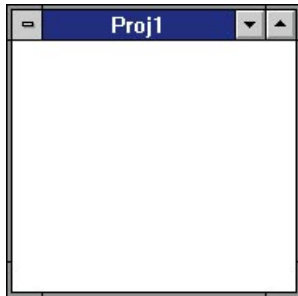


Typetry quick-start

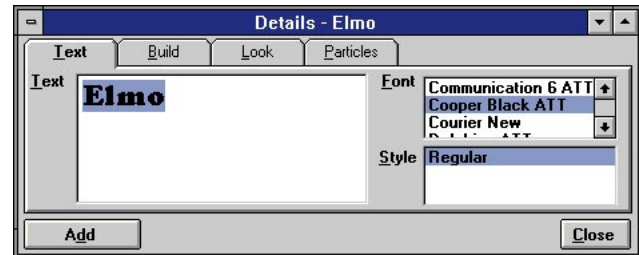


Note: You must have completely installed all the elements of Pixar Typestry before trying this! Also, if you're using PostScript fonts you must have ATM version 2.0 or greater installed.

1. Double-click on the program to open it.
2. Resize the window to make it a few inches on a side.



3. Click on the "A" button in the toolbar, or hit the F2 key. This will bring up the Details dialog. Type the name Elmo in the box, choose a font, and click on the Add button.



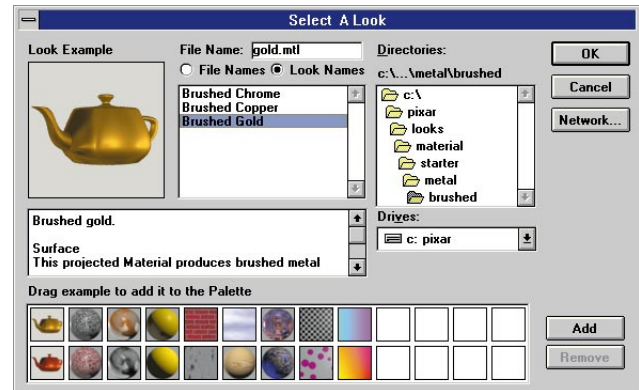
Note: Make sure the Add button is highlighted. If it's not, the font you selected is not properly installed in your system, or isn't the right kind of font. Select another font.



4. Now you should see the word "Elmo" in the Typestry window. The lower left corner of the word is at the center of the window.
5. Click and drag the word to place it in a more esthetically pleasing area of the window — like near the center, maybe? If you accidentally deselect it, just click on it again.



6. With Elmo still selected, bring the Details window to the front by clicking on its title bar; then click on the Look tab in the Details window.
7. Click on the New Look button. This brings up the Select a Look dialog (also known as the Browser).
8. In the Browser, click on the top left selection in the palette at the bottom, a golden teapot, then on OK. You'll see an image of the teapot in the Look

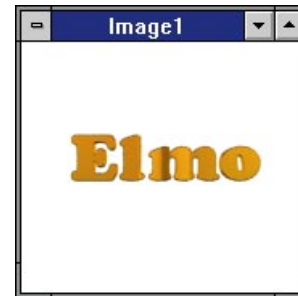


tab. This means that you've put a golden surface on your word.

9. From the Render menu select Reasonable. This will turn the wireframe representation into a rendered bitmap image. You can get a sharper image by choosing Excellent & Slow instead of Reasonable, but it will take longer.

Render	
Quick & Dirty	Ctrl+Q
Reasonable	Ctrl+R
Excellent & Slow	Ctrl+E
Custom	Ctrl+Y
To File...	
Image Format...	Ctrl+W
Custom Quality...	

Et voila! Your first Typestry picture!



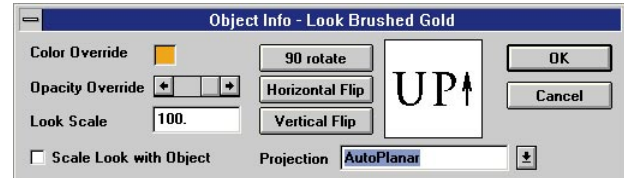
less quick sTArT

1. Do steps 1–8 from the Typestry quick-start.
2. Now try rotating or resizing the word using the Rotate (F10) and Resize (F11) buttons in the toolbar. Remember: click and drag on the object itself, not near it. If you click and hold the Rotate or Resize button you'll get a pull-down menu with various ways to constrain these two operations. (Don't worry, we'll talk more about these tools later in the *Manipulating Text* chapter.)



If you need to get the word reoriented so it is face-on again, select Reset Orientation from the Edit menu while the word is selected.

3. In the Details dialog, click on the Look tab. In the Look card click on the Object Info button in the Looks tab. This brings up the Object Info dialog.
4. In the Object Info dialog, click on the Color Override box. This brings up the Color Picker.



5. In the Color Picker, select your favorite color and click on OK. Then click on OK in the Object Info dialog to put it away.
6. Now from the Effects menu select Backgrounds, and then Wall. You won't see a wall appear, but it will show up in the rendered image.



7. Select Lights from the Windows menu. This brings up the Lights window.

8. In the Lights window, click on the middle box next to light 7. This will bring up the Browser. If you click and hold on the box you'll get a popup menu. Selecting New Look is equivalent to just clicking on the box, and will likewise bring up the Browser.



9. In the Browser, select the Window Light light Look. Click on the OK button.

10. From the Render menu select Render to Screen, then Reasonable. You can get a sharper image by choosing Excellent & Slow instead of Reasonable, but it will take longer.

Et voila! Your second Typestry picture!



Using the Details Window

Now that you've gotten a feel for the process of creating a Typestry image, you may be interested to know exactly what the deal is with the Details window.

As you've probably gathered, the Details window allows you to set all an object's characteristics, or *attributes*:

- the text in it, and the font (in the Text tab);
- how it gets made into 3D, whether to use bevels, tubes, or other shapes (in the Build tab);
- the Look to be used on the faces and sides (in the Look tab);
- whether it generates particles (in the Particles tab).

The process of creating a new object is simple:

1. Click on the Text button on the toolbar. This brings up the Details window if it isn't already showing, with the text tab in front.
2. Set all the appropriate attributes in the Details window.
3. Click on the Add button. The new object will appear as a wireframe object in the project window.

Once you've added an object you can still go back and change any of its attributes. Here's how:

1. Using one of the manipulation tools, select the object you wish to change.



F9 F10 F11 F12

2. Make sure the Details window is showing. If it's not, select Details from the Windows menu, or hit Alt-Enter.
3. Make the changes you want in the Details window in any of the tabbed attribute "cards" there.
4. Click on the Modify button. This applies the new attributes to the selected object.

In this case you should remember one thing:

When modifying an existing object, be sure to click on the Modify button when you're done — otherwise no changes will be made! The exception here is the Looks tab. Since the wireframe object doesn't show a Look, you don't need to modify it. The Look is just there, and you'll see it when you render.

And of course, you won't see the full effect of any changes until you rerender.