

Popup Card Studio v1.0.1

User Guide

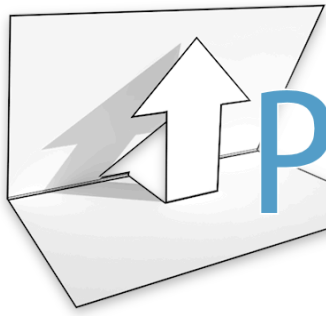
Last Updated 2FEB2014

Popup Card Studio User Guide

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Make The Cut's Popup Card Studio

About this User Guide

This manual is a product of ScrappyDew.com. A great deal of time and effort has gone into creating this book along with the video tutorials that follow it. You're more than welcome to print or download this for your personal use. This shouldn't be used as a method selling either online or in the form of digital print. Nor can the PDF manual be used as quid pro quo..."where if you purchase something from me I will give you a free user guide."

This user guide is provided as a free tool for those using either a demo or full version of Popup Card Studio. This is not a Popup Card Studio product however all graphics and images contained in this guide are used with the permission of Popup Card Studio.

To Play Videos in PDF

When you see a video tutorial you'll have to click the lower right corner you should see your mouse pointer turn into a hand. This will take you to the video online.

Downloading Tutorials

If you're looking to download the video files you're more than welcome to as they are on Vimeo. A list of the videos can be found at the [end of this book](#).

Updating the Manual

You'll have to check the date that this was created and check the website to see if a new manual exists.

Embedding Video Tutorials

You may embed our video tutorials on your blog or website from our youtube channel using the embed code that they provide. You can always share the link to video as well.

Uploading the PDF Manual

You may upload/post this manual to your blog or website. However zero alterations of texts or images when you upload this online with the intent for others to download.

Downloading a Free Demo of Popup Card Studio or Purchasing a Registration Code

ScrappyDew.com is an affiliate of Popup Card Studio. If you need to download or purchase Popup Card Studio you can do so by using the following links. The links below are affiliate links that will give credit to ScrappyDew.com if you decide to purchase.

[Download Demo](#)

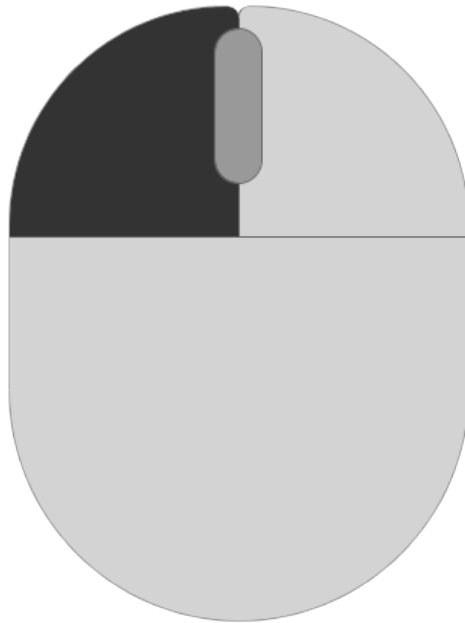
[Purchase](#)

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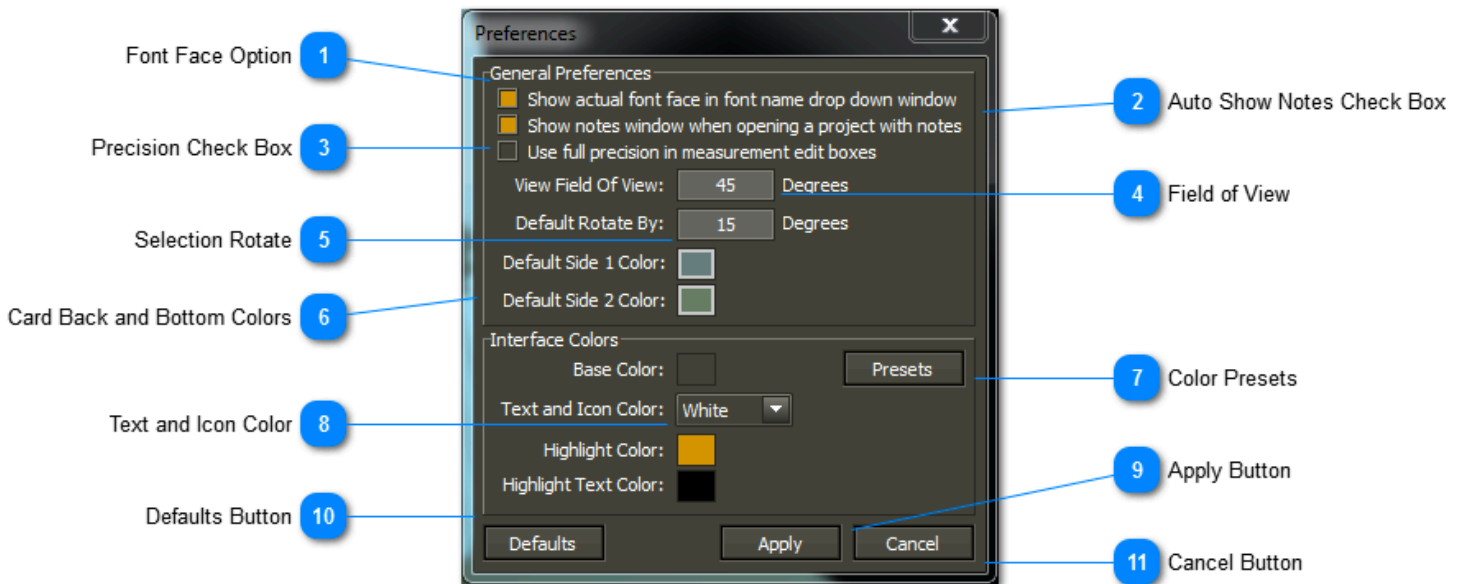
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Introduction

The creators of Popup Card Studio highly recommends that you use a regular mouse compared to a trackpad. If you have a laptop that has a track pad it is very difficult to use your finger in conjunction with buttons. You will more than likely get frustrated with the program if you don't switch to a normal wired or wireless mouse typically used on desktop computers. Most 3D applications such as Blender and 3DMax require a 3 button mouse. However this program will require a two button mouse (wired or wireless) preferably one with a mouse wheel as it will help you with zooming.



PCS Preferences



These are global settings that will be used in your Popup Card Studio settings. This preferences can be found in the **File Menu** under **Program Preferences**. You are able to edit how your PCS program will look. By default PCS is basically in dark mode as it's easier to focus as a user. However if you would like to change the interface to be more windows like you can do that under Presets.

1 Font Face Option

☒ Show actual font face in font name drop down window

When choosing a font this will show you a sample text along with the name of the font so you can see how it looks.

2 Auto Show Notes Check Box

☒ Show notes window when opening a project with notes

If a project has notes associated with it then you can choose to have those notes appear automatically when you open the project.

3 Precision Check Box

☐ Use full precision in measurement edit boxes

Used for those interested in being very accurate in their measurements. In your edit plane value you will see decimal points for accuracy.

4 Field of View

View Field Of View: 45 Degrees

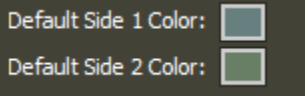
This is your camera's field of view.

5 Selection Rotate

A dark grey rectangular control with the text "Default Rotate By:" followed by a text input field containing the number "15" and a dropdown menu set to "Degrees".

When you select an object and try to rotate it will be using this snapping value

6 Card Back and Bottom Colors

A dark grey rectangular control containing two rows. The first row is labeled "Default Side 1 Color:" and has a small square color selection box. The second row is labeled "Default Side 2 Color:" and has a small square color selection box.

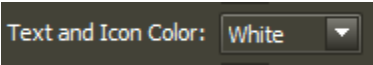
The colors of the card's back and bottom. Select the color to choose a new color.

7 Color Presets

A dark grey rectangular button with the text "Presets" in a light grey font.

A popup menu will come up and you can choose based off your current window color combination or default PCS settings.

8 Text and Icon Color

A dark grey rectangular control with the text "Text and Icon Color:" followed by a dropdown menu currently showing "White".

For darker themes you'll want to keep this white. Otherwise you can choose the black option.

9 Apply Button

A dark grey rectangular button with the text "Apply" in a light grey font.

This will save the current settings you made in the window.

10 Defaults Button

A dark grey rectangular button with the text "Defaults" in a light grey font.

This will restore everything on the preference window back to PCS Standard issue.

11 Cancel Button

A dark grey rectangular button with the text "Cancel" in a light grey font.

Closes the window and will not apply any changes you have made.

Popup Card Studio User Guide

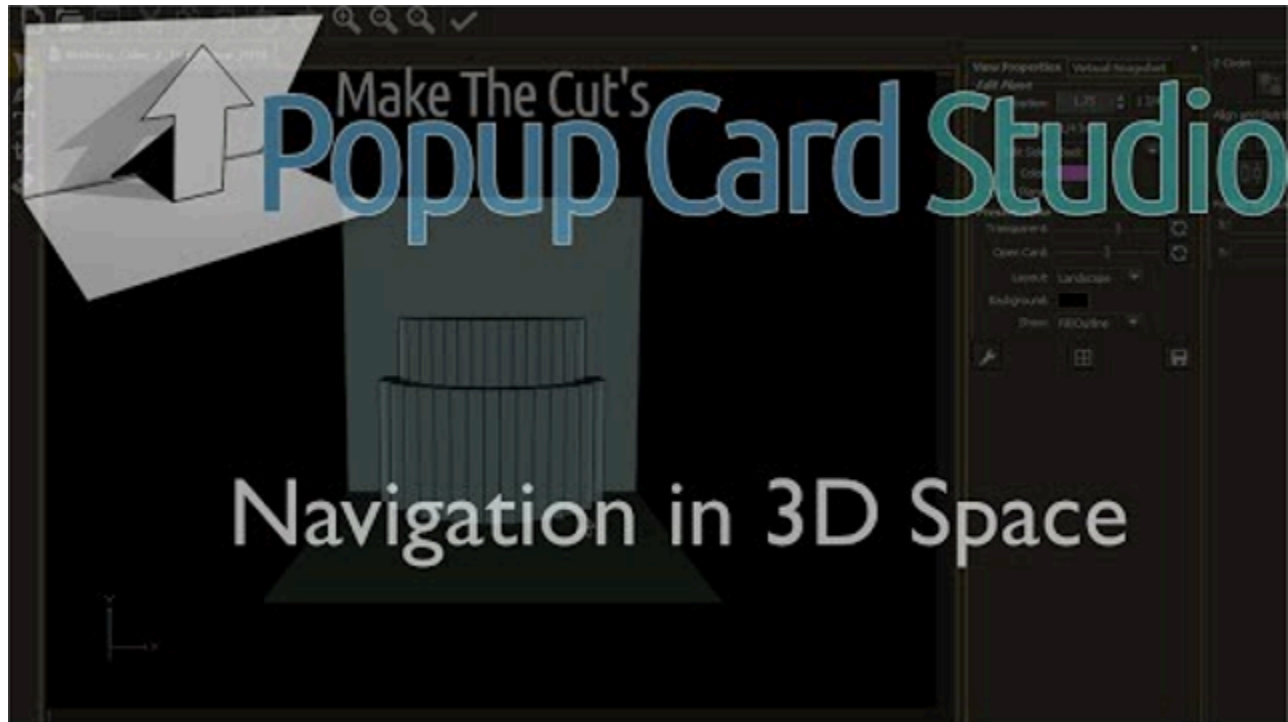
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Workspace

Topics covered in this section are the following. You can click the topic you would like to view.

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Navigation



Note: If you're using the PDF version click the above image in the lower right and you'll be able to view the video.

Mouse Left Click

Left click does all the action as far as selecting objects, drawing or erasing.

Mouse Right Click

The right click does all the navigation/rotation of your workspace.

Panning Camera

For panning you'll have to hold the control button and right click.

Rotating Camera

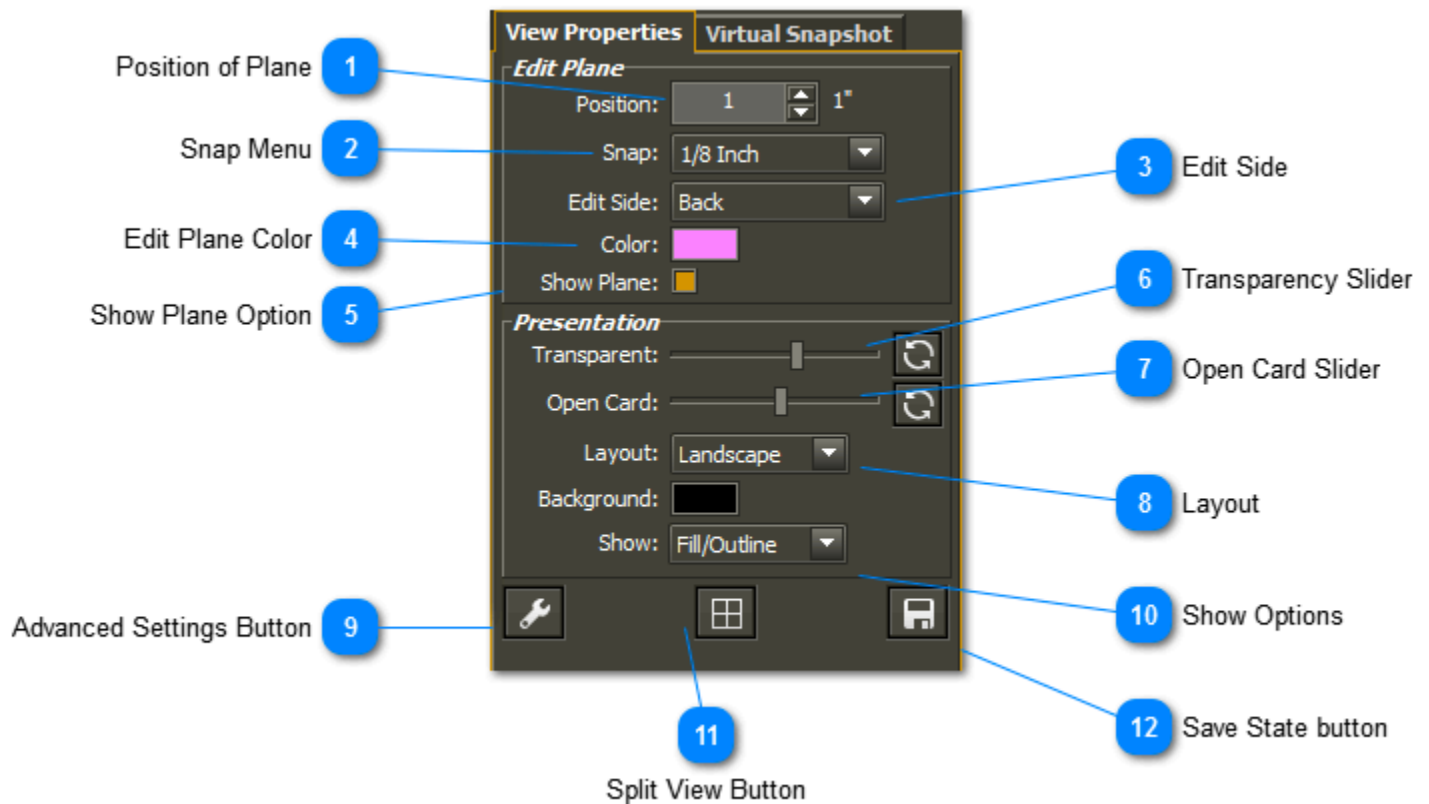
For a simple rotation of workspace use the right click and drag.

Mouse Wheel Scroll

If you use your mouse wheel it's a quick way to use zoom. There is also a SHIFT + Right Click drag for zooming in or out.

Note: When you are using a pen tool for example and need to move the canvas there isn't any need to interrupt or end your pen tool action in order to pan, zoom, or rotate your card. This can all be done with the pen action and paths being created.

Property Window



1 Position of Plane

Position: 1 1"

Keyboard Short Cut (Shift + Up/Down Arrow Key)

This is the distance from the card (Back or Bottom) that the plane will be. The up/down arrows will increase or decrease your distance based on the snap menu setting.

2 Snap Menu

Snap: 1/8 Inch

Keyboard Short Cut (Shift +Q)

Snapping for drawing or moving objects to include your reference plane values.

3 Edit Side

Edit Side: Back

Keyboard Short Cut (Spacebar)

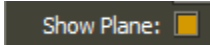
Choose between back or bottom. This will change your workspace plane based on the Position Setting.

4 Edit Plane Color

Color: pink

Change the color of your Plane editor

5 Show Plane Option



Keyboard Short Cut (CTRL + E)

Toggle on or off your Plane Grid

6 Transparency Slider



Makes your workspace more or less transparent. Using reset button to go back to default setting.

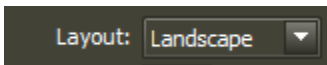
7 Open Card Slider



Keyboard Short Cut (Shift + Left or Right Arrow Key)

View how the card looks open or closed based on the slider position. Go from full open to fully close. Use reset button to go back to default setting

8 Layout



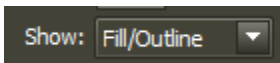
Change the orientation of the card. Choose from Landscape to Portrait.

