Overview

Claydo is a simple 3D Design app for everyone. It is used by designers, hobbyists, teachers and kids to make toys, prototypes, home decor, Minecraft models.. the list is endless!

Model your design using simple shapes such as spheres, cubes and cyclinders.. merge or subtract in order to get the right shape with a few clicks.

Meshes can be exported as .STL files or .OBJ files so they can be 3d printed or used in software such as Blender or Maya for animation and rendering.

Export your Claydo creations to a 3d printer or external apps like Maya and Blender.

Claydo's Apple Metal technology allows you to work with complex polygonal meshes in realtime. Handy measurement tools to export STL files with millimeter precision.

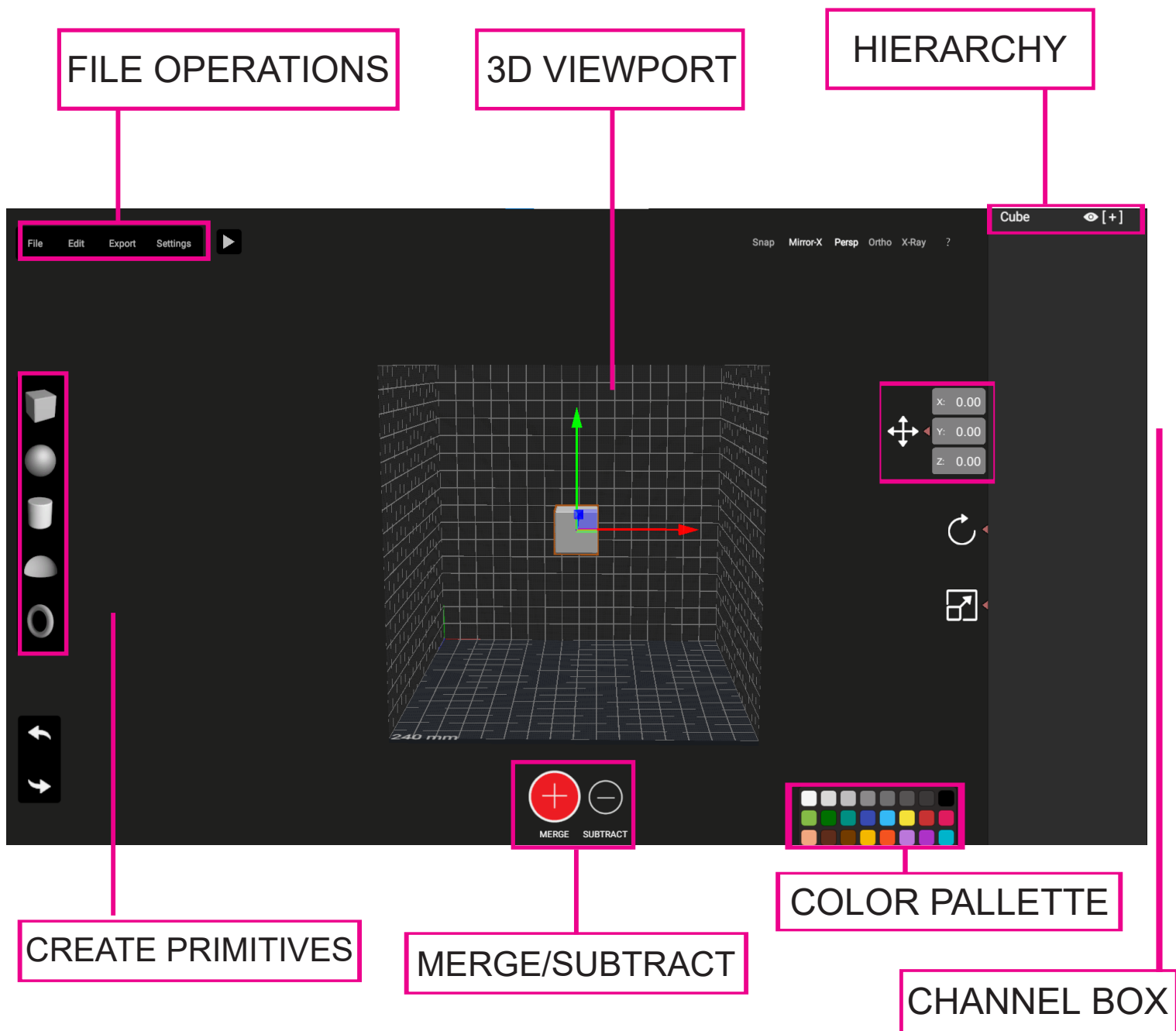***Easy UI and workflow, get up and running in minutes**

*Can Group/Ungroup the primitives

*Export out precision models as .STL files for 3d printing

*Export out as .OBJ for use in DCC software like Maya/Blend-er/C4D

*In-built Videos tutorials and technical manual to get started fast, perfect for schools and teachers to introduce kids to 3d model-ling

***Turntable mode for showcasing and sharing your creations as movies**

FILE OPERATIONS

3D VIEWPORT

HIERARCHY

File   Edit   Export   Settings

Snap Mirror-X Persp Ortho X-Ray ?

Cube   👁 [+]

