



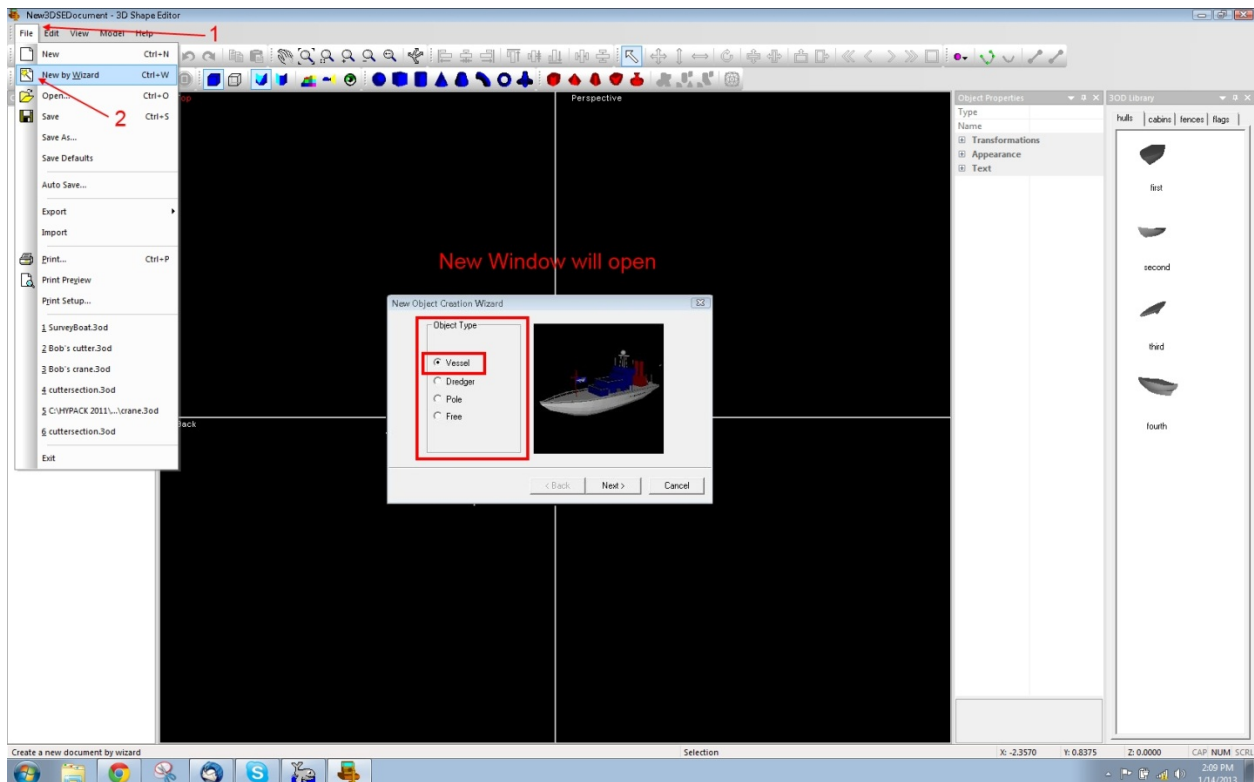
# Wizard in the 3D Shape Editor

By Bob Glover

One of the cool new features in HYPACK® 2013 is the new 3D SHAPE EDITOR Wizard. This wizard will walk you through the steps needed to build a custom survey boat or dredge to use in the 3DTV module. Building complex 3D shapes for boats has always been somewhat of a challenge for me, so I was very pleased to see this new addition. Using the wizard, it's possible to get your boat shape built in just a few clicks and ready to use in 3DTV.