9 Advanced Settings Button



Open the advance setting window for more options.

10 Show Options



Change the way items are displayed in the work area. Choose Fill/Outline, Fill Only, Outline Only. If you choose outline only make sure you change your background color.

11 Split View Button

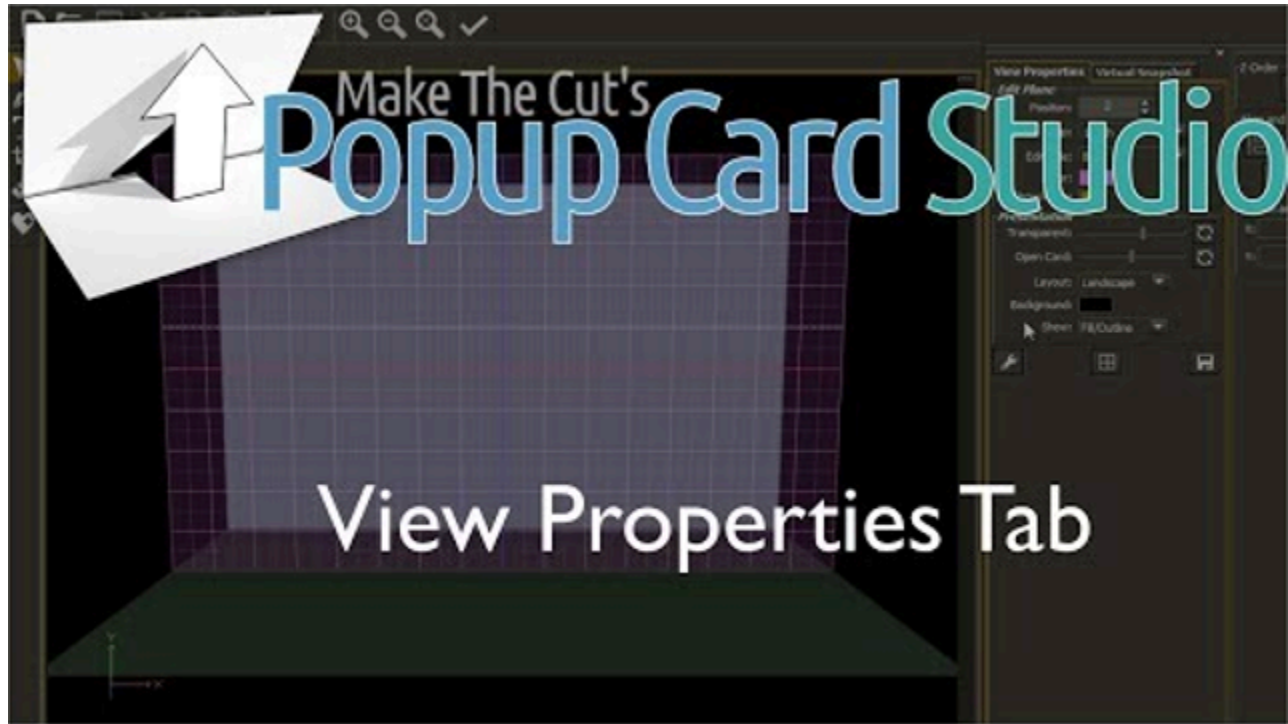


Gives you the option to have 2 or 4 different views. Each will operate as their own separate view point to include options/view properties. Unsplit views will change your viewing to single view.

12 Save State button



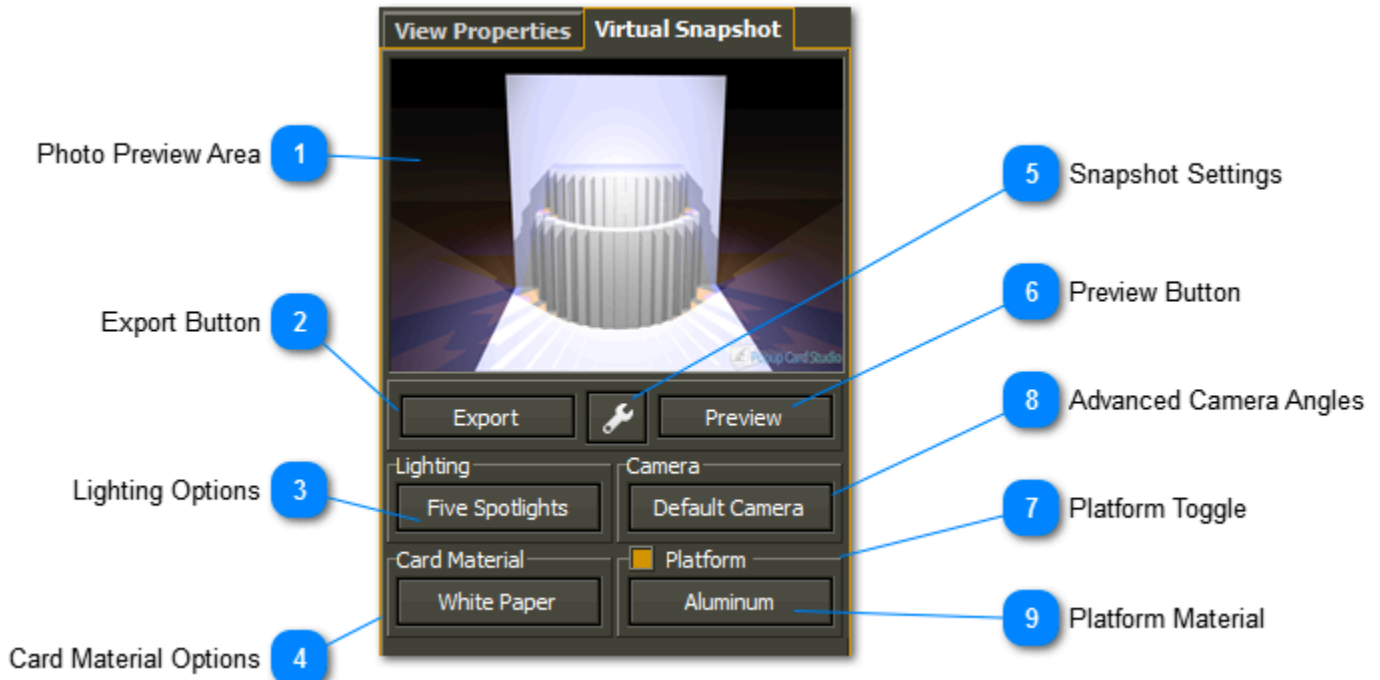
This will save your setup as standard for every project.



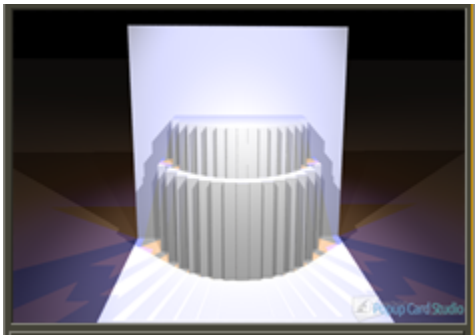
Note: If you're using the PDF version click the above image in the lower right and you'll be able to view the video.

This is about a 9 minute video going over each feature in the View Properties Tab. If you're looking for the keyboard shortcuts [click here](#).

Snapshot Preview

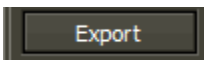


1 Photo Preview Area



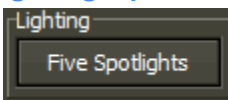
This will only appear if you click the preview button

2 Export Button



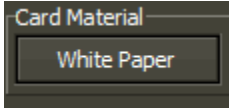
This will bring up an export window that will render a PNG/JPG or you can make this your Thumbnail for the file in windows.

3 Lighting Options



A menu will appear where you can choose your lighting options. If you change it you will have to click preview in order to see the results.

4 Card Material Options



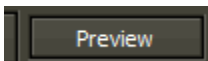
Select a material that the card is made out of. If you change it you will have to click preview in order to see the results.

5 Snapshot Settings



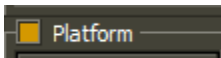
Turn on and off features such as logo, quality...etc

6 Preview Button



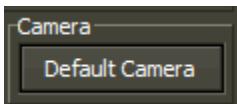
Clicking this will display a preview photo based on the current (active) view point that you have set in your workspace. It utilizes the settings below with lighting, card material, platform...etc

7 Platform Toggle



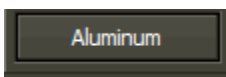
Toggle on/off the platform. This is the surface that the card is sitting on.

8 Advanced Camera Angles



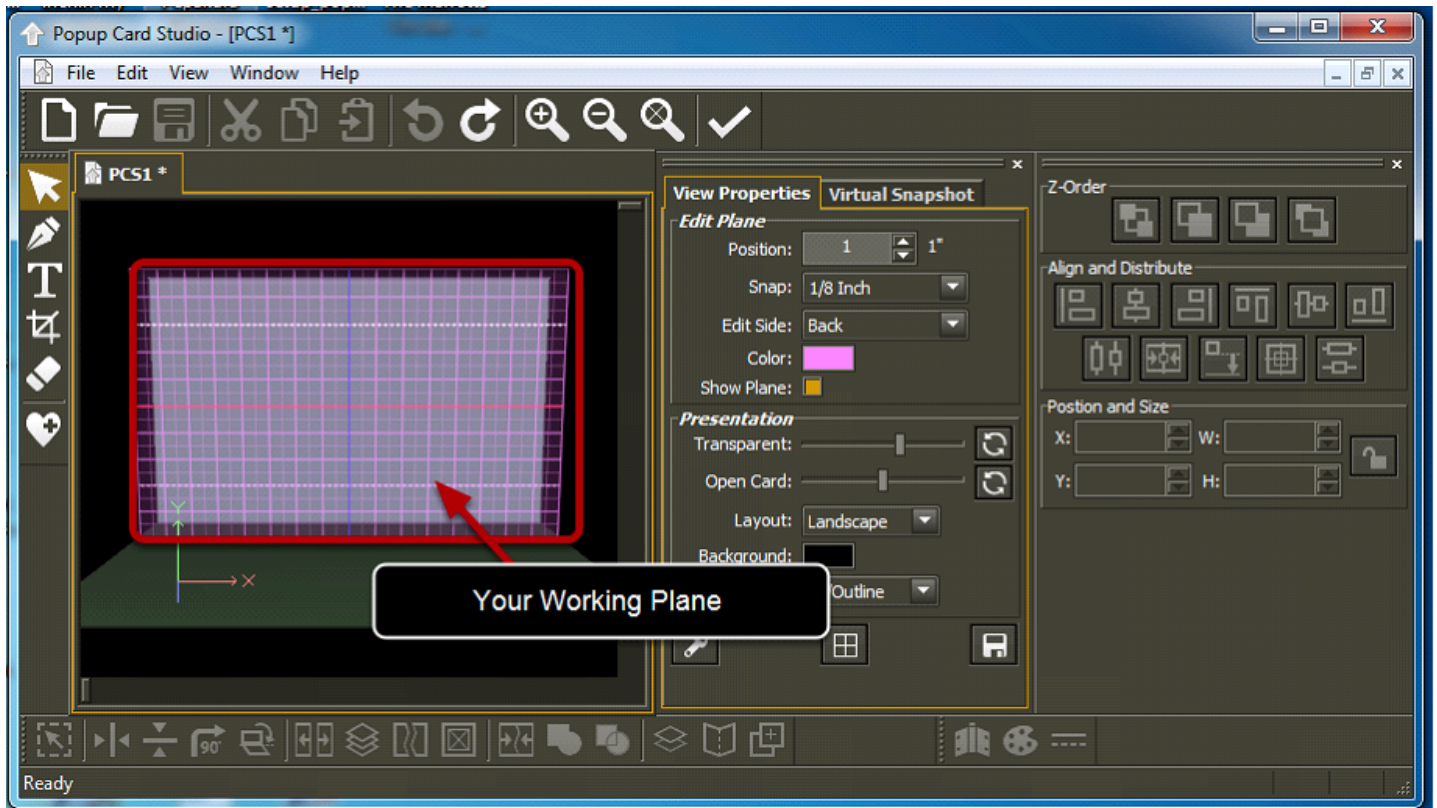
Click this button to bring up camera options.

9 Platform Material



The material to be used as the surface that the card is sitting on

Edit Plane

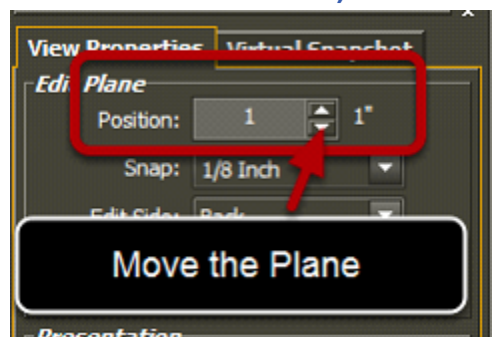


The purple shaded area that you see in the photo above is your working plane. This is the area that you can currently edit. You are able to move this edit plane forward and backwards two different ways.

Did you Know?

Did you know that when you are moving your plane up/down or front/back that you can use the scroll wheel instead of the arrow keys? **Ctrl+Scroll** wheel is equivalent to **Shift-up/down arrow** (moves plane to next horizontal intersection or the next snap increment whichever comes first) and **Shift+Ctrl+Scroll** wheel is equivalent to the **Shift+Ctrl+up/down** arrows (ignores snapping and goes to the next intersection line).

Method 1 (Using the View Properties Position Field)



Move your plane back and forth using the Position. Using the arrows will increase/decrease the values based on the Snap setting and/or if it encounters a shape it will stop. For example if you have text at 1.5 inches from the back and your current plane is set at 1 inch with a snap setting of 1 inch. When you go up the position plane will automatically stop at 1.5 inches because you have text in between 1 inch and the 2 inch mark.

You can also type in your value in the position field as an alternative.

Method 2 (Keyboard Short Cut)

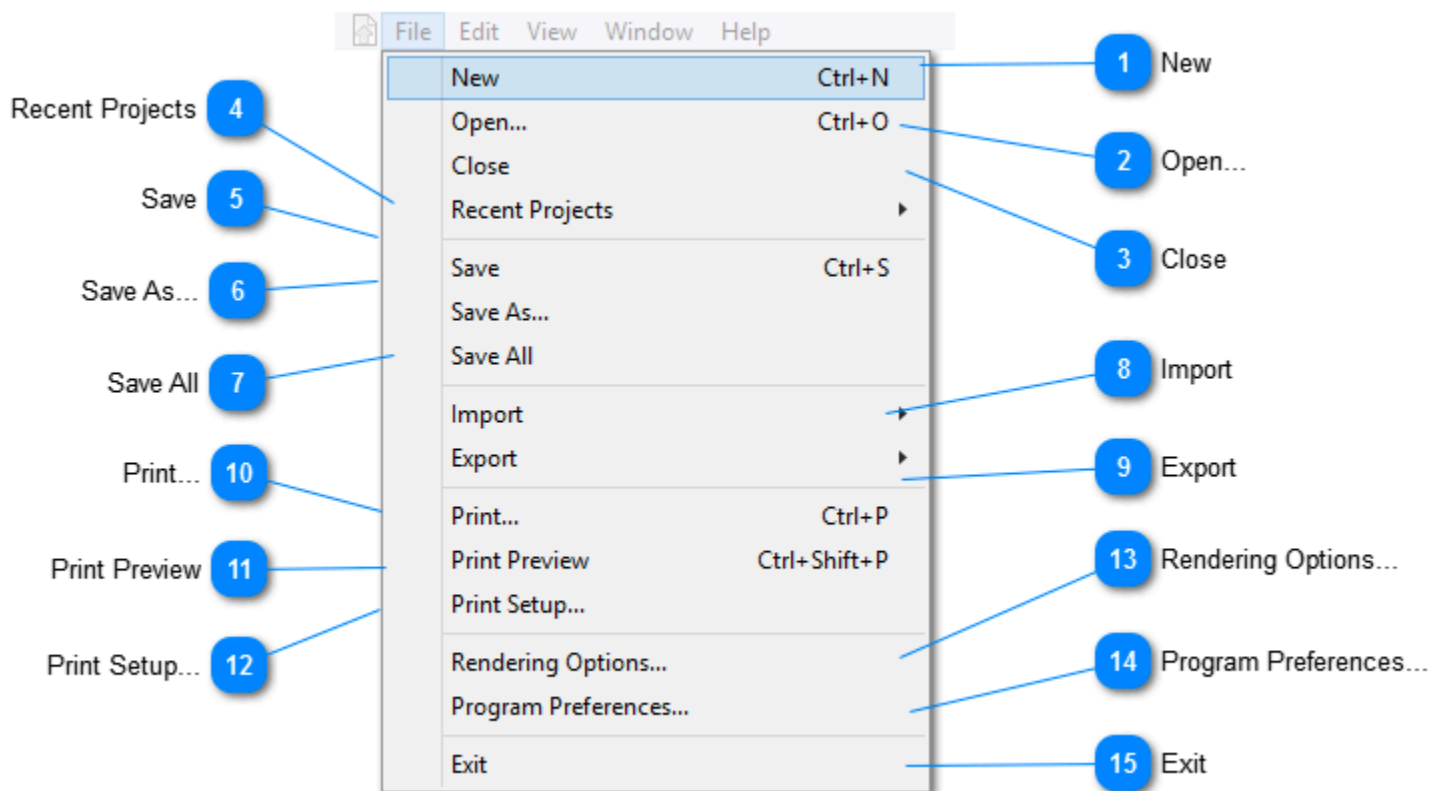
The other way would be to use the shift button and your arrow keys either up or down. Just like the View Properties pane this will use the value in the Snap field.