X: 0.00
Y: 0.00
Z: 0.00

240 mm

MERGE   SUBTRACT

CREATE PRIMITIVES

MERGE/SUBTRACT

COLOR PALLETTE

CHANNEL BOX

Navigation

Orbit: Rt-Click + Drag Mouse

Zoom: Middle Mouse Button Scroll Up/Down

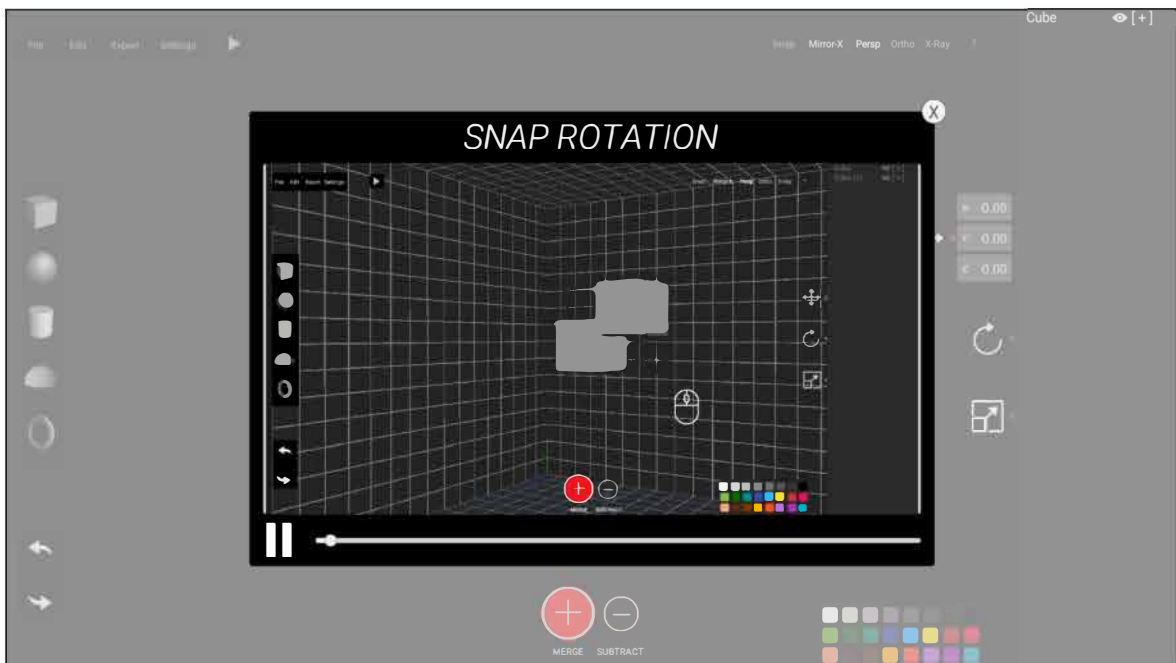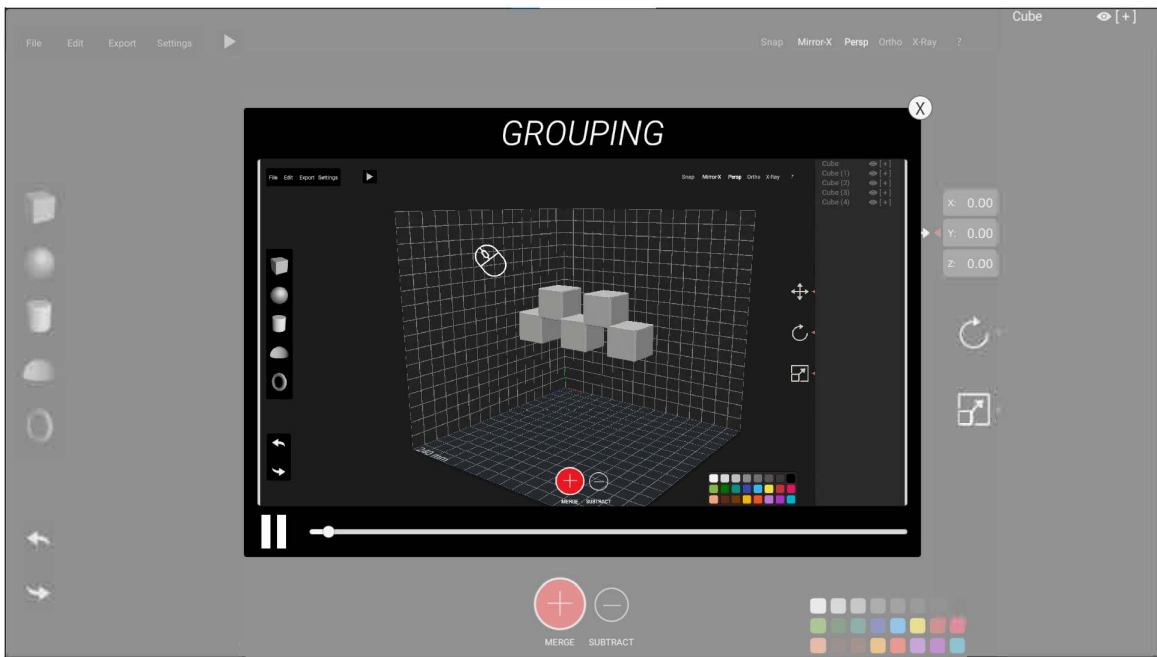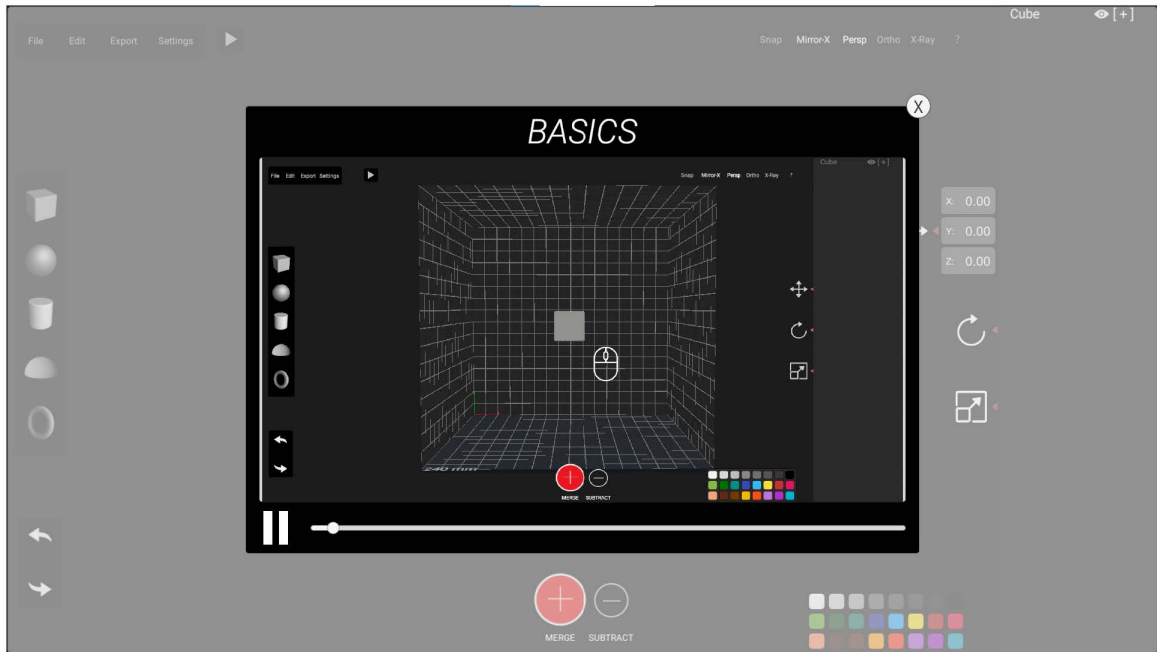**Pan**: Middle Mouse Button Click + Drag
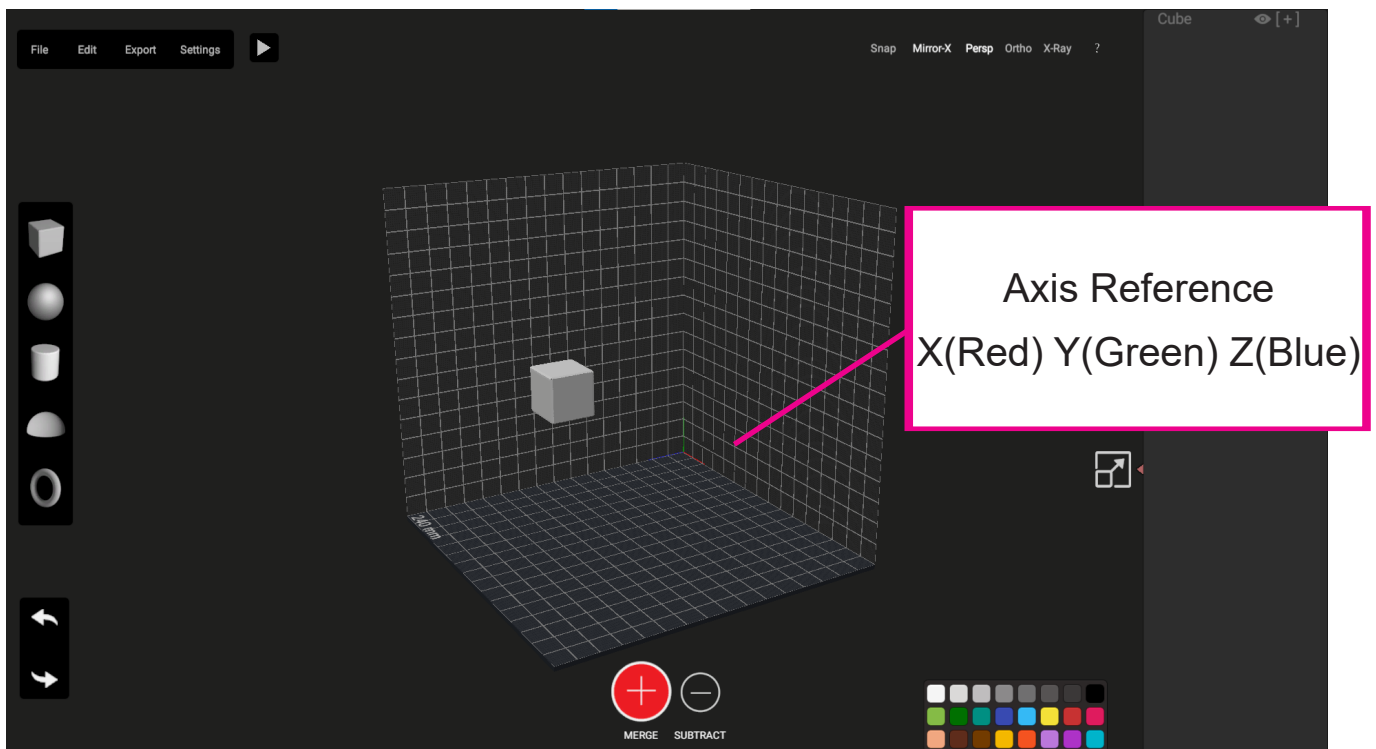
USER INTERFACE