1. **Open the 3D Shape editor.** (Select PREPARATION-EDITORS-3d SHAPE EDITOR). The editor will launch and we can start to build our shape.
2. **Select EDIT-NEW BY WIZARD.**

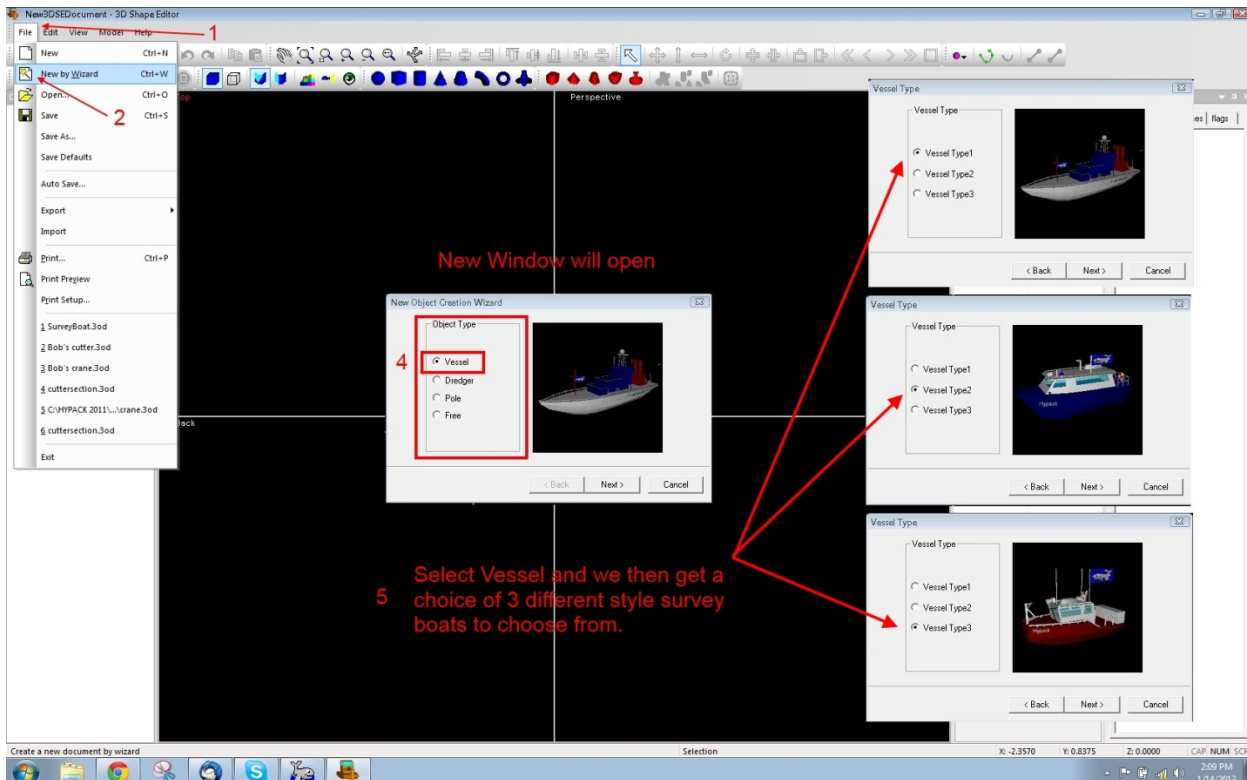
FIGURE 1. 3D SHAPE EDITOR WIZARD



3. **Choose your object type** from the list provided in the New Object Creation Wizard box. Today we are going to build a survey boat. This is also the same starting point if we were to create a dredge shape or attempt a free build. (I plan to go into more detail regarding free building and customization of the boat shapes in the upcoming issues of *Sounding Better!*)

**To build a survey vessel**, select vessel and click [Next]. Now it's time to pick our style of vessel with which to start. Figure 2 shows the three different vessel styles that are available.