Menu Options

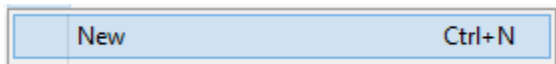
Topics covered in this section are the following. You can click the topic you would like to view.

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Menu Item - File

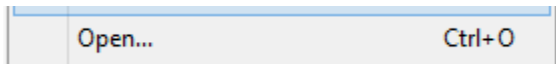


1 New



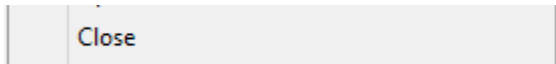
This will create a new project.

2 Open...



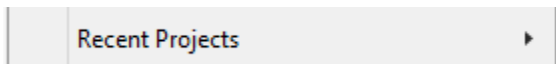
Open a previous project

3 Close



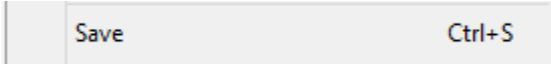
This will close your current project.

4 Recent Projects



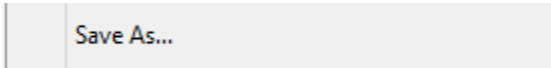
Displays a list of most recent projects that you have opened

5 Save



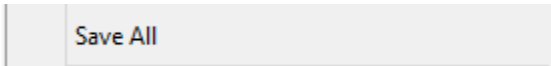
Saves the project.

6 Save As...



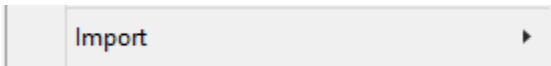
Save the project in a new location or give it a new name.

7 Save All



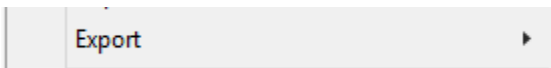
This will go through every tab that is open in your workspace and will go through the save options.

8 Import



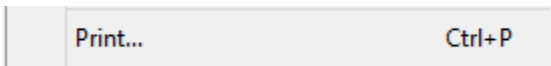
This will give you the option to [import a SVG](#).

9 Export



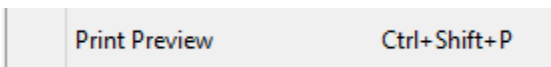
You will have options to [export](#) your entire project or what you have currently selected in a variety of formats.

10 Print...



Print out your project lines for cutting/folding.

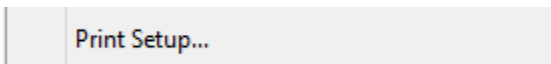
11 Print Preview



This will show a print preview.

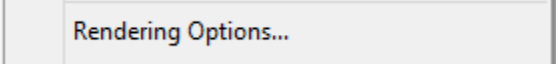
Note: This is a great feature checking to make sure that cut and fold lines should be where they should. Nothing would be more frustrating than getting to the final stage and cutting your card only to realize that you have a slice cutting through a shape that it shouldn't.

12 Print Setup...



This is your typical printer setup page.

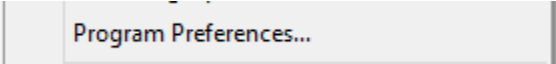
13 **Rendering Options...**



Rendering Options...

An options window will appear giving you more control over how cut, mountain, valley, and hinge lines appear on your print

14 **Program Preferences...**



Program Preferences...

Open a [preference window](#) for you to customize your program appearance.

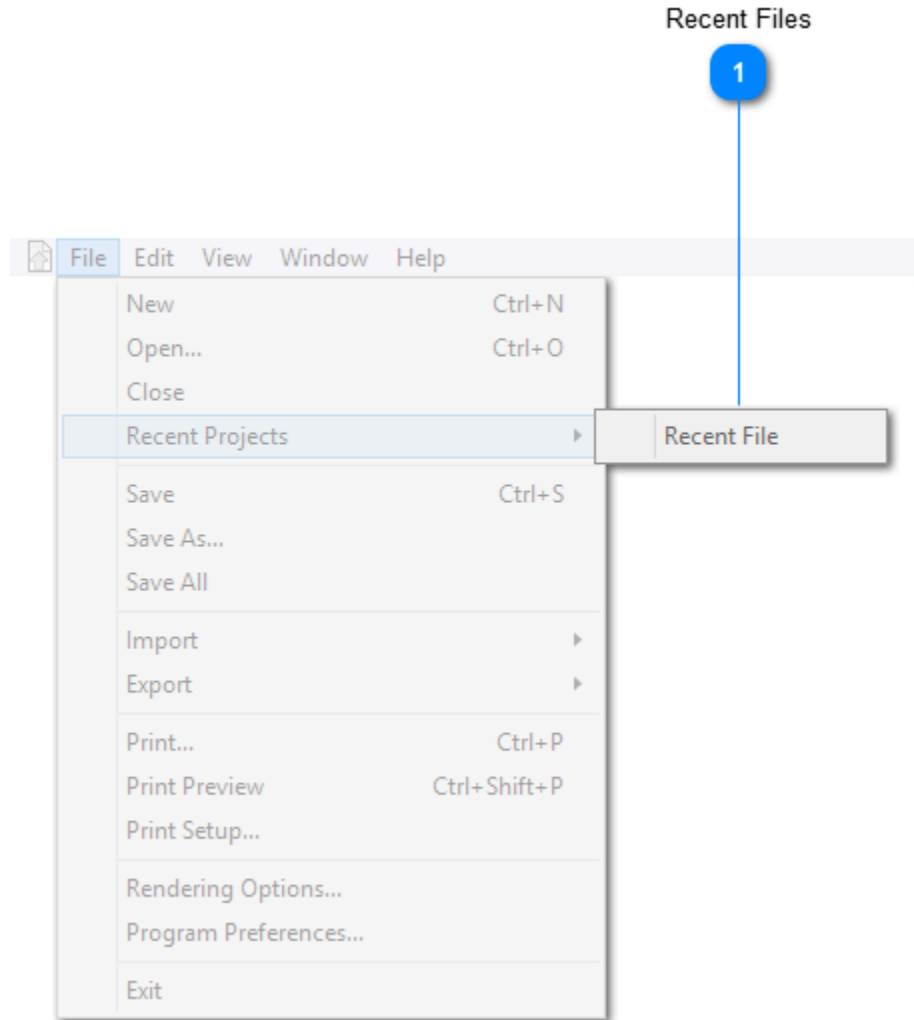
15 **Exit**



Exit

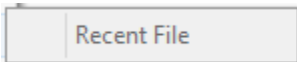
Exit the program

Recent Projects



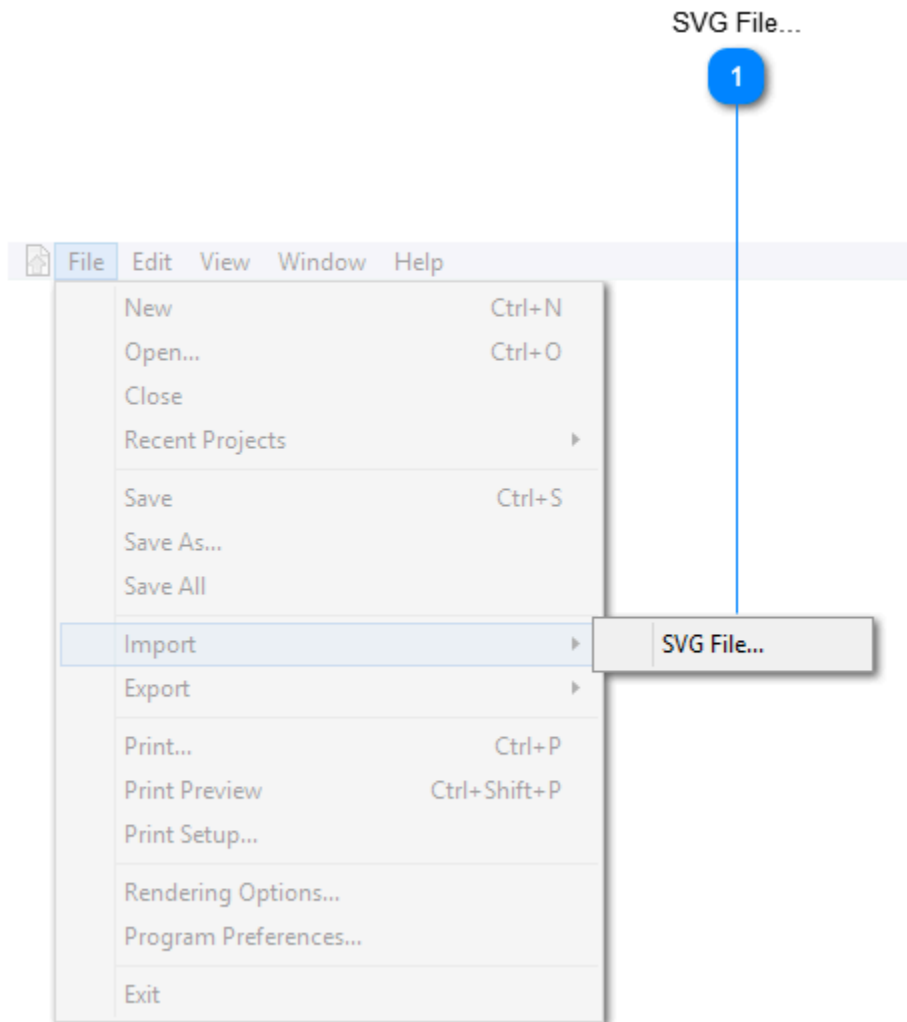
A list of most recent PCS files you have opened will appear here.

1 Recent Files

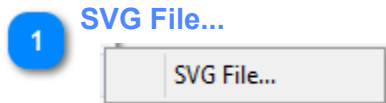


Quickly use the most recent PCS files without going through the normal File> Open.

Import

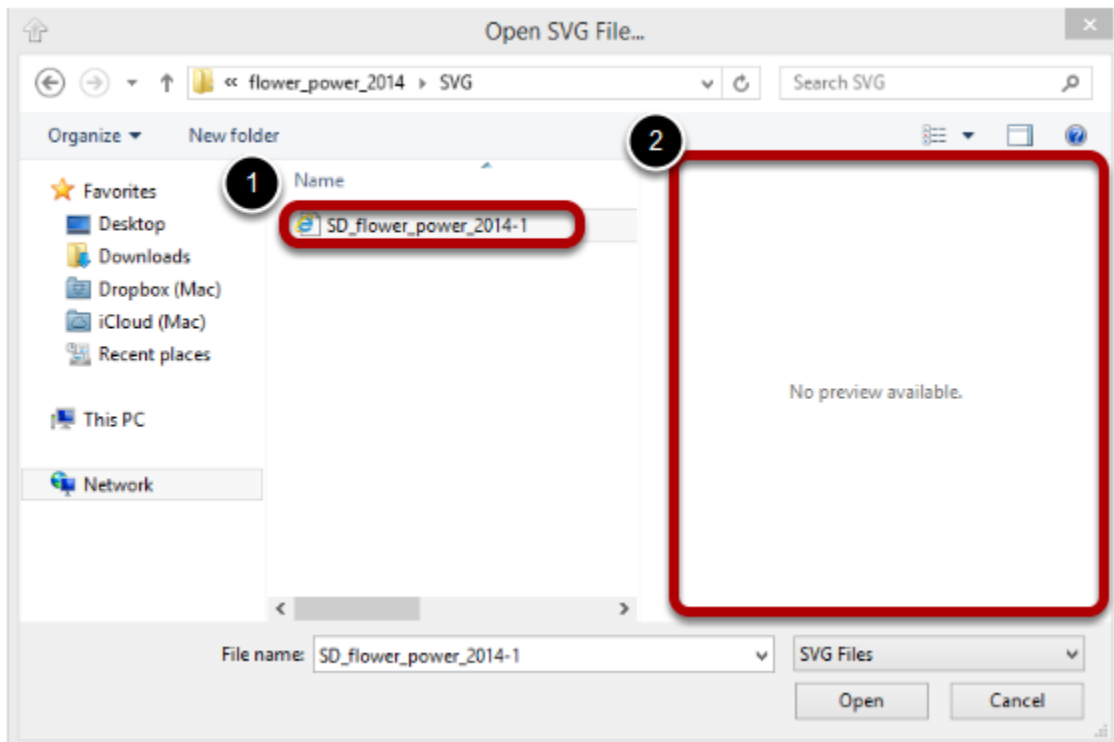


Popup Card Studio only imports SVG files. SVG is a common vector graphic file that programs such as Inkscape, Adobe Illustrator, Make the Cut will export.



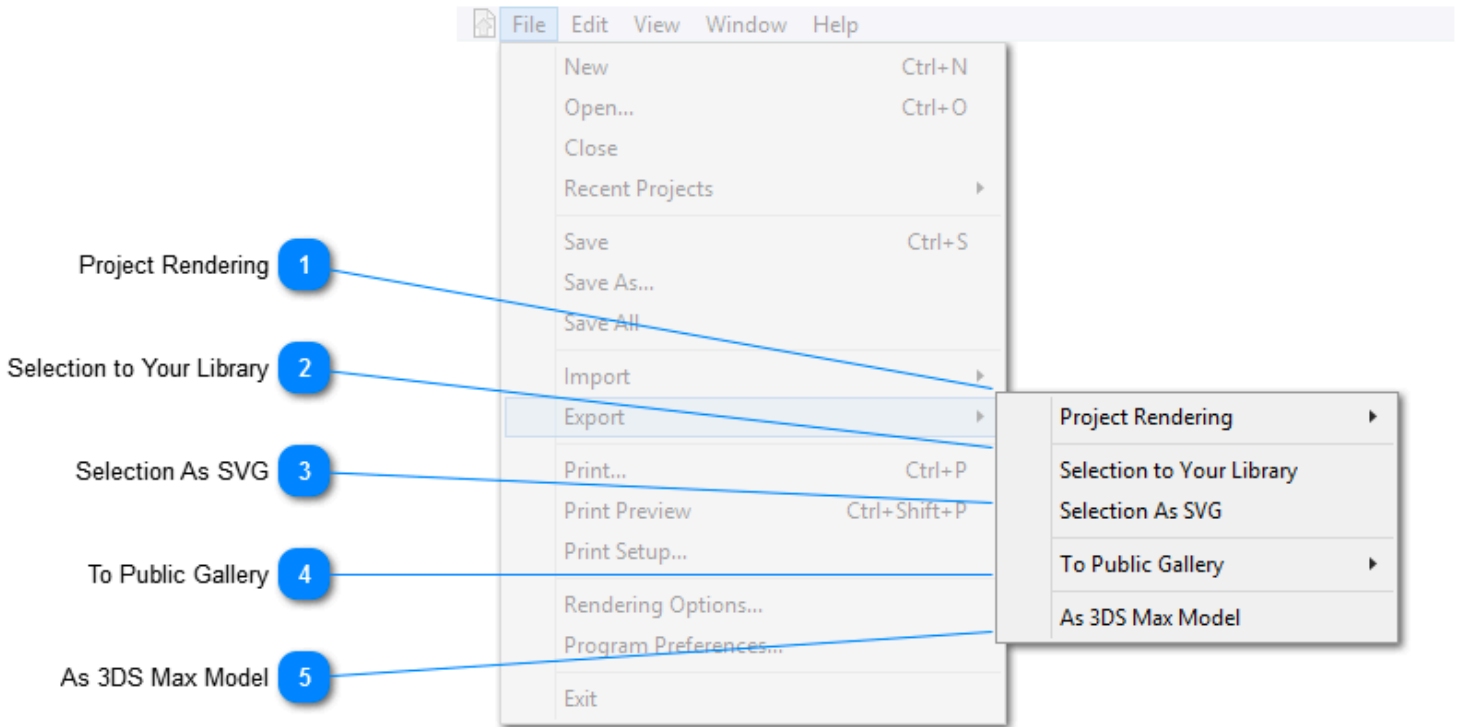
Select the import the SVG option and a new window will appear prompting you for opening.

SVG Import Window



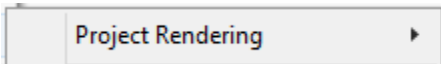
1. Only SVG file types will appear in the Open Window.
2. The SVG Preview is not available in the current version of Popup Card Studio.