HELP MENU
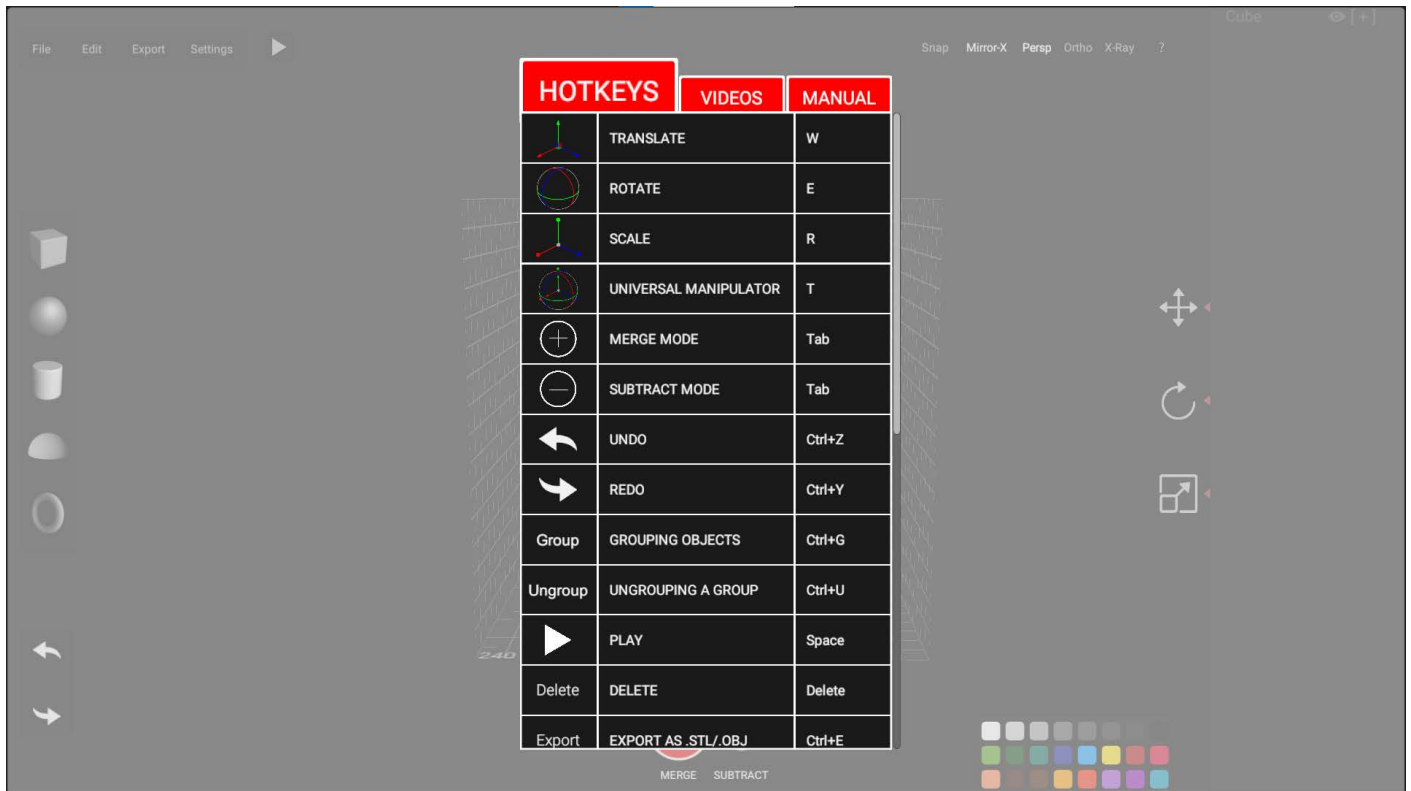
Dropdown Menu which contains **Hotkeys, Instructional Videos** and **Technical Guide** as a **printable PDF**
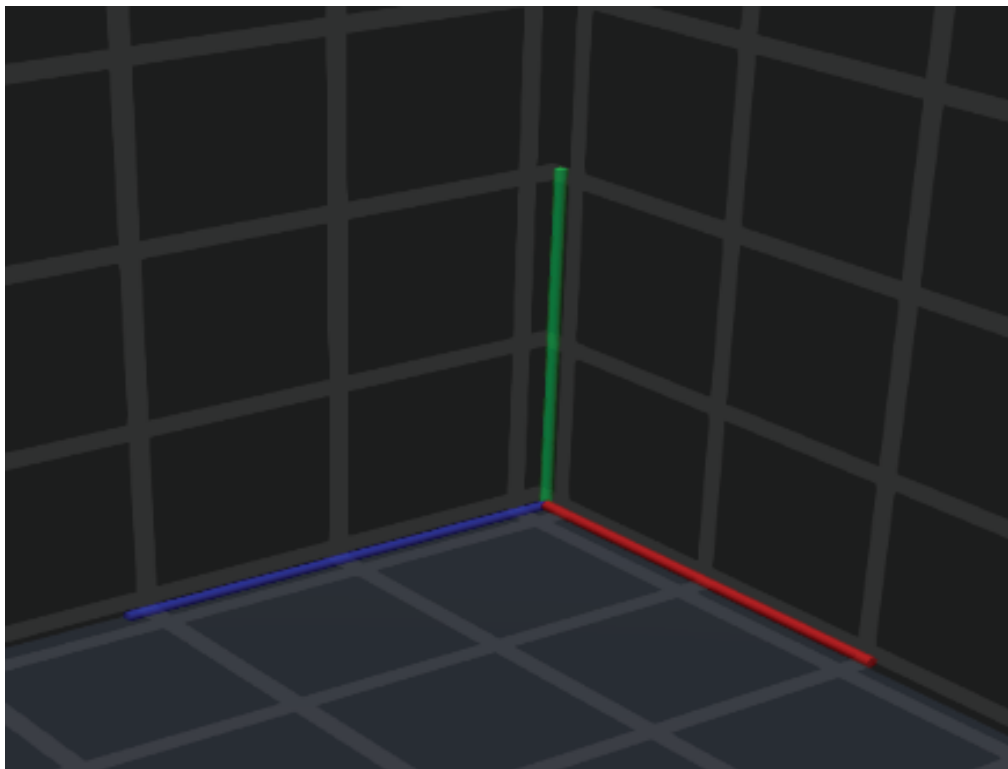
VIDEOS