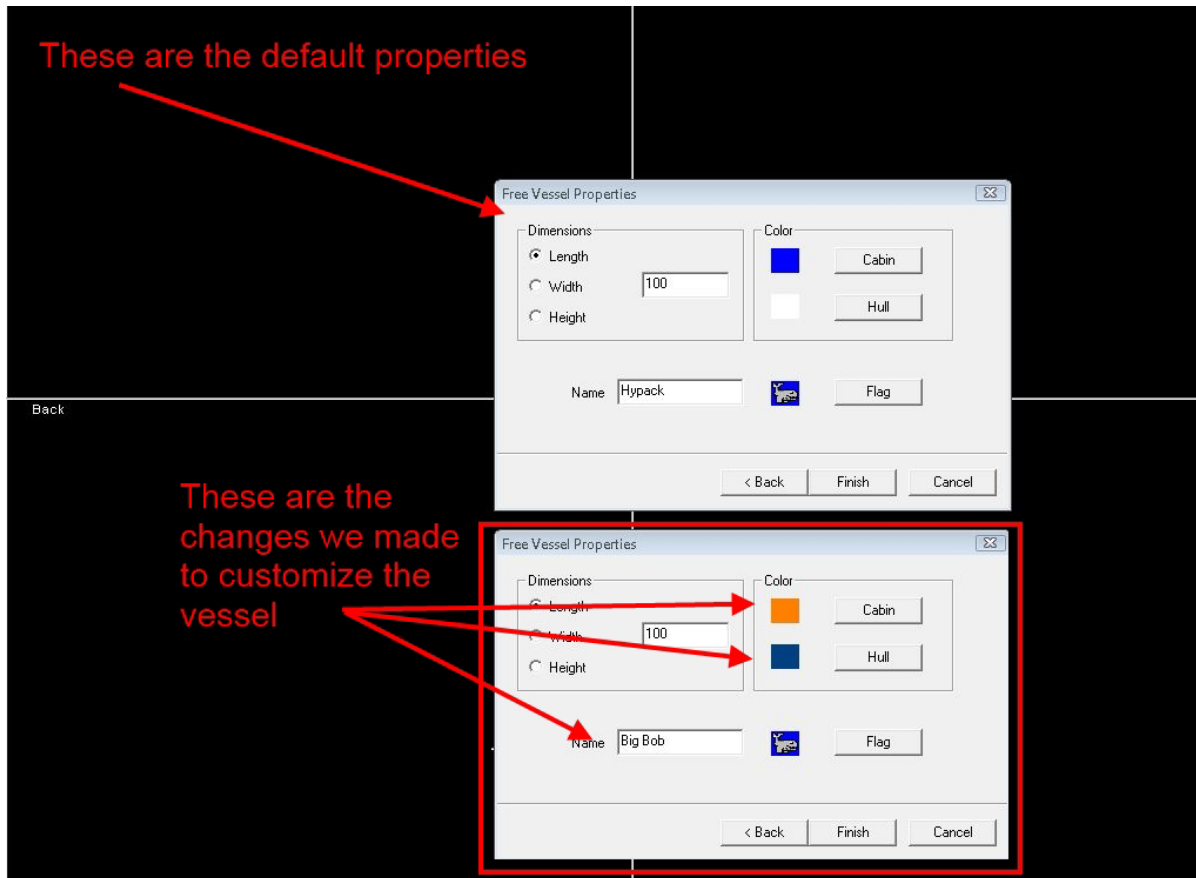
**FIGURE 2.** Choosing Your Vessel Type



4. **Customize your vessel.** Once the style of vessel has been selected, we now have the option to make a few minor changes to further give the vessel the look that we would like to achieve. The wizard provides options for only a few basic configuration changes. The shapes may be further customized outside of the wizard.