Export



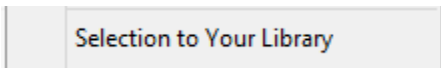
When it comes to exporting you have to determine what your goal is. You have to ask yourself are you wanting to export a selection or your entire project. Asking yourself that question will help you decide when option you will choose.

1 Project Rendering



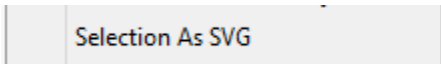
Project rendering will give you a more menu options. You'll use this when you are wanting to export your entire project. Please see [Project Rendering](#).

2 Selection to Your Library



This will export whatever is **currently selected** in the current edit plane to your library. Anything related to the fold lines that PCS automatically create will not be exported as you are only exporting a 2 dimensional object.

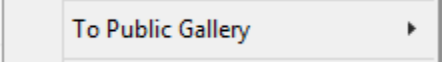
3 Selection As SVG



This will export whatever is **currently selected** in the current edit plane to your library. Anything related to the fold lines that PCS automatically create will not be exported as you are only exporting a 2 dimensional object.

4

To Public Gallery

A screenshot of a button labeled "To Public Gallery" with a right-pointing arrow.

This will export your project to the **Public Gallery** that Popup Card Studio hosts online. This gallery **will be free** for those that own PCS. Currently there isn't any way to view the gallery as PCS is still new and accepting projects.

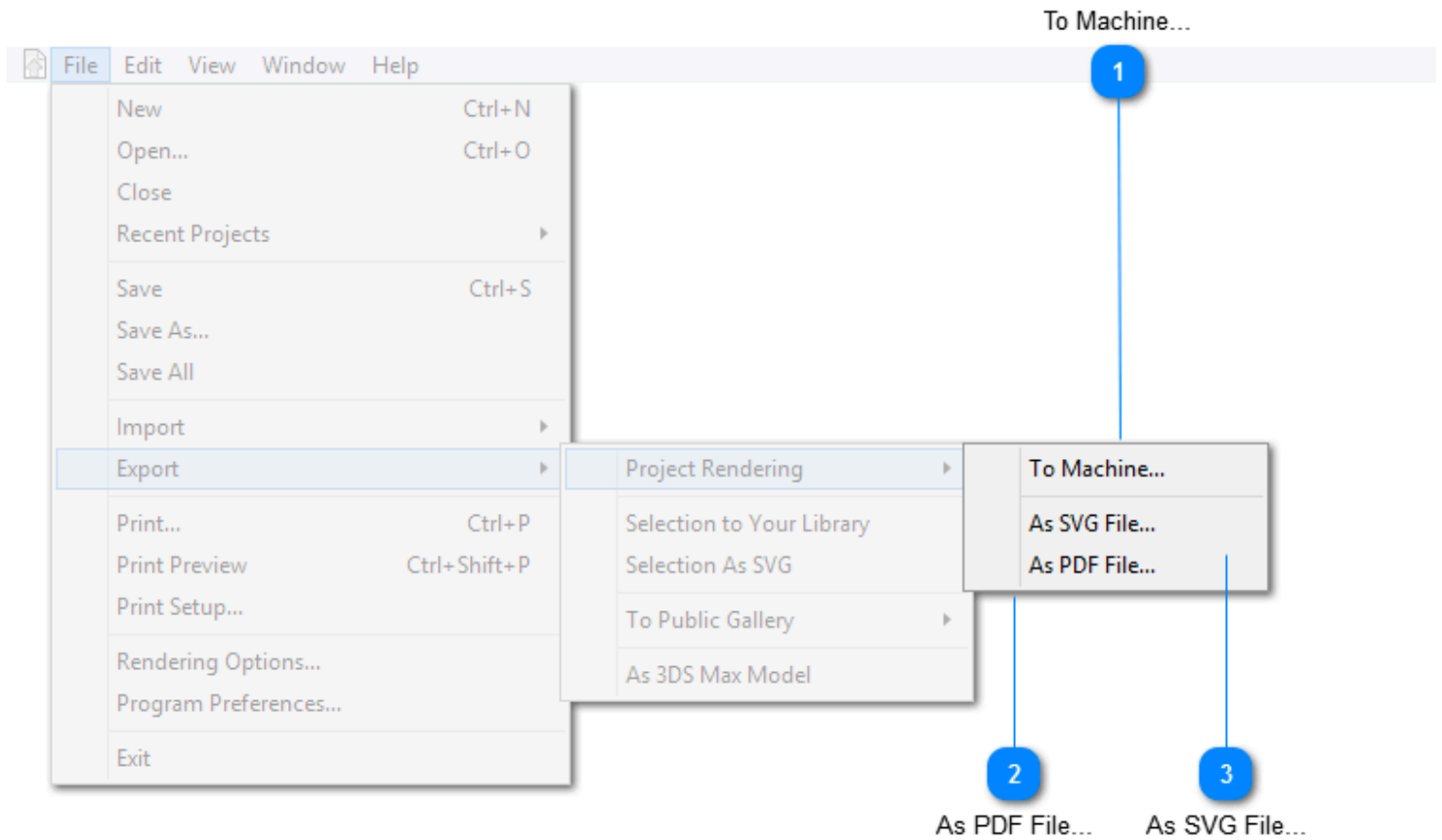
5

As 3DS Max Model

A screenshot of a button labeled "As 3DS Max Model" with a right-pointing arrow.

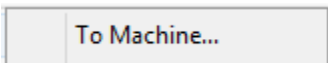
Export your project as a 3DS Max model. This is for those out there that would like to do more visually to their project for presentation only. There **isn't** any way PCS to import a 3DS Max Model.

Project Rendering



These options will all export your entire project. To get an idea you can use Print Preview to see how the PDF or SVG will look. If you don't own a registered copy of Make the Cut then the "To Machine" option won't be available for you. However you can always export your project as a SVG for you to cut your project in another software. If you don't own Make the Cut please check with your current software provider to see if you are able to Import/Open SVG files.

1 To Machine...



There are a couple of options that you will need in order to use this feature.

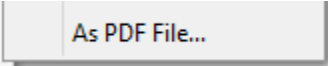
1. A registered version of [Make the Cut](#)
2. A compatible machine that Make the Cut Supports with Plugins Installed.

If you're not using Make the Cut the other option would be to use the SVG export and have your preferred cutting program import the SVG.

Note: This program works with all versions of MTC Version 3.3.1 and above.

2

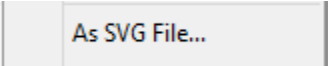
As PDF File...



This will export your project to a PDF. This would be used for those wanting to cut/fold by hand. Another use of this option would be instructions for you by visually seeing where the cut & fold lines would be.

3

As SVG File...



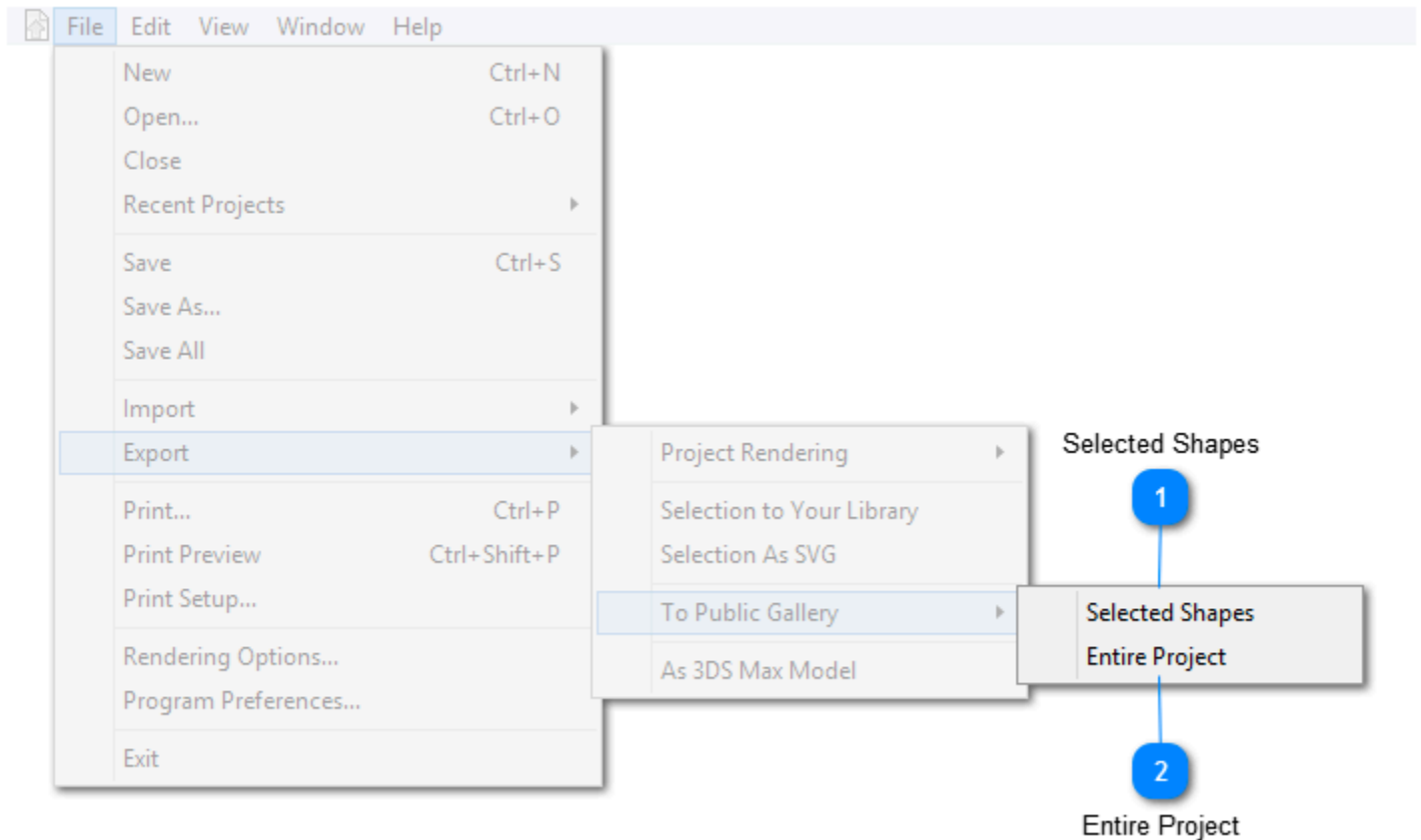
This will export your project as an SVG. Possible uses for this...

1. You don't have Make the Cut software but a program that will import a SVG for cutting.
2. You would like to share your project with other people who don't have Popup Card Studio and they would be able to cut.
3. You would like to insert this into another program (Inkscape, Make the Cut..etc) for further editing.

Note:

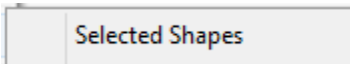
Keep in mind that exporting to PDF or SVG you will not be able to bring this back into PCS as a 3D Model. You can bring the SVG back in by importing however it will only be 2D because importing SVG's only bring in the shapes on the current edit plane.

To Public Gallery



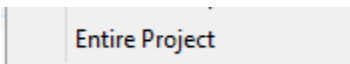
When you create something that you would like to share with the PCS community you can do so by utilizing this menu item. You can choose to share only the selected shapes or your entire project. Just keep in mind that when you choose to Selected Shapes you can only select shapes in one plane. Much like exporting selected items to SVG.

1 Selected Shapes



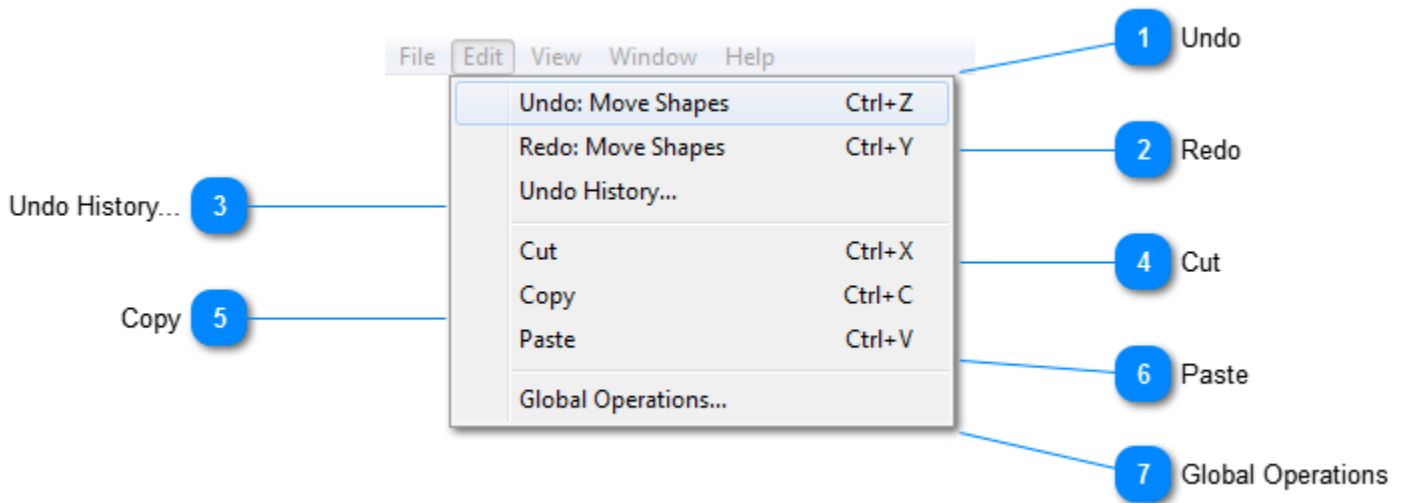
Only the selected shapes in the current edit plane will be sent to the gallery.

2 Entire Project



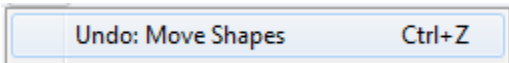
Your entire project will be sent to the gallery.

Menu Item - Edit



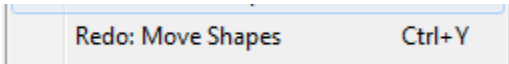
This menu has your standard edit items with the exception of a few.

1 Undo



This will undo your last step. In this example it has Move Shapes as it was the last action performed that the program can undo.

2 Redo



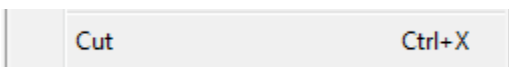
This will redo your last step. In this example it has Move Shapes as it was the last action performed that the program can redo.

3 Undo History...



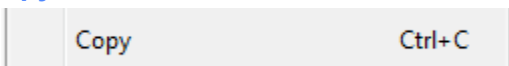
Your [undo history widow](#) will pop up. You will be able to see how much memory your history is currently taking up as well as change how far back the program will keep track of your historical changes.

4 Cut



Select an object and click cut. This will remove the selected/highlighted item and will be placed on your clipboard.

5 Copy



This will keep your selected item a copied reference will be placed on your clipboard.

6

Paste

Paste

Ctrl+V

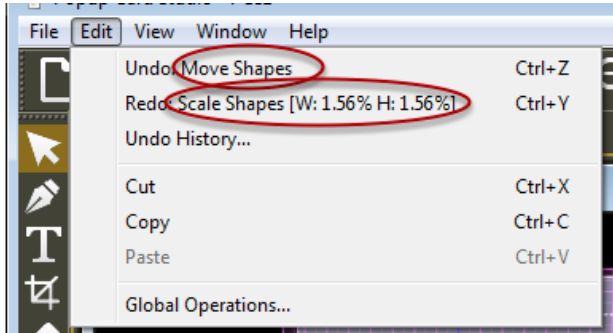
If there is an item on your clipboard you will be able to paste

7

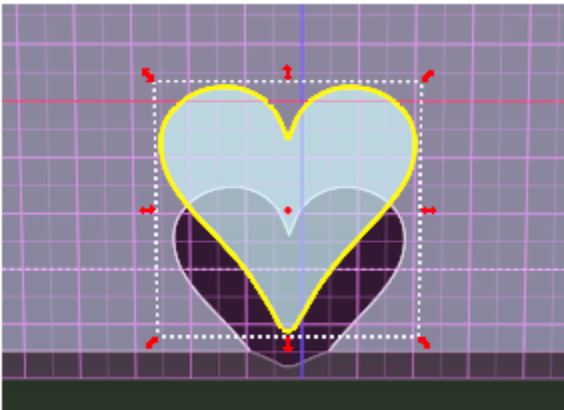
Global Operations

Global Operations...

The Global Operations window will appear. Here is more information about [Global Operations](#).