Bundled with basic instruction videos of app workflow

BASICS

GROUPING

SNAP ROTATION
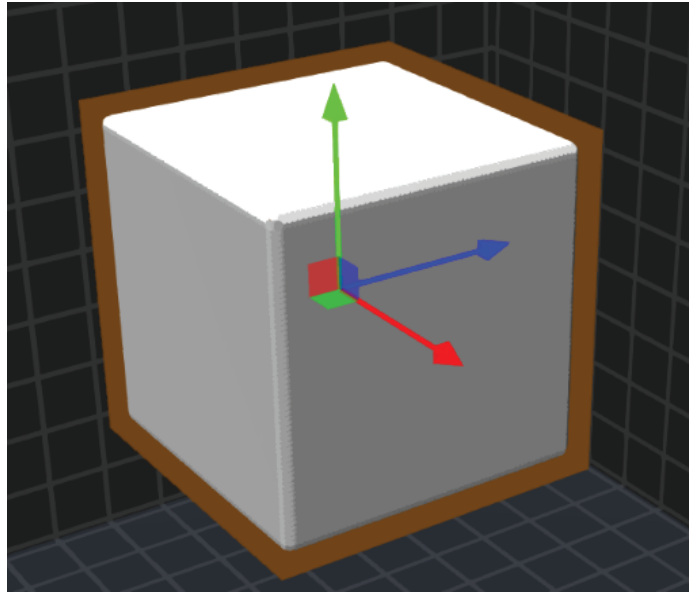
CO-ORDINATION SYSTEM

An axis reference is given to the user to understand in which axis is the transformation happening, i.e X (Red), Y(Green) and Z(Blue)
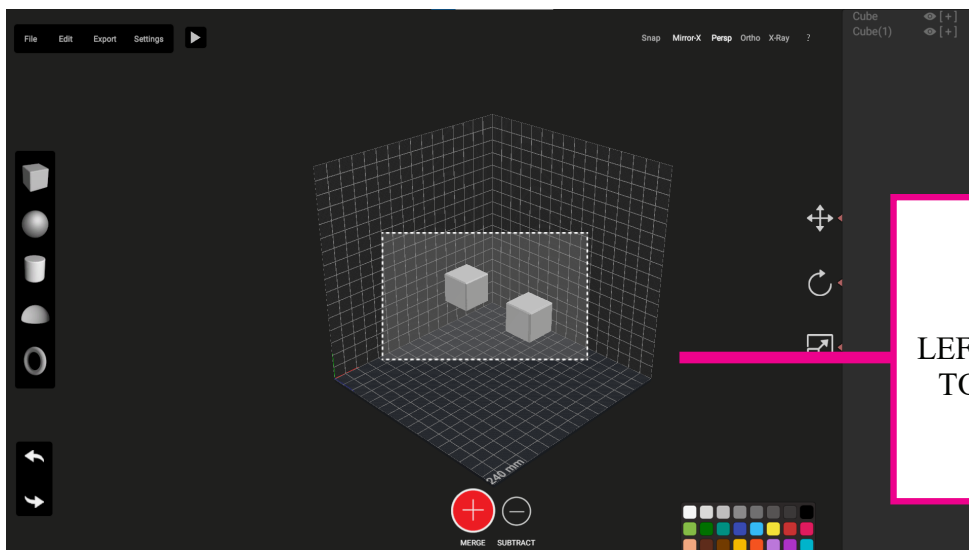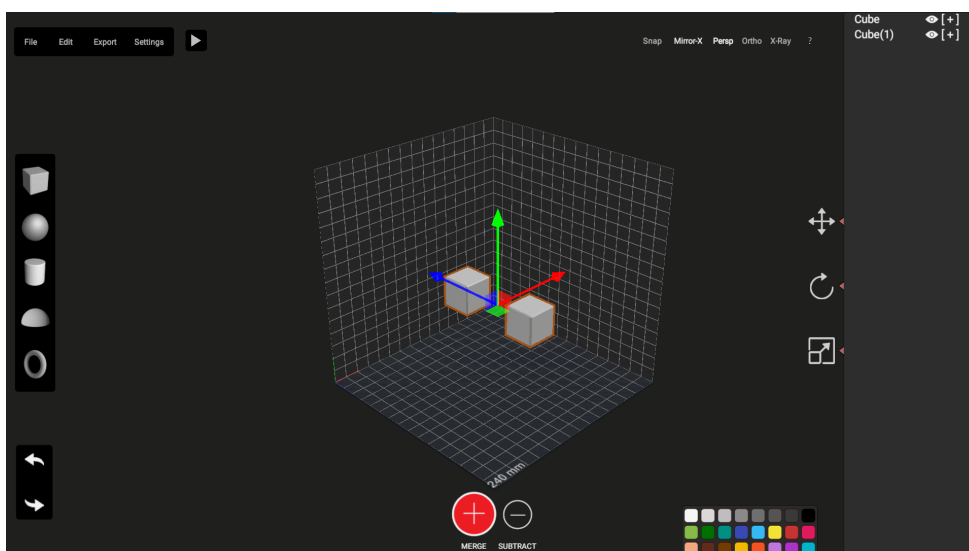
Selection Of Objects

Left Click on a mesh to select

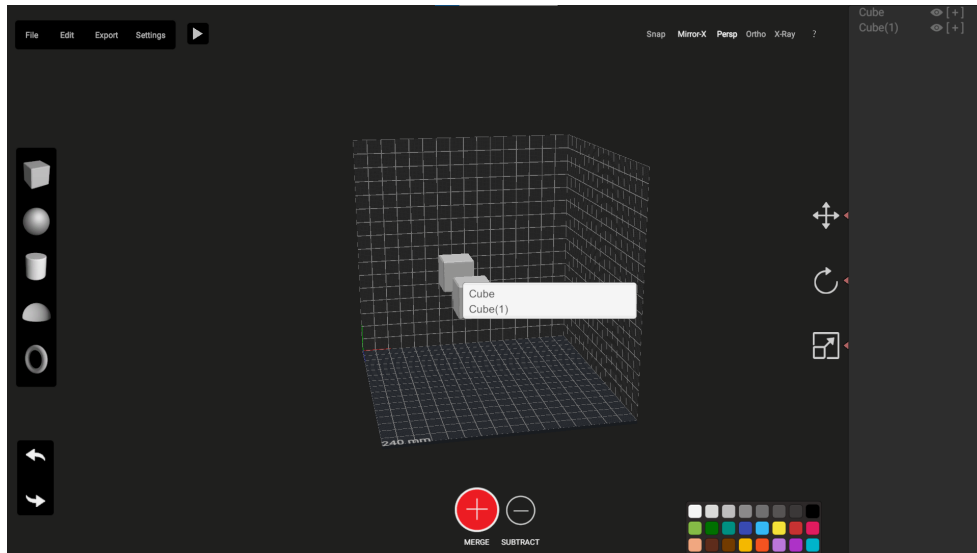The orange selection bounds show the active selected object.

