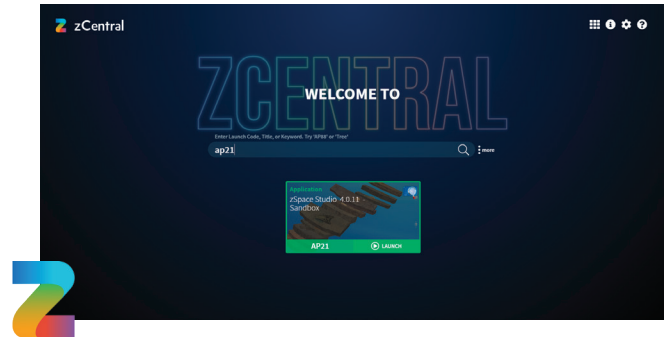




Model Exploration in zSpace Studio

Launch the application

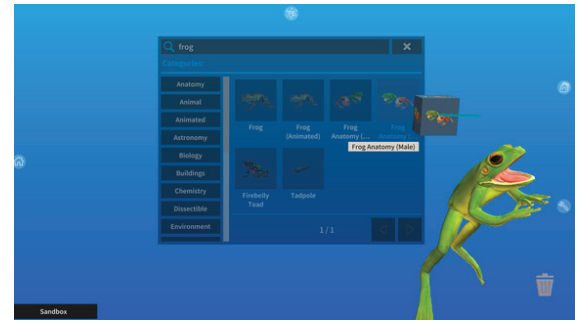
1. Open zCentral from the zSpace desktop.
2. Type in Launch Code AP21.
3. Launch zSpace Studio Sandbox by selecting its tile.



Get started

Keyboard Shortcut: **M**

1. Hover the cursor or stylus over the backpack icon and choose “Open Model Gallery” icon.
2. Once the inventory is open, use the search bar to find models. Type a keyword using your keyboard and press enter to search for a model.
3. Select a category to the left to see a collection of models. Drag your model into the scene.
4. You are now ready to begin exploring the model.



Tools

Dissect Models

Keyboard Shortcut: **—**

1. Hover the cursor or stylus beam over the model. Right-click to access the Object-based Context Menu. To turn on/off model dissections and choose Dissect Mode.

Resize Models

Keyboard Shortcut: **R**

1. Hover the cursor or stylus beam over the Studio Bar menu. Choose the last button to activate a scale bubble frame around models.
2. Hover the cursor or stylus beam over the model. Right-click to access the Object-based Context Menu. Select the third button to activate Resize Mode.

Tip: With the cursor or stylus beam, select and drag the scale bubble to resize the model. To remove the scale bubble frame, reverse the above steps.

Reassemble Models

Keyboard Shortcut: **P**

1. Hover the cursor or stylus beam over the Studio Bar menu at the top of the screen and select the first button to return dissected parts to their original positions.

Label Models

Keyboard Shortcut: N/A

1. Hover the cursor or stylus over the model. Right-click to access the Object-based Context Menu and choose show/hide labels.
2. For more label viewing options, select the Visibility icon in the Control Bar.



Model Exploration in zSpace Studio

zSpace Studio Sandbox Launch Code: [AP21](#)

Learning Objective:

Model Name:

Lesson Description:

Questions & Answers

Introduction:

Directions:

Answer the following questions.

More time to explore!

Choose a new model.

- Delete your model if desired.
- Open the Backpack or enter M on the keyboard to open the Model Gallery.
- Enter a keyword in the search bar to find a model.
- Alternatively, select a category to the left to see a collection of models.

Drag your model into the scene.