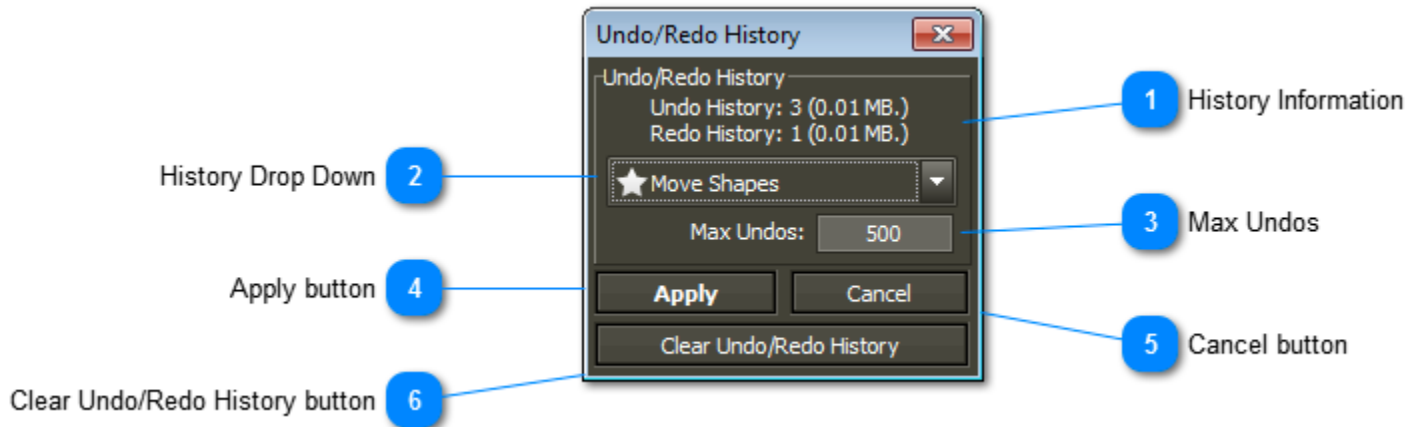


The text after the **Undo** or **Redo** will tell you what exactly was done. Every little tweak movement is tracked in Popup Card Studio. You'll have to use your [Undo History Preference](#) in order to change how far back Popup Card Studio will keep a log of undo history.



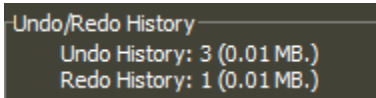
You will have to have an object selected for the **Cut** or **Copy** to be active.

Undo/Redo History



1

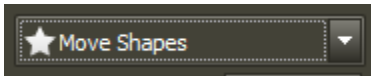
History Information



As this reads I have a total of 3 items in undo history and 1 item in the Redo history. You will be able to see how much memory is currently taking up based on the Undo/Redo history. If you're noticing that the program becoming sluggish you can change the [Max Undos](#) to a lower number to help with memory.

2

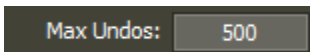
History Drop Down



You can view all of your historical changes via a drop down menu. Use this as a quick way to go back to a certain point in the history without clicking the undo button 100 times.

3

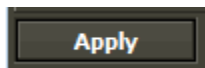
Max Undos



With the default setting 500 historical movements, resizing, drawing...etc will be stored in memory. So it's possible for you to undo 500 times. Once the 501 change is recorded the 1st change recorded is now gone from memory.

4

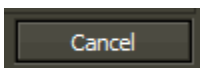
Apply button



This will apply any of the changes made in this window.

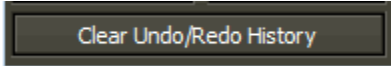
5

Cancel button



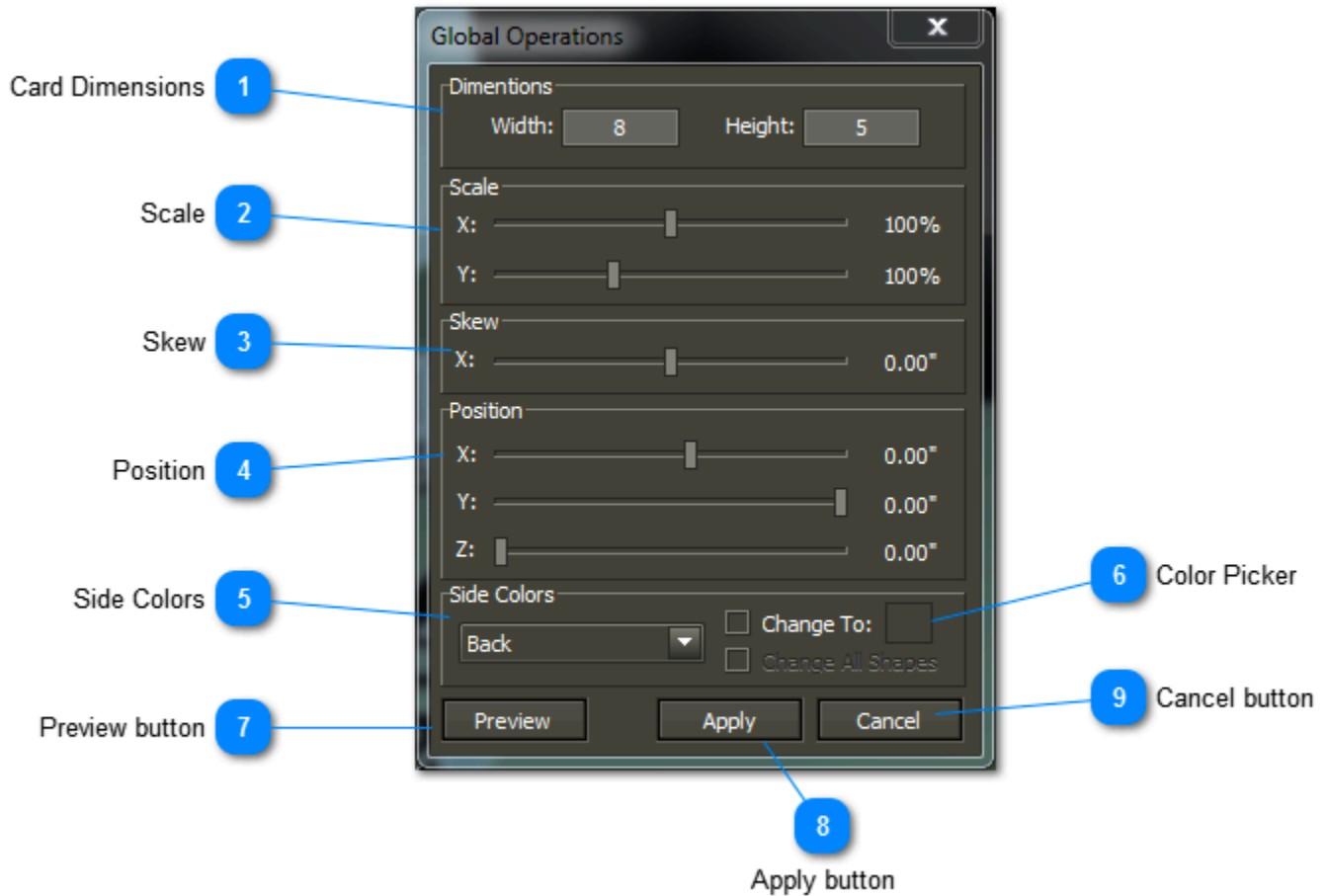
Close the window and any changes will go unsaved.

6 Clear Undo/Redo History button



Resets your history and you would essentially clear the memory of any historical changes of the project.

Global Operations Settings



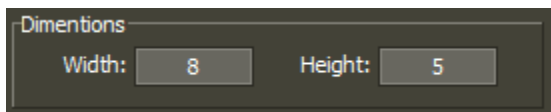
The global operations window can be found by going to **Edit > Global Operations**. This window will allow you to alter various aspects of your project at a global level. Everything with the slider will affect the project. Whether that is moving the project up or down left or right, or moving it in the z-axis. It is suggested when you make changes on here you preview them before you accept them.

Notes:

When making changes in the z-axis your supports/anchors you made will no longer be on the back of the card.

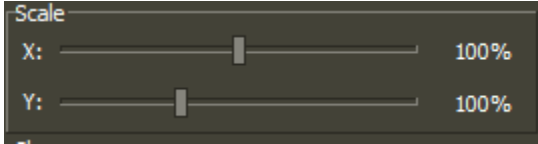
When making changes in the y-axis your bottom supports. However a reason to move your project in the y-axis is because you need to add something below it.

1 Card Dimensions



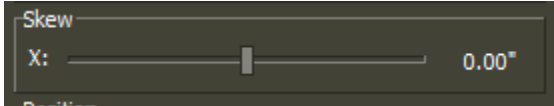
You can alter the width and height of the card.

2 Scale



You move the sliders left and right and will change the scale of the project. If you're scaling proportionally you will have to match the percentage with X and Y. For example if you increase the the x-axis to 150% than the Y axis should be 150% as well.

3 Skew



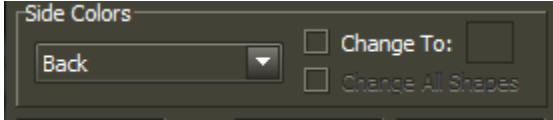
Using the slider will skew the project either to the right or left

4 Position



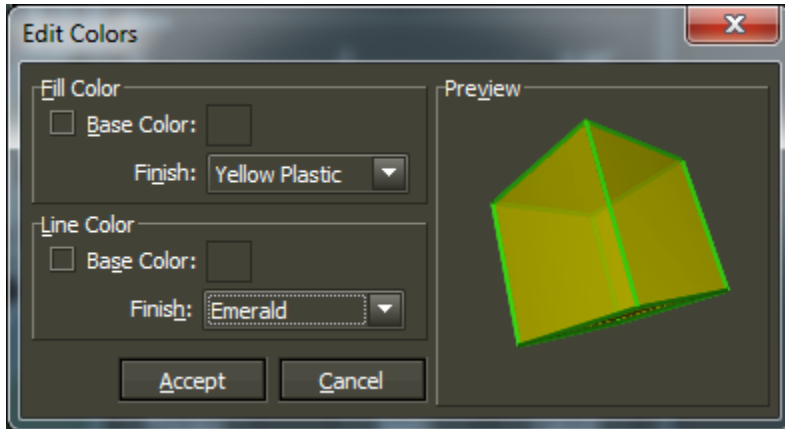
You'll be able to adjust the position of the entire project using these three sliders. The X axis slider will move the project left and right on the card. The y-axis will move the project up or down on the card. Z-axis will move the project from the back of the card towards the front of the card.

5 Side Colors



You can toggle in between the back and bottom. This will determine what side you are updating for side colors.

With the checkbox of the *Change To:* a color selector window will appear. It is in this window you can choose your fill and line color.



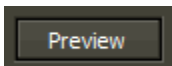
Change All Shapes will change all the shapes on either the back or bottom to the color that is in the picker.

6 Color Picker



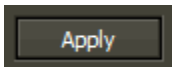
Must have a option checked in order for color picker to be available for clicking.

7 Preview button



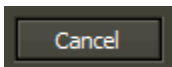
Use this to see the changes that you have made prior to accepting them.

8 Apply button

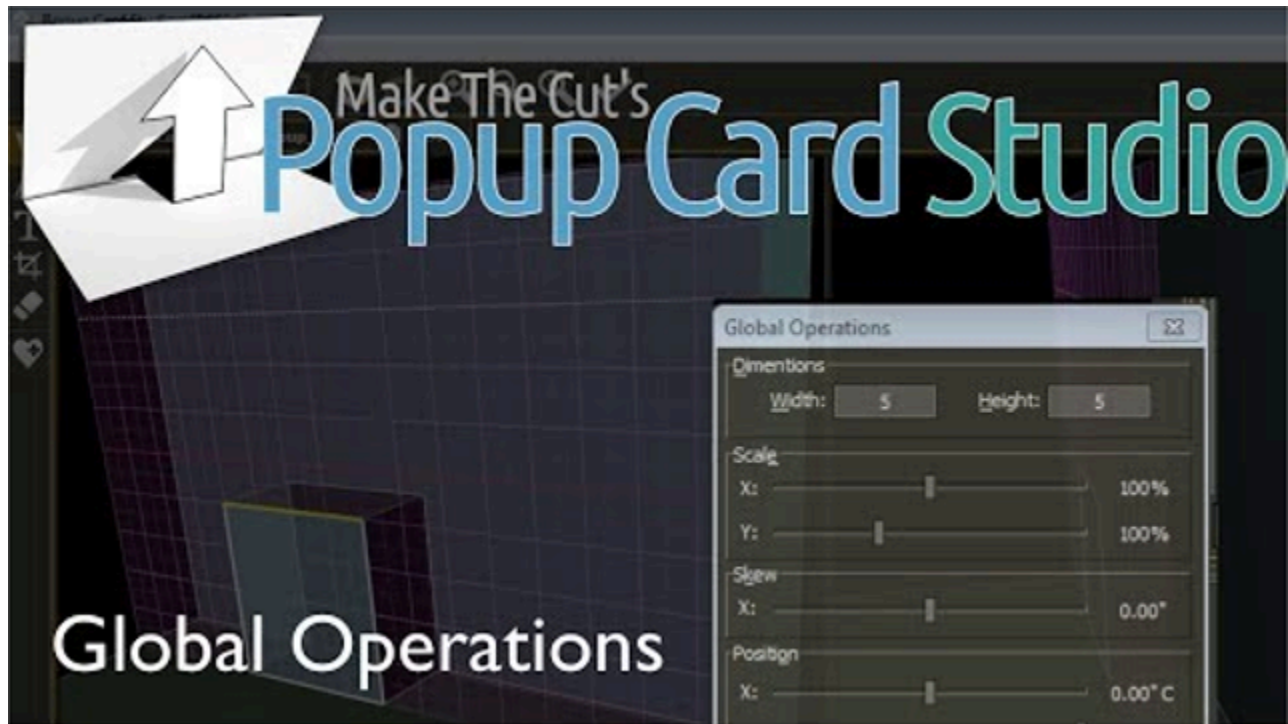


This will apply the changes made.

9 Cancel button



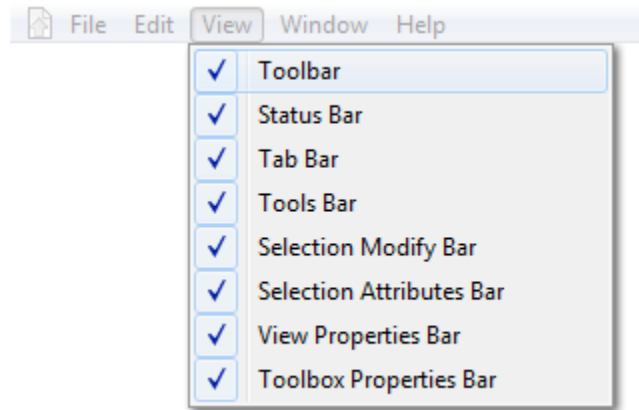
Closes the window.



Note: If you're using the PDF version click the above image in the lower right and you'll be able to view the video.

This video goes over the basics of Global Operations. Towards the end you will see how you could typically use this feature. Maybe towards the end of the project you wish you would be able to move the entire project only to add a few things. Just keep in mind when you move in the z-axis you will have to create new support tabs.

Menu Item - View



This menu is used to toggle on/off the visibility of the windows. You can use this to unclutter your workspace. If there is a checkmark then you know that the window is visible somewhere on your workspace.