Left Click and Drag for rectangular selection tool which selects multiple meshes. **Command-Select Click** on each for selective selection.
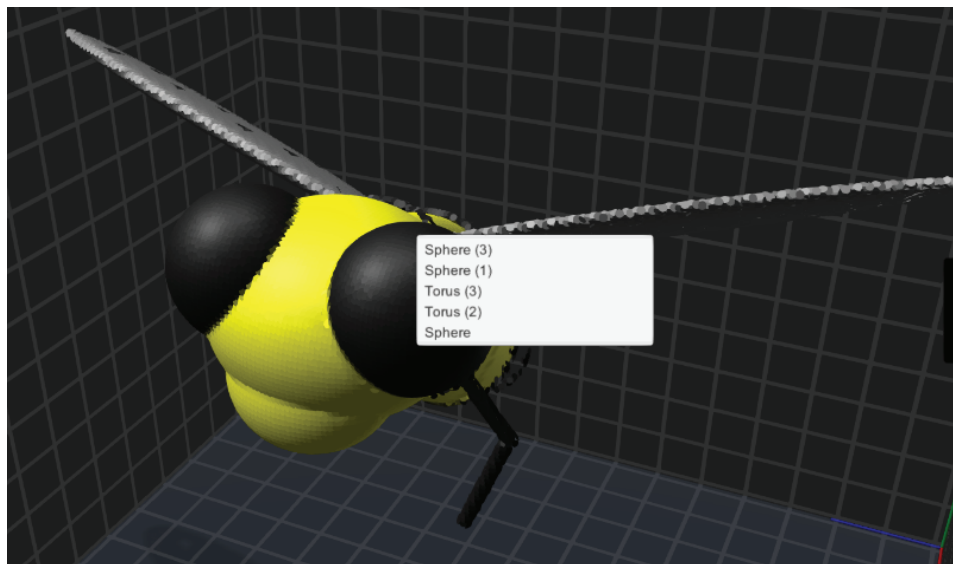

LEFT CLICK + DRAG
TO SELECT BOTH

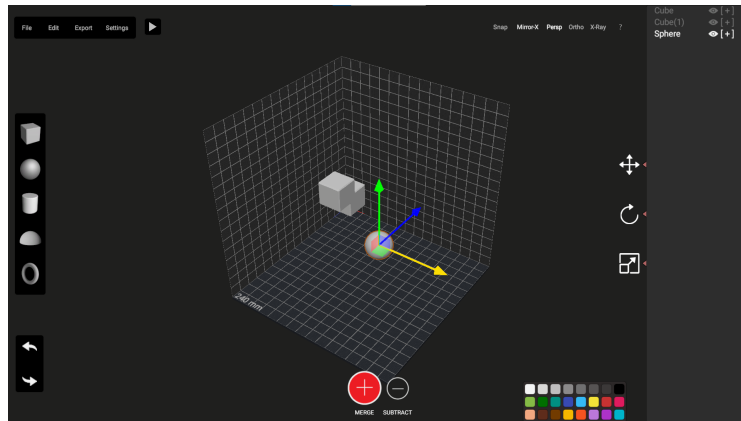**Selection Dropdown Menu** is activated by **Rt-Click** when hoveing on meshes.

This is very helpful whilst trying to select overlapping meshes or meshes which are close together as in the screenshot below.

Hierarchy

Meshes in Claydo are added to the **Hierarchy** on the right in the order they are created in.

User can select multiple objects in a row using **Shift-Select** and **Command-Select** for multiple objects selectively.

Meshes can be Renamed by double-clicking on the name field

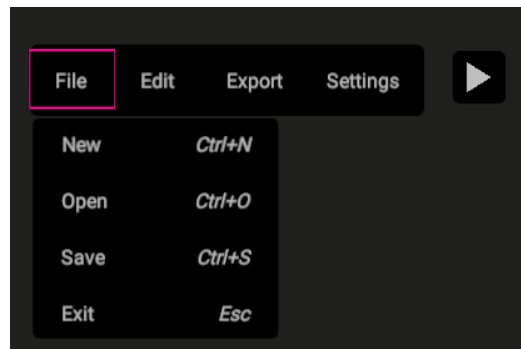Hover over the mesh name in Hierarchy to reveal the full name.

Meshes can be hidden and unhidden by clicking on the Eye icon in the Hierarchy

[+] means the mesh is in **Merge Mode** and **[-]** means that the mesh is in **Subtract mode**
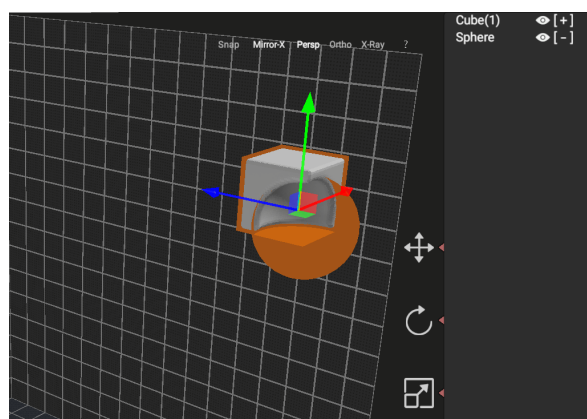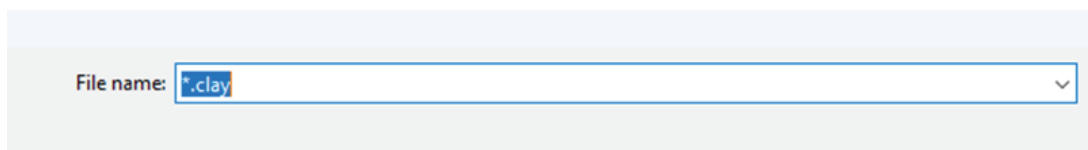
FILE MENU

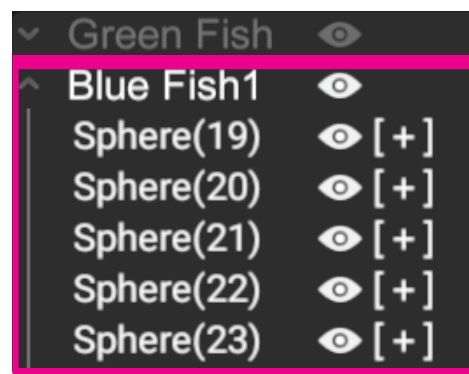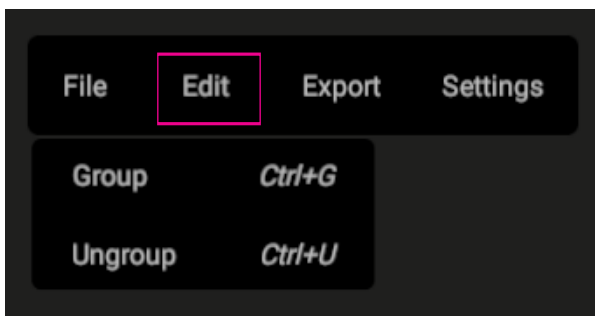
New creates a **new** scene
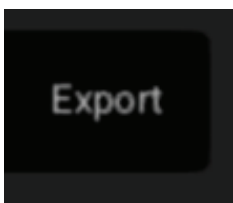**Open** .CLAY files
Save .CLAY files

EDIT (GROUP / UNGROUP)

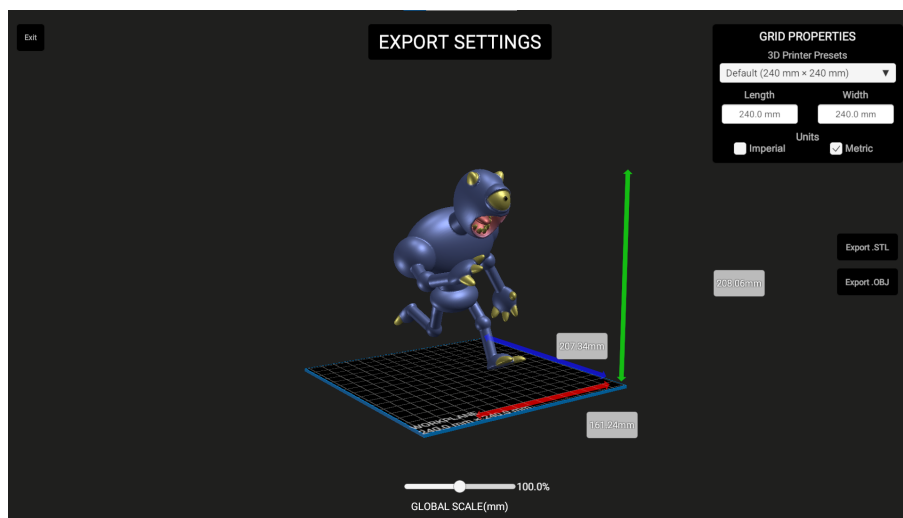Create groups for the selected primitives and rename it.