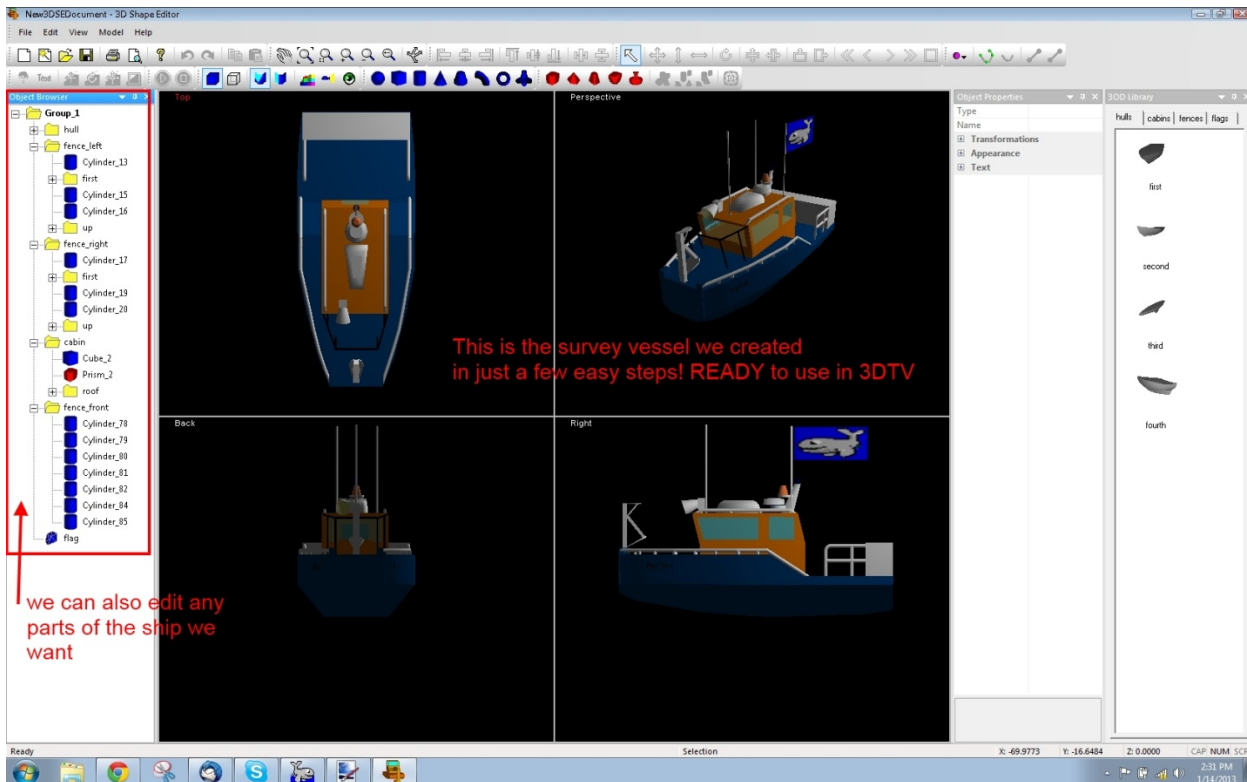
In Figure 3, you can see the default properties box that opens once the vessel type has been selected:

FIGURE 3. Default Properties



- The **Dimensions** allow you to select **Length, Width or Height** in order to better represent your boat or just the size that you might be looking for. *You can enter only one dimension*; the others will be scaled as the wizard creates your vessel.
  - **Colors**: Set the colors to be used in the two largest portions of the ship: the cabin and hull.
  - A **Name** can be added to the bow area on the hull
  - **Flag**: Change the flag which flies from the rear of the main cabin section. Alternate flag images can be added from the Hypack 2012\Library\Flags folder where there are preloaded flags for you to select. You may also use your own images, such as company logos, as flags to even further customize your boat.
5. **Click [Finish]** and the wizard will now render our new survey boat.  
You can now see your new shape. Using the pan tool in the perspective window you can rotate the vessel to get a better look from multiple angles.

FIGURE 4. Viewing your 3D Shape in the Editor Displays



(It is also possible to make changes to the ship created by the wizard, by expanding the Object Browser and manually adding new shapes or removing existing one; however, that will be part of the topics covered in my next installment of *Sounding Better!*.)

Now that we are happy with the survey ship that has been created it's time to save it out for use in 3DTV.

6. **Select FILE-SAVE and name your vessel.** Now we have our ship saved and ready for use.

As always, if you have any questions regarding this article, please feel free to email [help@HYPACK.com](mailto:help@HYPACK.com) and please watch out for the next part in this series, where we will begin to cover more advanced editing of our shape followed by suggestions and tips for free building of boat shapes and also other shapes for use in 3DTV.