


HOW TO WORK WITH THE PROJECT

Sample_E_Uilities project contains simple examples of infographics where you can test E_Uilities tools.


MAP_SAMPLE COMPOSITION

In the **Map_Sample** composition you can test 2D/3D  modes. You can do the following:

- Switch to 2D mode by clicking corresponding button.
- Disable visibility the 2D-tanks which are not necessary.
- Move 2D pictures of the tanks along the scene. Switch to 3D mode.

Pay attention to the visibility of the shadows and shots of those tanks that have been disabled in 2D mode.

Note: there are 2 types of 2D tanks in the composition: with volume imitation (tank_s) and without it (tank_flat).

In the composition Map_Sample you can test the convenience of the tool "Items from Folder"  for quick search and inclusion of the required cities.

Note that cities and 3D-tanks do not interact in 3D space. Therefore, tanks should be arranged so that they overcover each other correctly during the animation.

ADD_KEYS COMPOSITION

In **Add_Keys** composition you can test Add Keys  tool. Aux Channels have been already set for all elements there. So you can do the following:

- Select the layer from the Element 3D.
- Select the group.
- Select the required Aux Channels.
- Specify animation properties.
- Set the algorithm and click "Add Keys" button.

You have to set algorithm and properties only one time. E_Uilities will remember your settings.

In order to understand the logic better, it is recommended to open Element 3D editor and analyze which Aux Channels have been set for objects and groups.