Export To .STL /.OBJ

Export will launch the Export Screen to export for .STL (3D Printing) and .OBJ

3D Export/ 3D Printing Guidelines
Scale the model to the required scale using the **Global Scale** slider in Millimeters and export as .STL or .OBJ for printing or import into other 3D Applications like Maya or Blender.

ALL MODELS IN THE PHOTO ABOVE HAVE BEEN MODELLED AND PRINTED USING CLAYDO*

General 3D Printing Guidelines

1>Print models around **100-200mm in length, width and height for maximum detail**

2>Avoid making individual parts smaller than 1 mm, they will not print well.

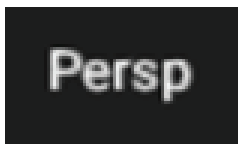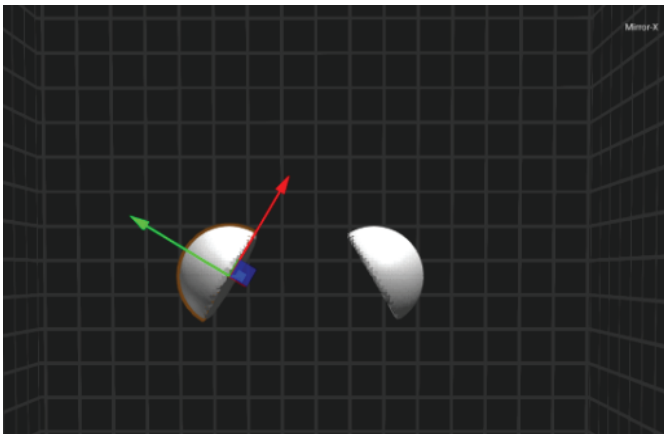3>Model a stand or make the base of the models thicker so its easy to handle after printing.
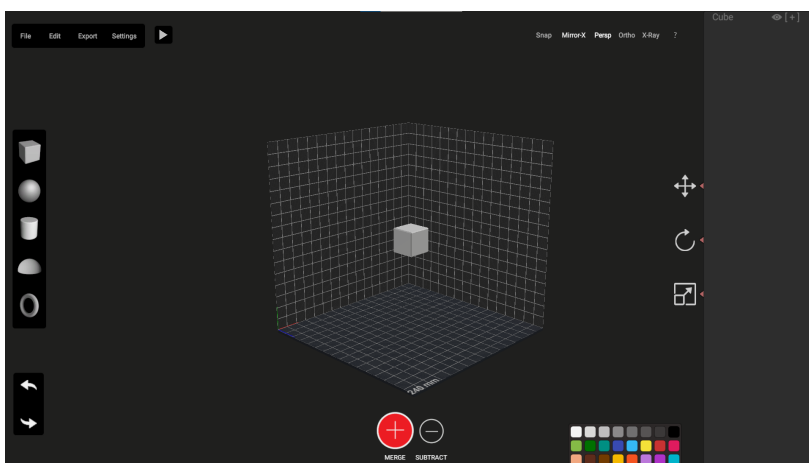
Viewport Panel

Snap **Mirror-X** **Persp** Ortho X-Ray ?
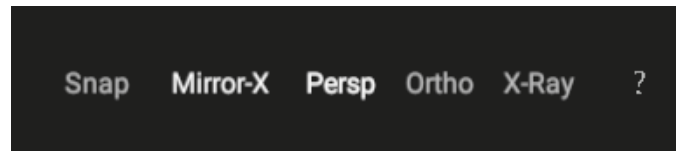
This panel controls mirroring, perpective/orthographic cameras, X-Ray Mode and the Help menu.
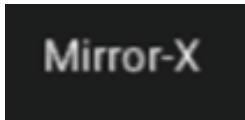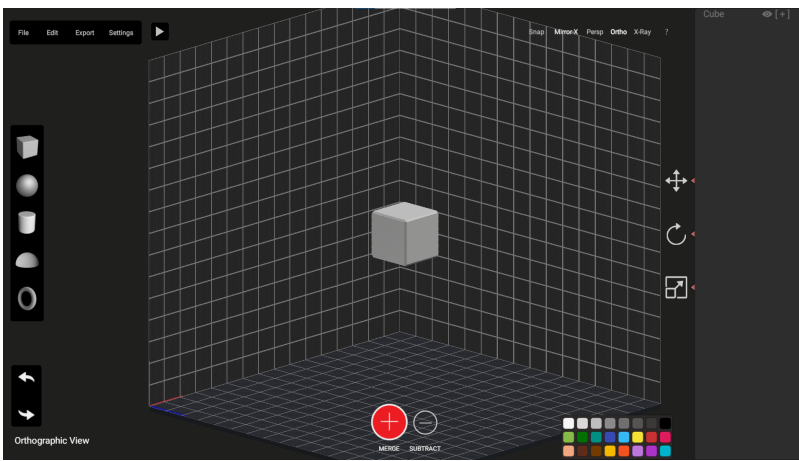
Mirror-X

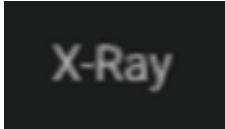Clicking on Mirror-X will duplicate and flip the copy along X Axis.

Persp

Camera switches to Perspective Mode

Ortho
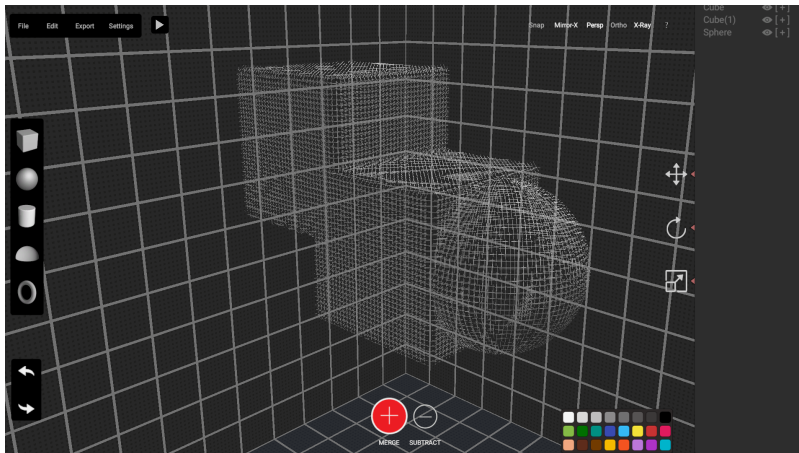
Camera switches to Orthographic Mode(no optical perspective)
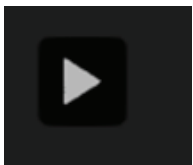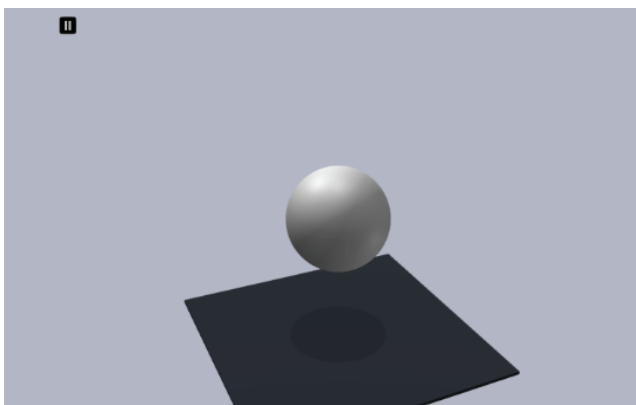
X-Ray Mode