Toolbar



Status Bar (Located at Bottom)

Position: [X=1.75 (1 3/4") Y=7.75 (7 3/4")] Length: [6.38 (≈6 3/8")] Change: [X=-0.13 (-1/8") Y=6.38 (6 3/8")]

Tab Bar



Tools Bar



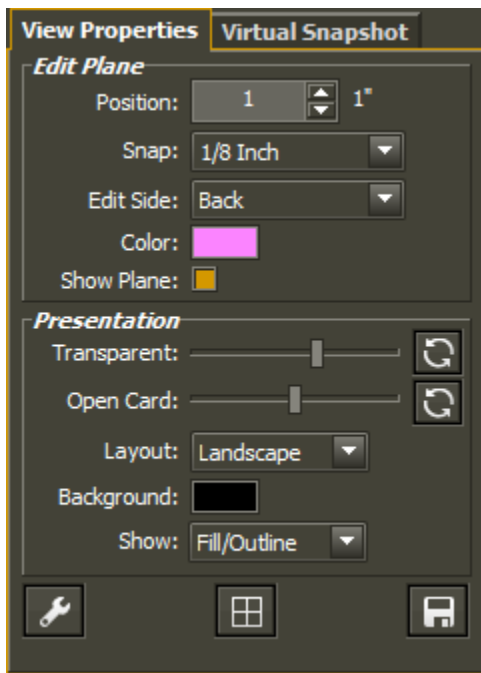
Selection Modify Bar



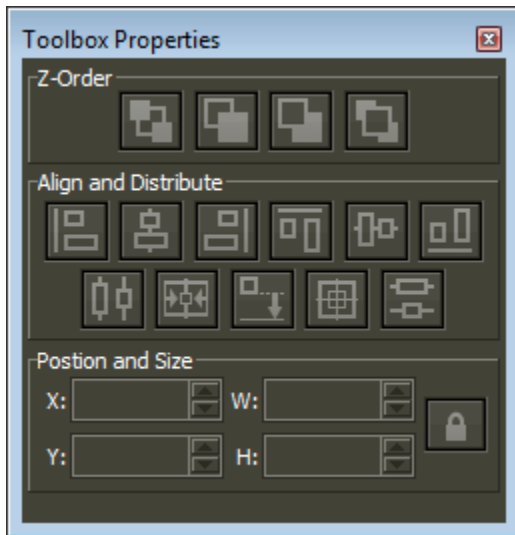
Selection Attributes Bar



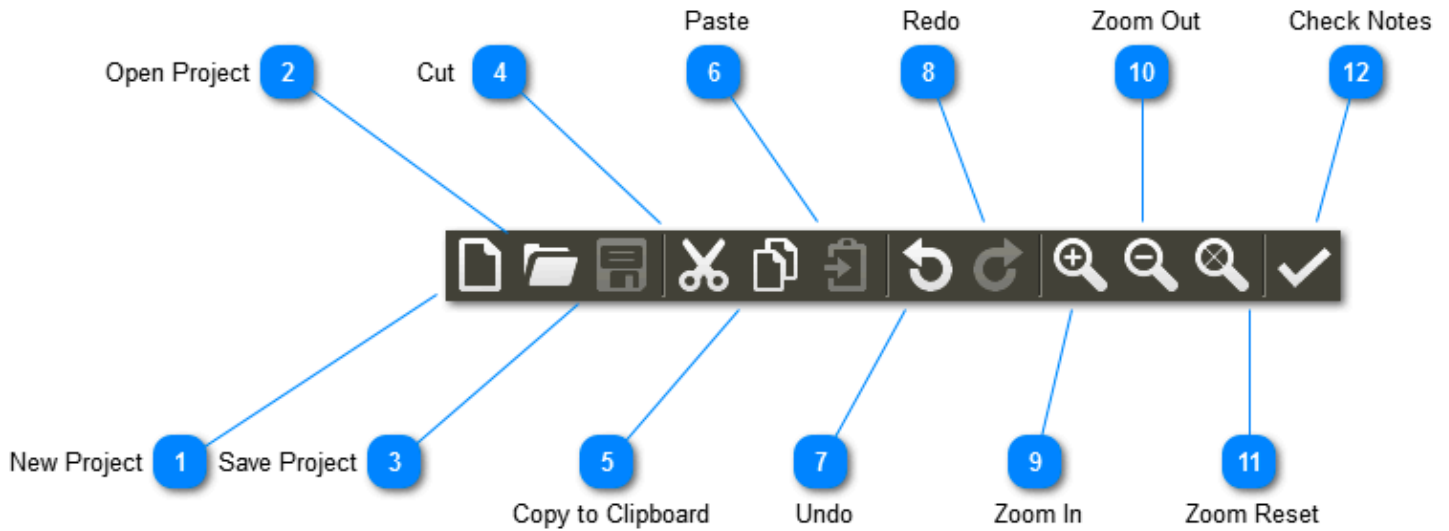
View Properties Bar



Toolbox Properties Bar



File Toolbar



1 New Project



This will create a new Popup Card Studio session

2 Open Project



This will open a Popup Card Studio file (.PCS)

3 Save Project



Save your work

4 Cut



When an object is selected you can cut the item and it will be removed from your workspace and copied to your clipboard

5 Copy to Clipboard



When an object is selected this will leave your object on your workspace and will be copied to your clipboard

6 Paste



When an item is on your clipboard you can use this to paste it on your workspace.

7 Undo



This will undo your last edit.

8 Redo



This will redo your undo

9 Zoom In



Zoom in on project in current X, Y, Z field of view

10 Zoom Out



Zoom out on project in current X, Y, Z field of view

11 Zoom Reset



This will reset your current field of view to see the entire card from the default vantage point.

12 Check Notes

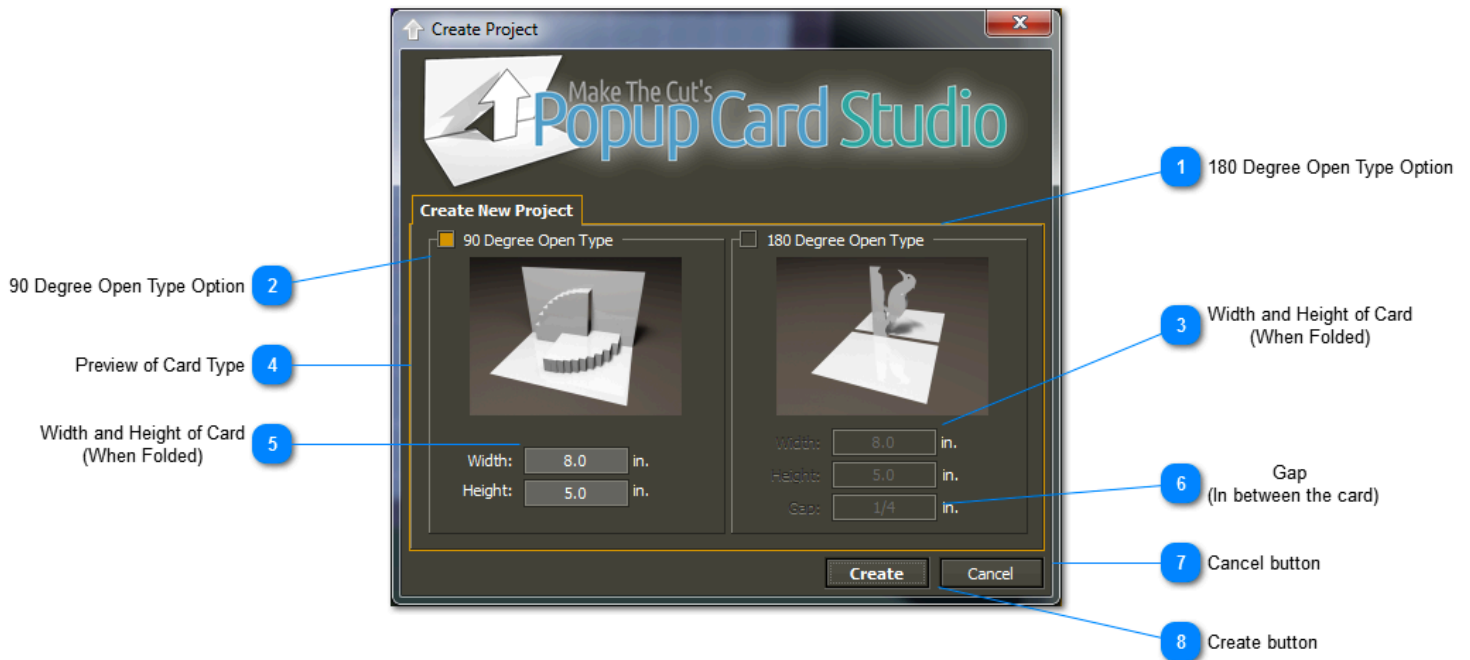


Toggle the notes to be visible or hidden

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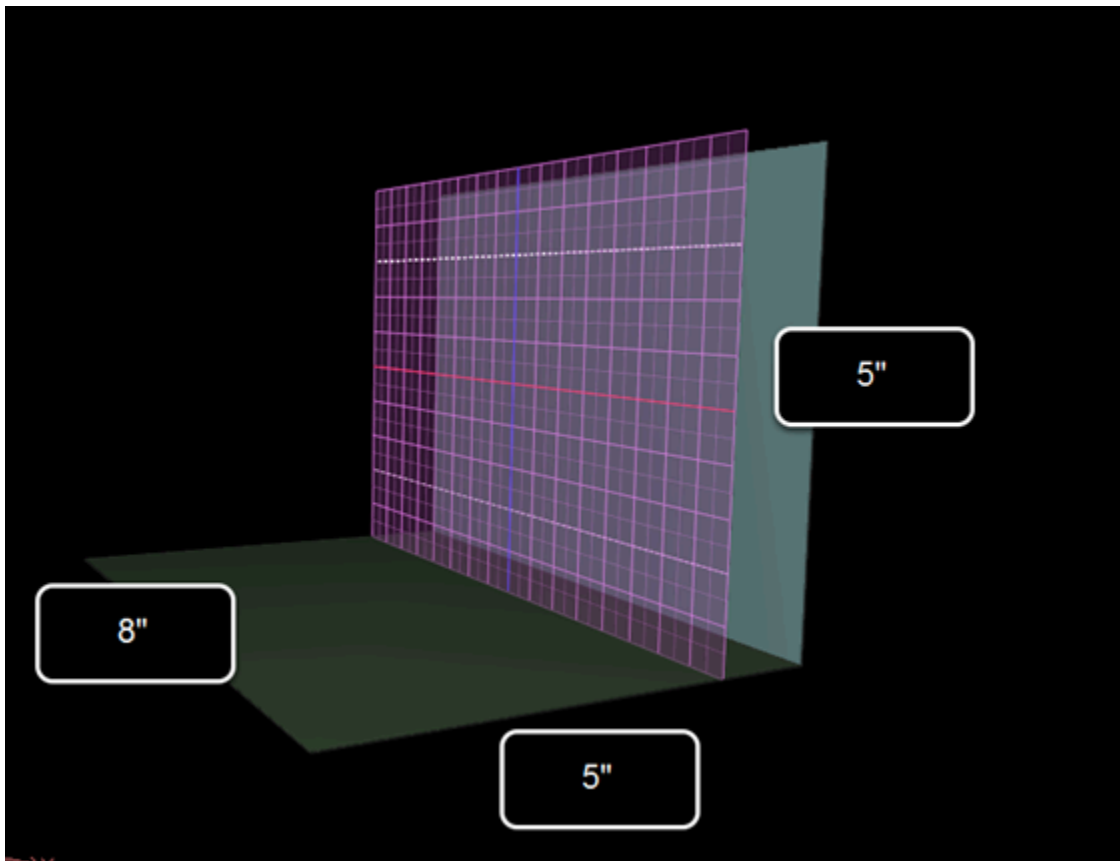
Create New Project



When you create a new project this menu will appear. There are two different types of cards to create in this software. You have the 90 degree card type and then the 180 degree version. If you're just starting out it is recommended that you use the 90 as the 180 is a little more difficult for the beginner.

Important Side Note

When selecting the Width or Height you'll have to determine the size of paper that you will need. In this example the we would need a 8 X 10 sheet of paper to complete this project. To determine this you keep the width number and you double the height.



Listed below are explanations of the create new project window in Popup Card Studio.

1 180 Degree Open Type Option

☐ 180 Degree Open Type

2 90 Degree Open Type Option

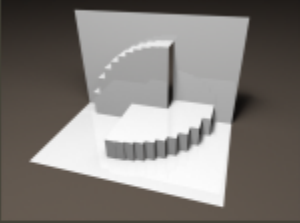
☒ 90 Degree Open Type

**3 Width and Height of Card
(When Folded)**

Width: in.
Height: in.

4 Preview of Card Type

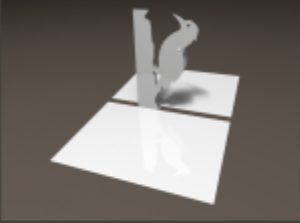
☒ 90 Degree Open Type



Width: in.

Height: in.

☐ 180 Degree Open Type



Width: in.

Height: in.

Gap: in.

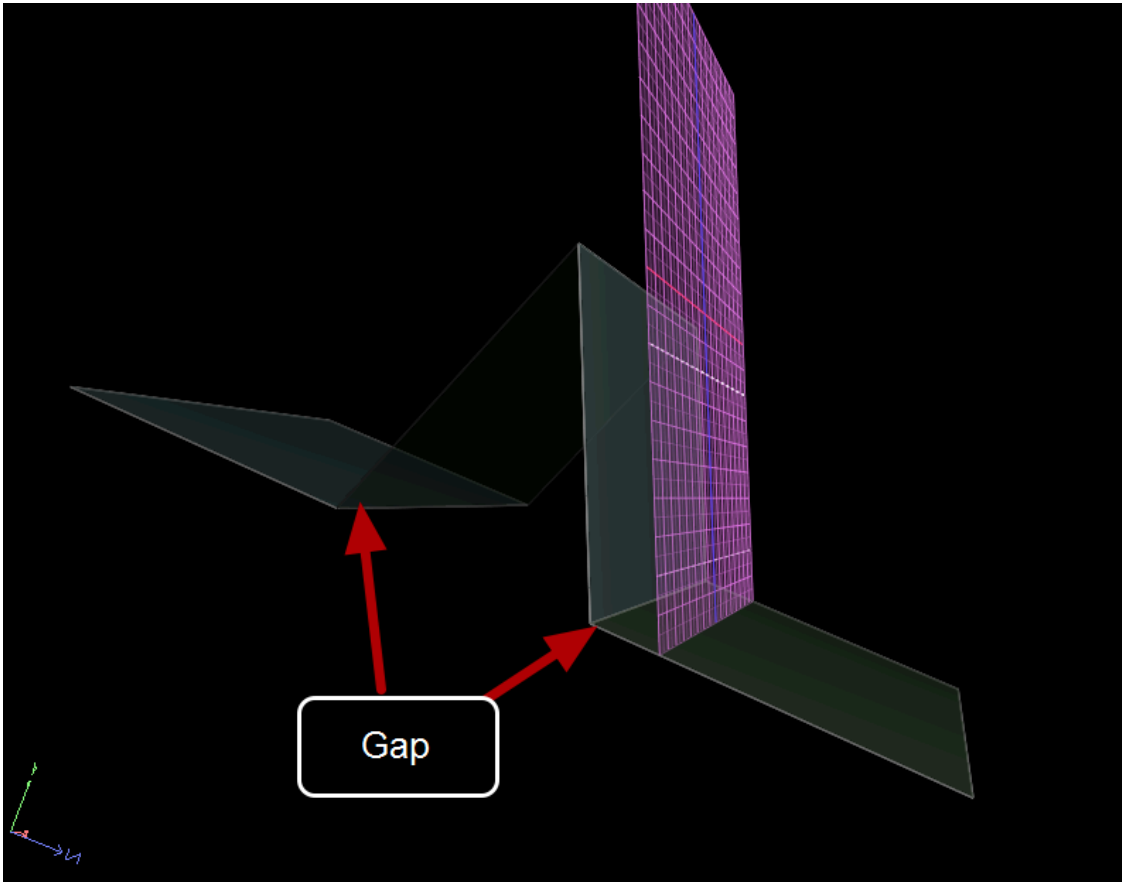
5 Width and Height of Card
(When Folded)

Width: in.

Height: in.

6 Gap
(In between the card)

Gap: in.



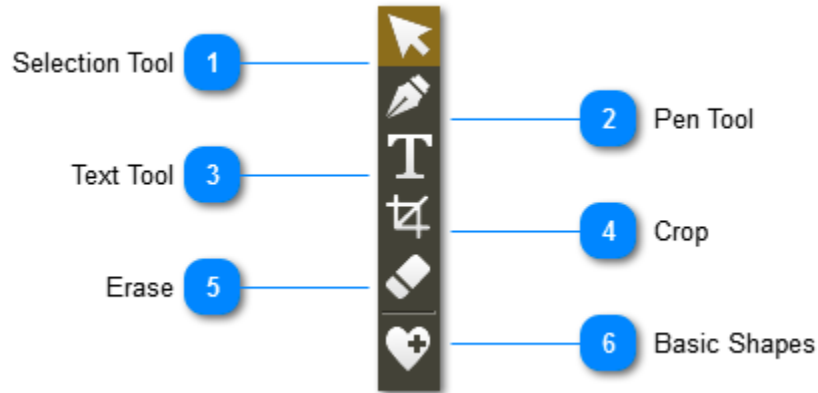
7 Cancel button

Cancel

8 Create button

Create

Tools Toolbar



1

Selection Tool



Keyboard Shortcut (F1)

Used to make selections with click/drag & simply click objects.

2

Pen Tool



Keyboard Shortcut (F2)

Used to add lines (straight or curved). Used in conjunction with enter key will stop the line from being drawn. And esc to cancel.