Scene switches to transparent objects so user can see complex structures.
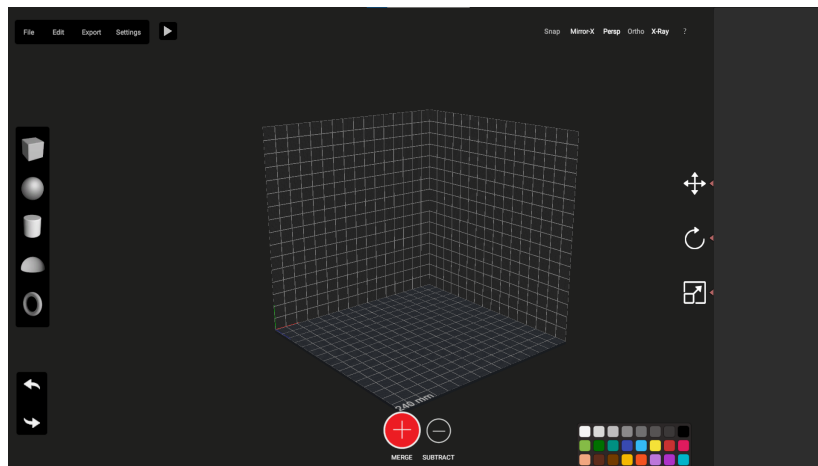

Turn-Table Mode

Model is rendered with specular highlights and is put into a turntable animation
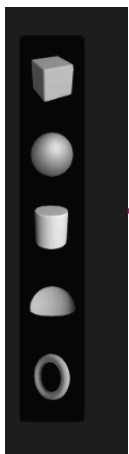
MODELLING BASICS

1. Workspace

The cube shaped grid is the user's workspace and user can only create or modify in that space.
Anything out of that space will be out of bounds and will not be visible.
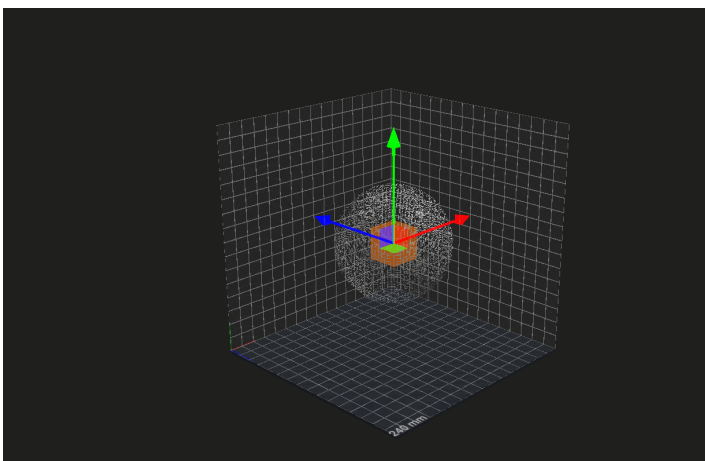
2. Add Primitives

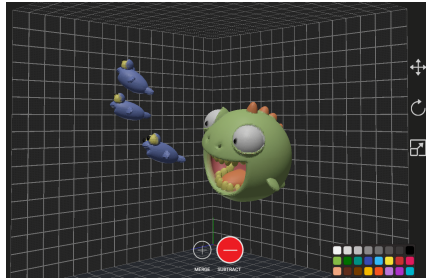Click on the respective icon to make a Sphere, Cube, Cylinder, Hemisphere or Torus

Click on an icon in the Primitives Toolbar to add a Sphere, Cube, Cylinder, Torus or Hemisphere
The scene will briefly switch to X-Ray Mode so user can see the location of the created primitive
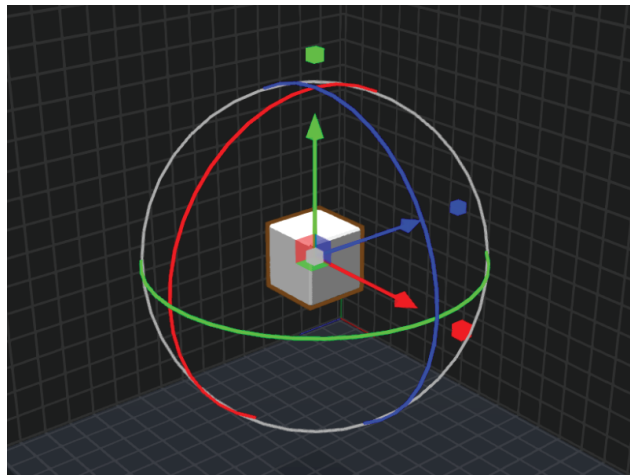
Color Palette

Select a color swatch to change the active object's color

## 3. Universal Manipulator

By default, a universal manipulator (T) is switched on in which the user can translate, scale and rotate using the same manipulator.
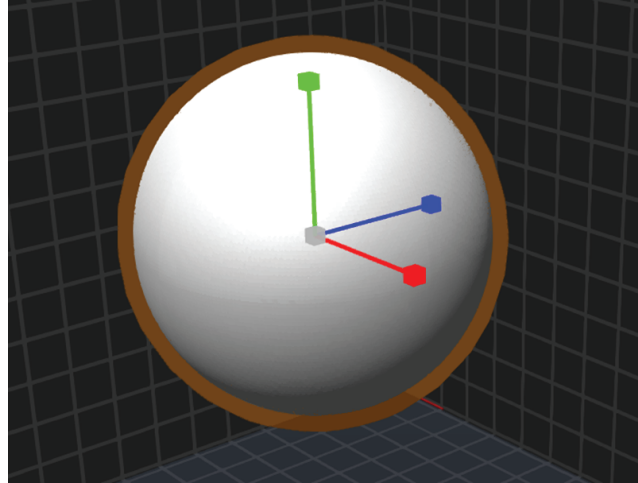

4. Individual Manipulators for Translate, Scale and Rotate

User can click on a manipulator handle and drag in order to transform the mesh.
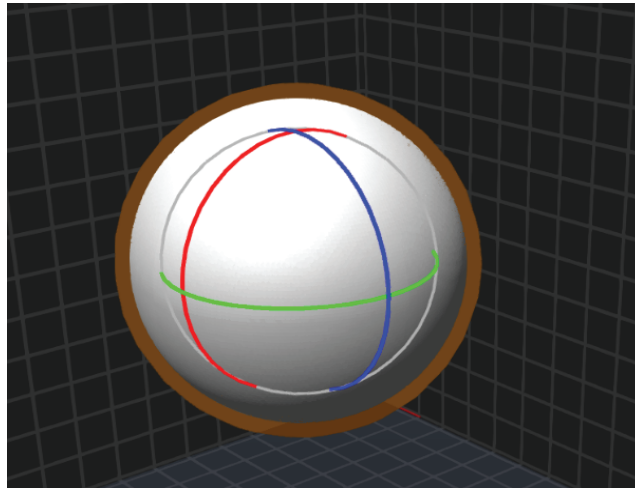
Click on the manipulator handle to Translate, Rotate or Scale the Primitive.
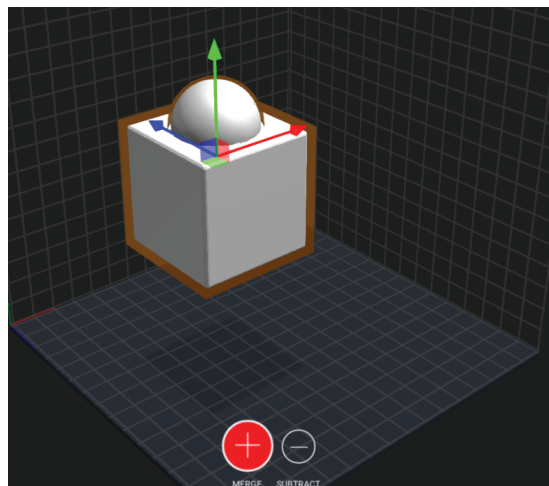
For Translate, press **"W"**
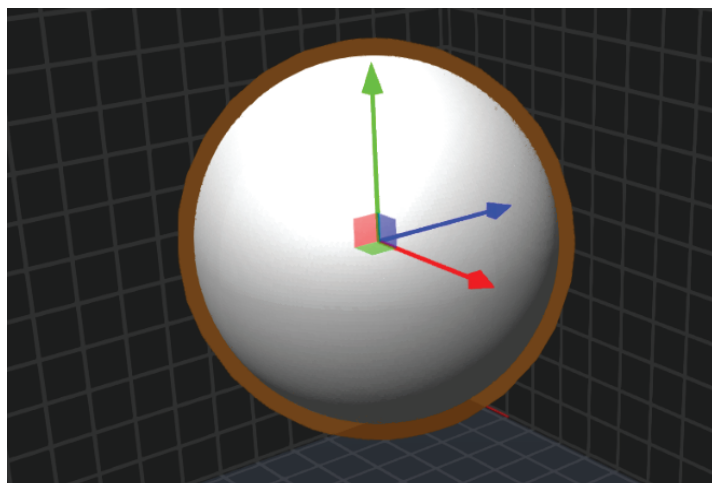
For Scale press **"E"**
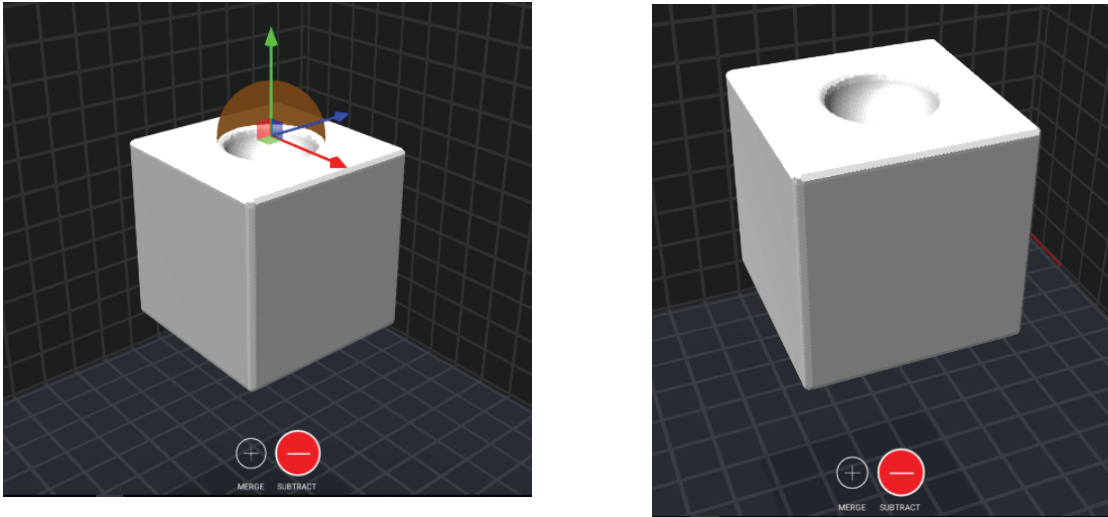

For Rotate press **"R"**

5. Merge and Subtract Mode
Claydo will merge or subtract from its existing mesh depending on the mode you are in.
If it is in "Merge" mode, the two primitives will combine into a seamless mesh

If the selected mesh is in "Subtract" mode, it will remove its shape from the other mesh.

6. Channel Box

Vⁱæ} • -{ ¦{ the Individual] ¦ã ãã̃^• withÁ́ ¢æ&cpoint values

Using the above methodology, user can create complex, organic and mechanical objects swiftly and easily. Some screenshots of models created using this method are below, and watching the instructional videos will also give users an idea on creating meshes using Claydo.
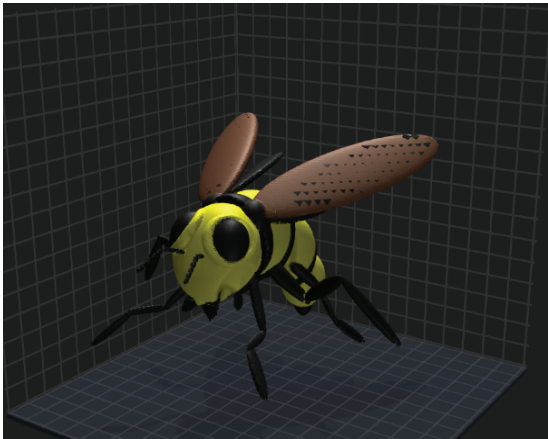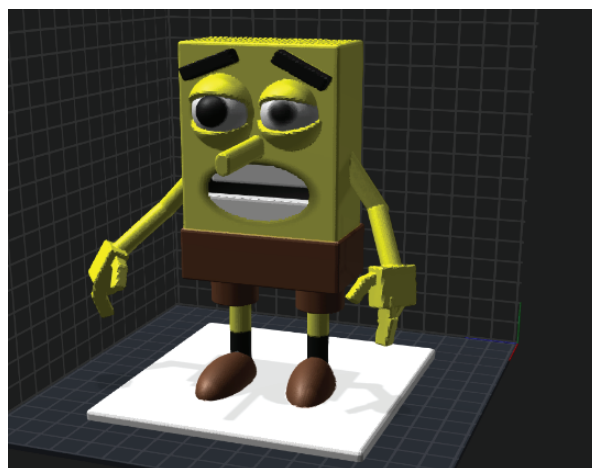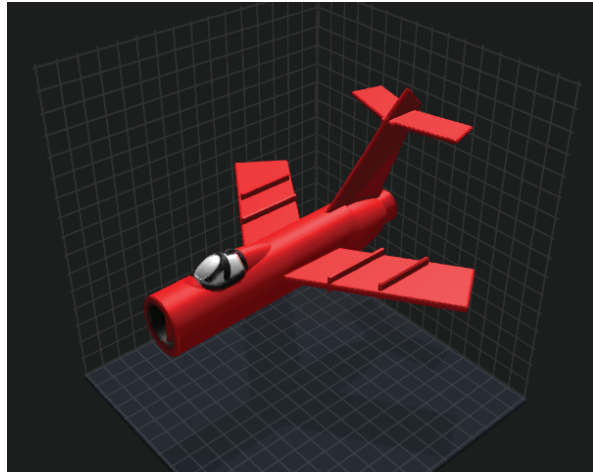
Feedback/Queries:suppport@appymonkeys.com

ADDITIONAL RESOURCES

https://en.wikipedia.org/wiki/3D_printing
https://en.wikipedia.org/wiki/3D_modeling
https://www.makerbot.com/