3

Text Tool



Keyboard Shortcut (F3)

Will bring up text editor

4

Crop



Keyboard Shortcut (F4)

Used to crop an object

5

Erase



Keyboard Shortcut (F5)

Erase sections of a path

6

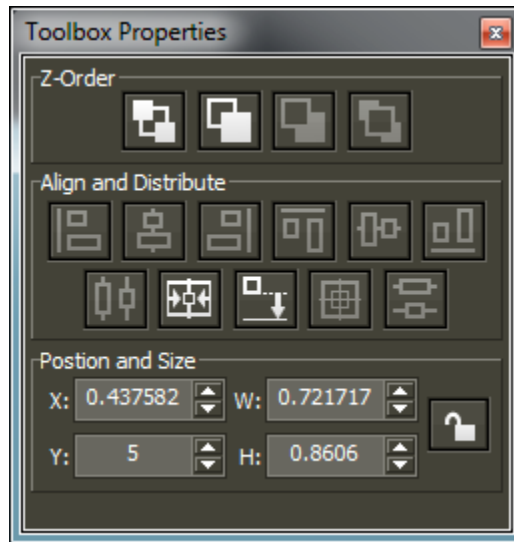
Basic Shapes



Keyboard Shortcut (F6)

Brings up the basic shapes window

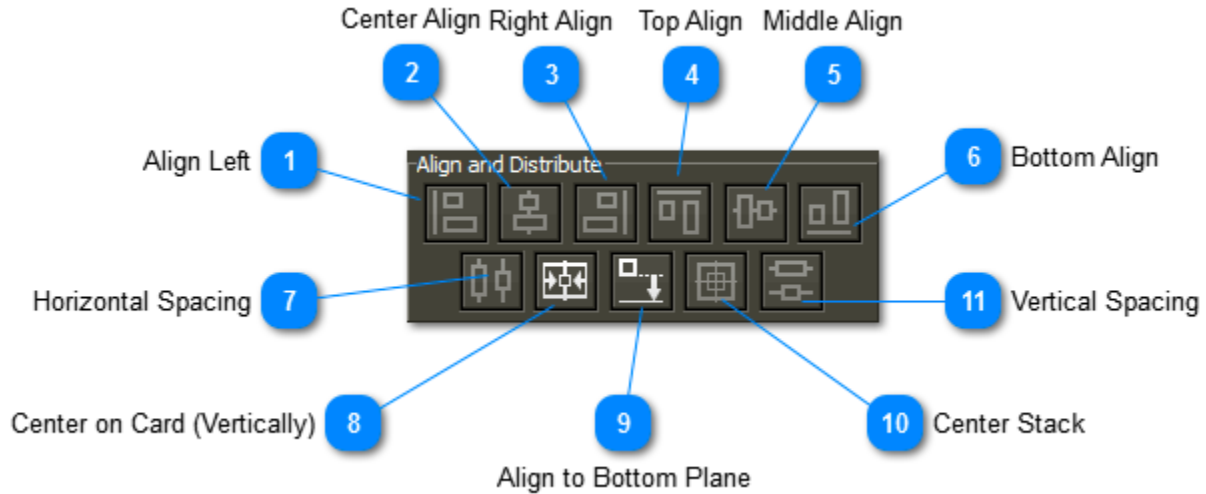
Selection Tool Options



Topics covered in this section are the following. You can click the topic you would like to view.

Align and Distribute	46
Z-Order Section	48
Selection Modify Toolbar	49
Selection Attribute Toolbar	51
Position and Size Window	52

Align and Distribute



Listed below are explanations of the Align and Distribute buttons in Popup Card Studio

1 Align Left



When two or more items are selected you can align them left.

2 Center Align



When two or more items are selected you can align them center.

3 Right Align



When two or more items are selected you can align them right.

4 Top Align



When two or more items are selected you can align them to the top.

5 Middle Align



When two or more items are selected you can align them to the middle

6

Bottom Align



When two or more items are selected you can align them to the bottom.

7

Horizontal Spacing



Select 3 or more items and have them distributed equally based on spacing (Horizontal)

8

Center on Card (Vertically)



Centers object left and right based on card width

9

Align to Bottom Plane



Move object to the bottom plane. This could be the base of the card or could be the base of an object.

10

Center Stack



This will move/stack 2 or more selected objects to the center of the selection box.

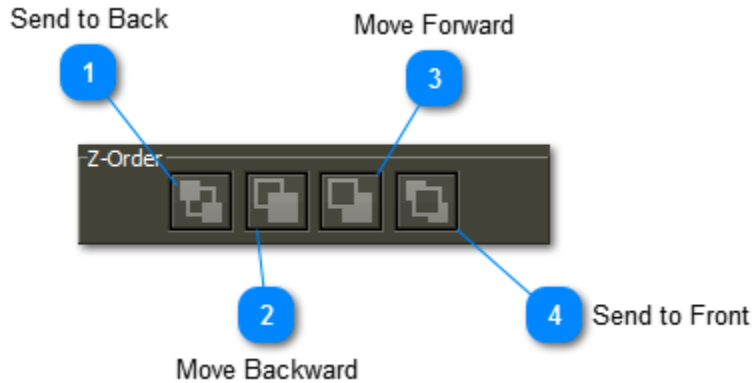
11

Vertical Spacing




Select 3 or more items and have them distributed equally based on spacing (Vertically)

Z-Order Section




You can think of this as order layering. When you select on an object depending on where it is on the workspace you can choose the following.

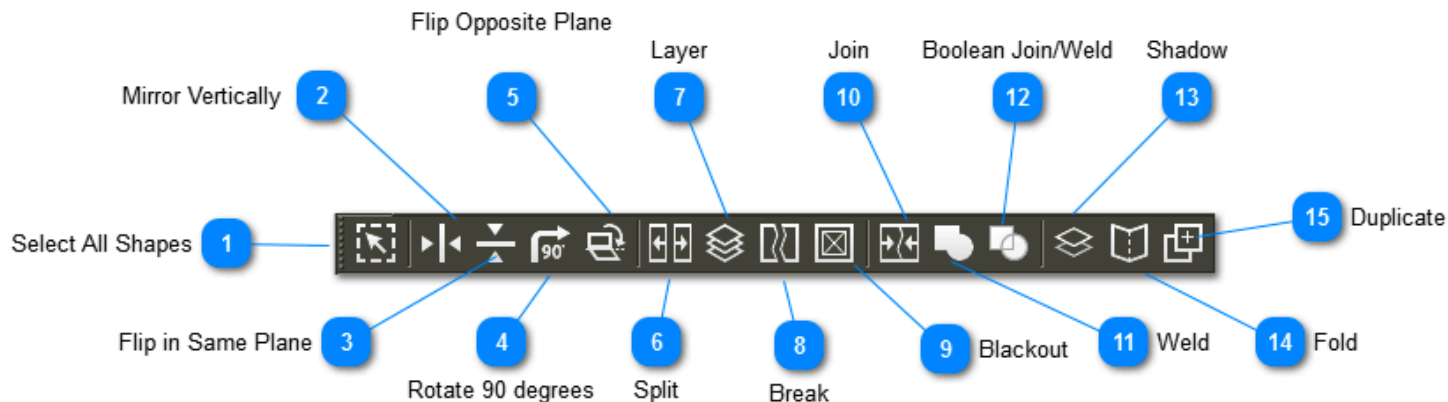
- 1 **Send to Back**
 **Keyboard Shortcut (End Key)**
Select on object and sends it to the very back of the layering sequence

- 2 **Move Backward**
 **Keyboard Shortcut (Page Down Key)**
Selected object will be moved back one in the layering sequence

- 3 **Move Forward**
 **Keyboard Shortcut (Page Up Key)**
Selected object will be moved up one in the layering sequence.

- 4 **Send to Front**
 **Keyboard Shortcut (Home Key)**
Selected object will be moved to the top in the layering sequence

Selection Modify Toolbar



Listed below are explanations of the Selection/Modify Toolbar buttons in Popup Card Studio

1 Select All Shapes



Select all the shapes in the current plane.

2 Mirror Vertically



Mirror the shape vertically

3 Flip in Same Plane



Flips the shape and keeps it in the same plane.

4 Rotate 90 degrees



Rotate the selected object clockwise 90 degrees.

5 Flip Opposite Plane



Flips the selected object to the other plane.

6 Split



Separates the groups of the selected shapes. This doesn't break apart the insides of shapes.

7 Layer



Removes the foreground and the background of the selected shape.

8 Break



Similar to split however this will include inside shapes as well.

9 Blackout



Creates a blackout of the shape. All insides of shapes will disappear much like a punch out.

10 Join



This will group two or more shapes. If shapes are touching this will not weld them together.

11 Weld



Weld to shapes that are touching to make one shape.

12 Boolean Join/Weld



Join and Weld based on Boolean properties.

13 Shadow



Provides a shadow layer. A Shadow menu will appear to further fine tune you layer adjustment

14 Fold



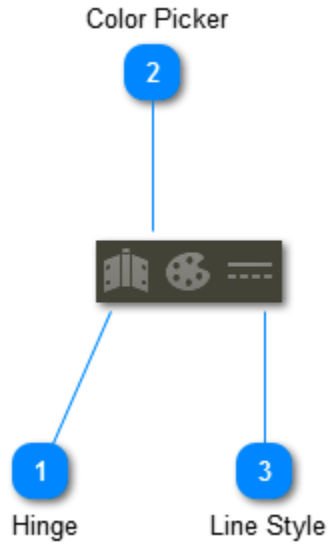
Fold selected shapes to the opposite side.

15 Duplicate



Duplicate the selected shape

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Selection Attribute Toolbar



1 Hinge



Select shapes where you would like to have open like windows/doors

2 Color Picker



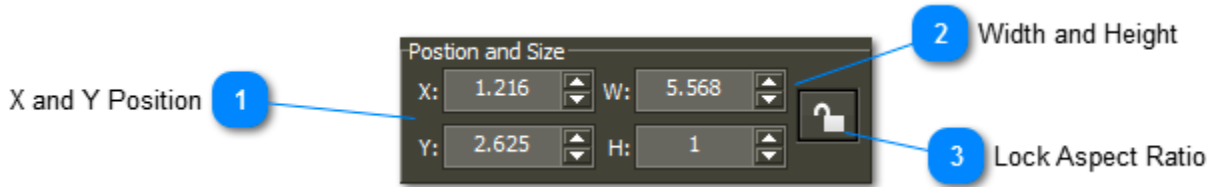
Opens the edit color toolbar to change the color of shapes

3 Line Style

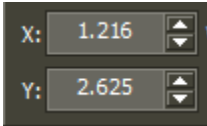


Select the line style of the shape.

Position and Size Window

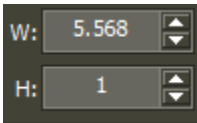


1 X and Y Position



Based on your plane this will move the object in the X or Y position respectively.

2 Width and Height



Use arrows or type to change these values. They will change the width and height of your selected object.

3 Lock Aspect Ratio



If this is locked this will keep the ratio the same in the Width and Height when you edit one of those numbers.

Basic Pen Tool Usage

Left Click to create a start point (node). Continue to move mouse and left click to create more nodes. If a curve is needed then a click and drag is needed.

To Delete Path - click **ESC Key**

To leave an Open Path - click the **Enter** or **Return Key**

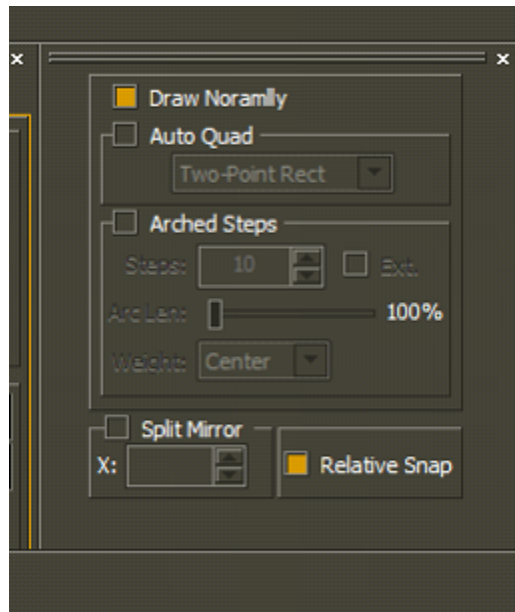
To Close the Path. Move mouse to starting node and click.

As of right now there's not an option to go back and edit the nodes individually. However you can use the undo several nodes by using the **Delete Key** while you still have the path active.

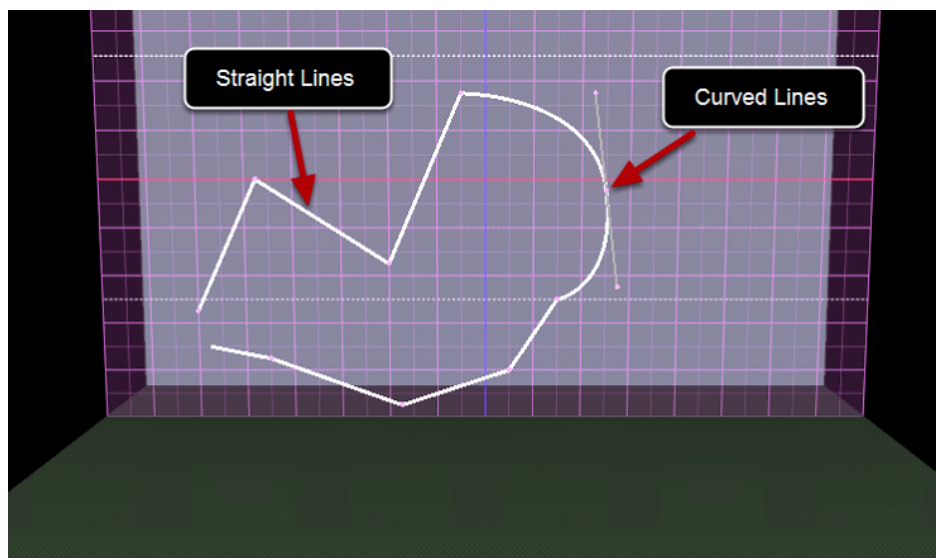
Topics covered in this section are the following. You can click the topic you would like to view.

Draw Normal	54
Auto Quad	56
Auto Quad Video	61
Arched Steps	62
Arched Steps Video	65

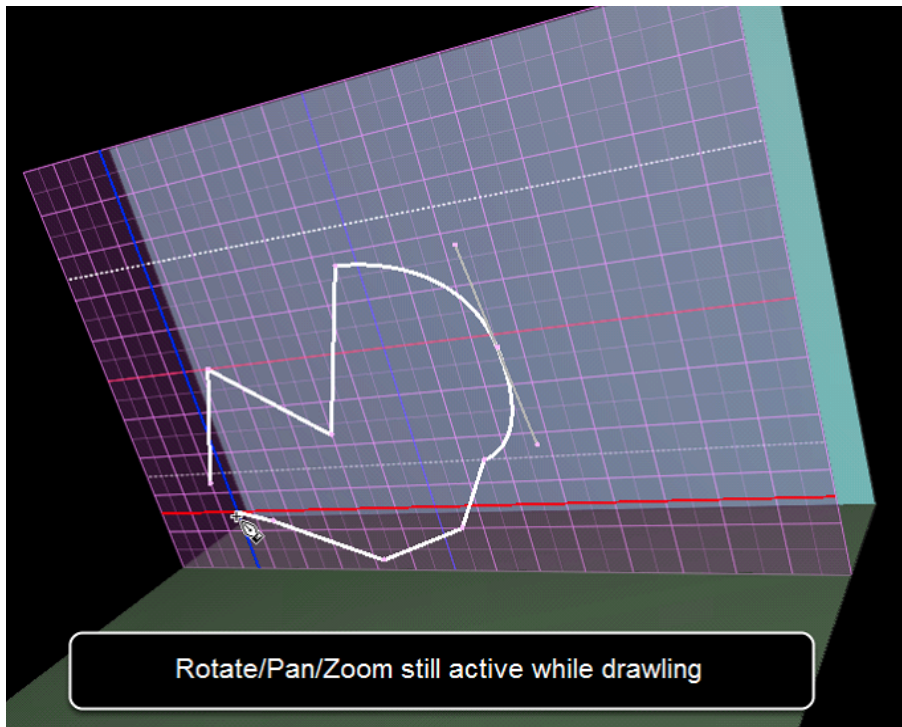
Draw Normal



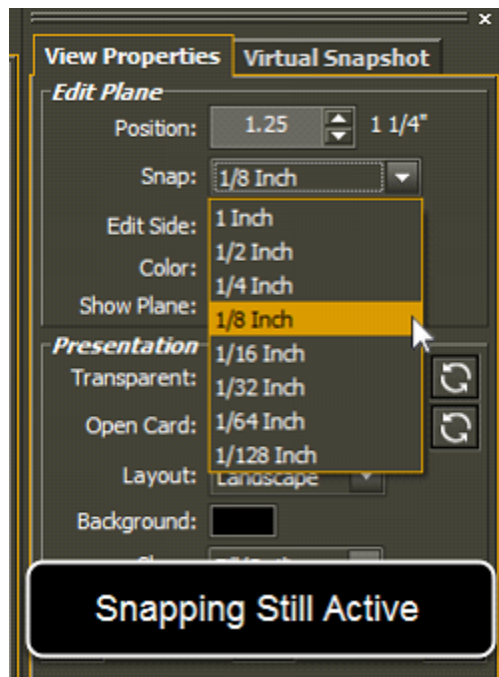
With the pen tool selected notice the Pen Window Options will appear. With the Draw Normal selected it acts just like a normal Bezier Pen in Make the Cut worked. You can draw straight or curved lines.



Rotate/Pan/Zoom Still Active

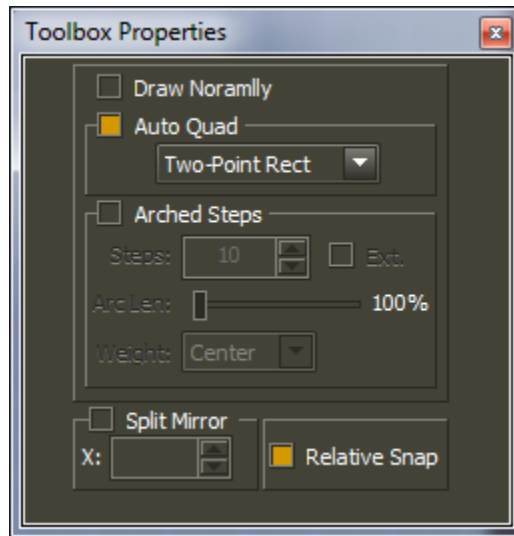


So as your drawing you can still move the workspace to give you a better perspective on drawing without stopping the pen tool from drawing. This has a great advantage because sometimes you'll want to zoom in close to make sure you're pen is exactly where you want it.



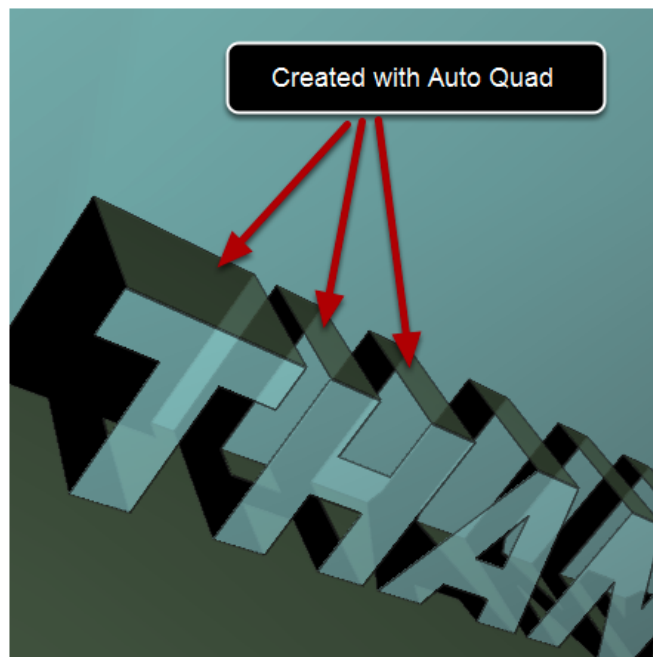
Keep in mind that snapping is still active when you're using the pen tool. You can manually change it here or use the Shift + Left/Right Arrow keys as a short cut.

Auto Quad

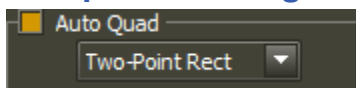


The auto quad feature allows you to draw quadrilaterals (4 sided shape) with ease. The common use of Auto Quad is to give letters supports or planes to rest on. There are 5 options when it comes to auto quad...

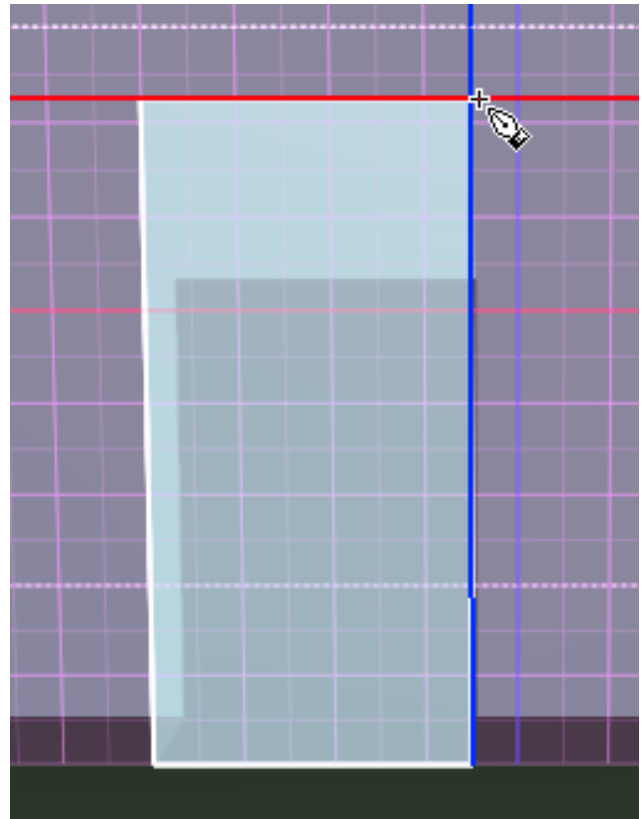
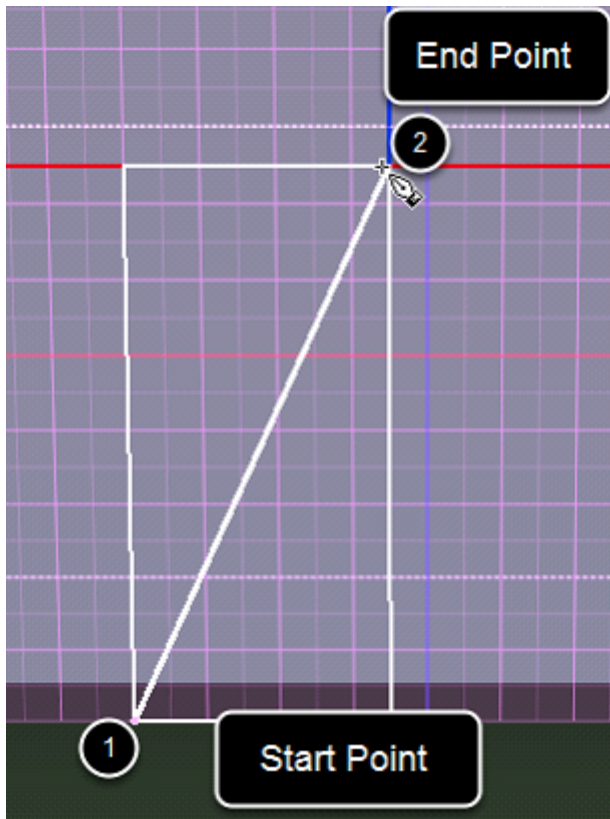
Top Supports of Letters Created with Auto Quad



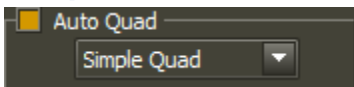
Two point rectangle



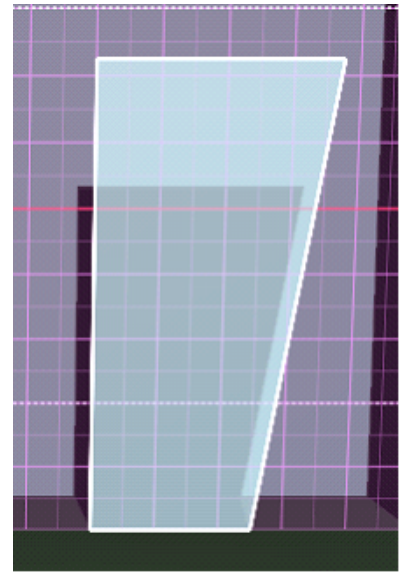
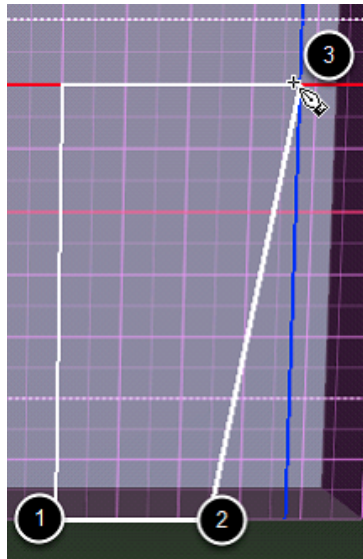
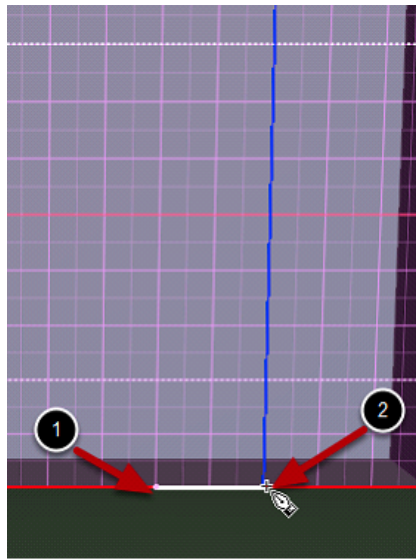
Basically creating a two point box and the sides of the box are created based on the diagonal.



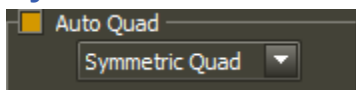
Simple Quad



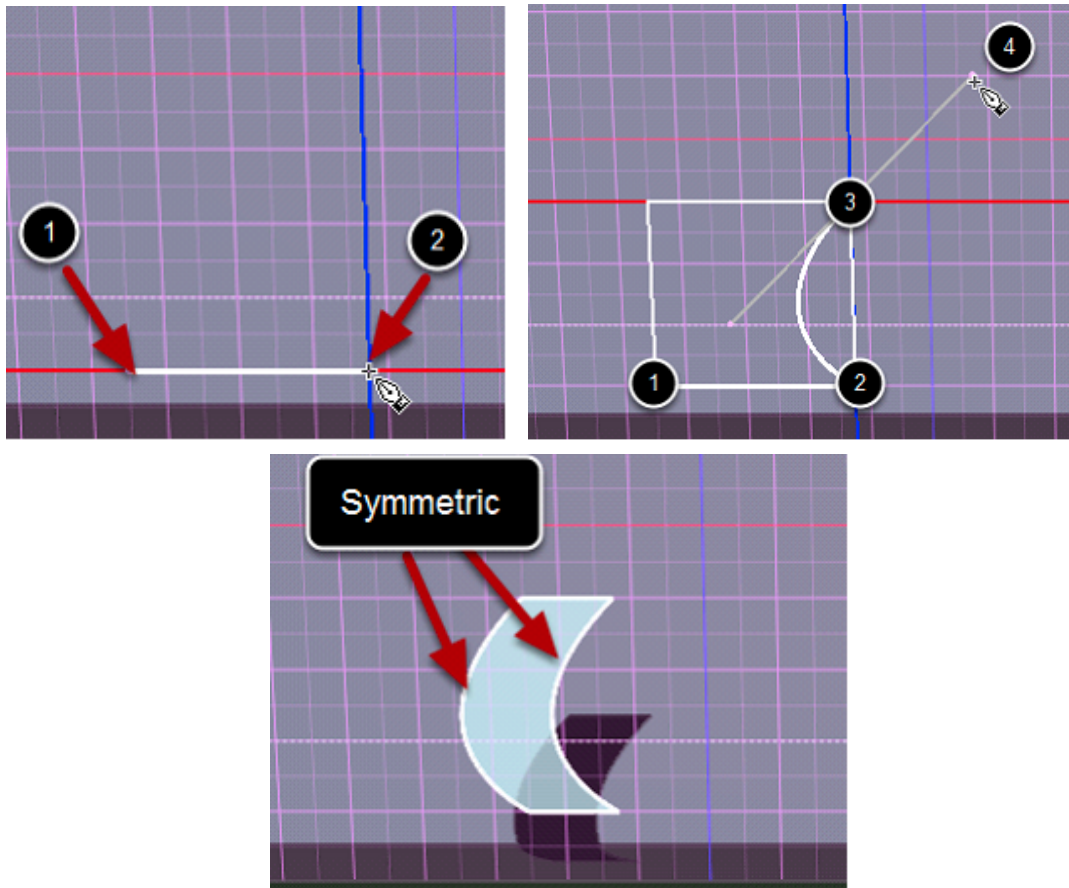
Using only 3 points to make a quadrilateral where you will have at least 1 right angles.



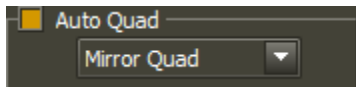
Symmetric Quad



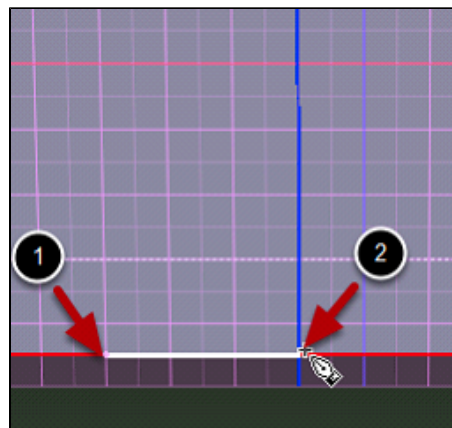
You will have to click 3 points. The symmetric quad will make the opposite side symmetric. In the example below 1 & 2 are only clicks, while number 3 is a click hold and drag until you get to the number 4 then you release.

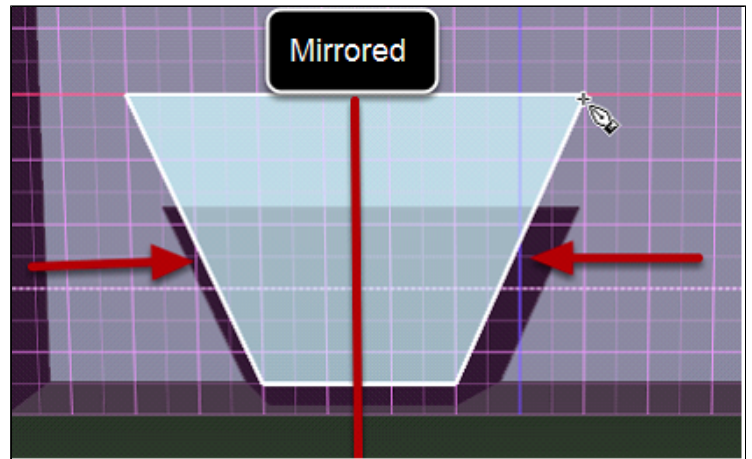
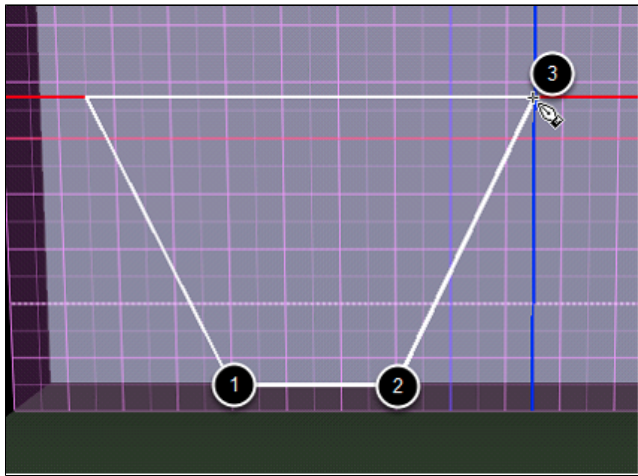


Mirror Quad

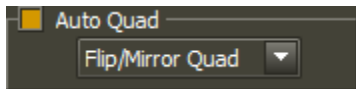


You will have to click 3 points. The mirror quad will simply mirror opposite side.

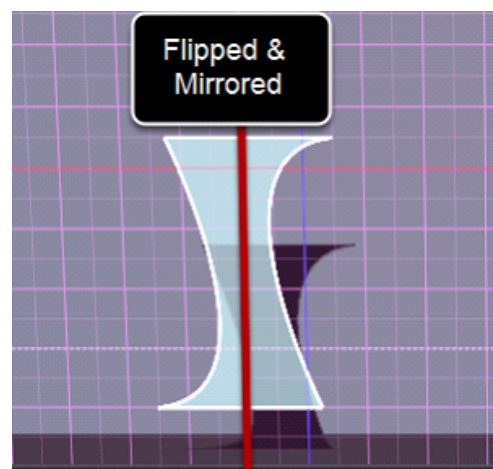
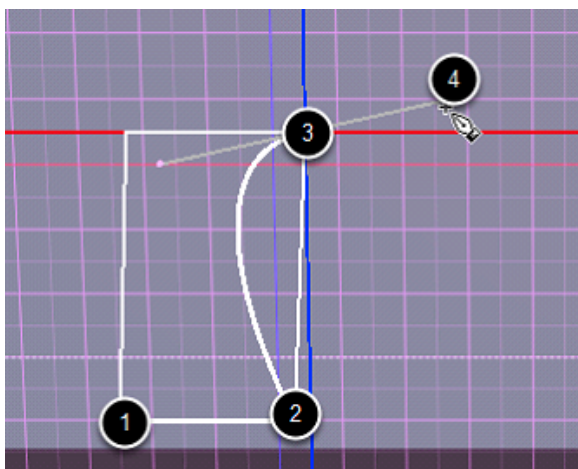
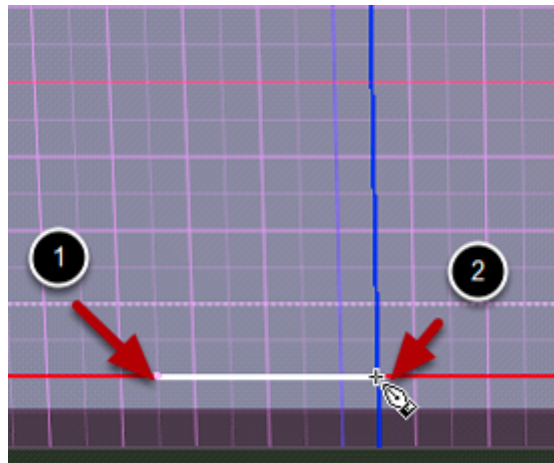


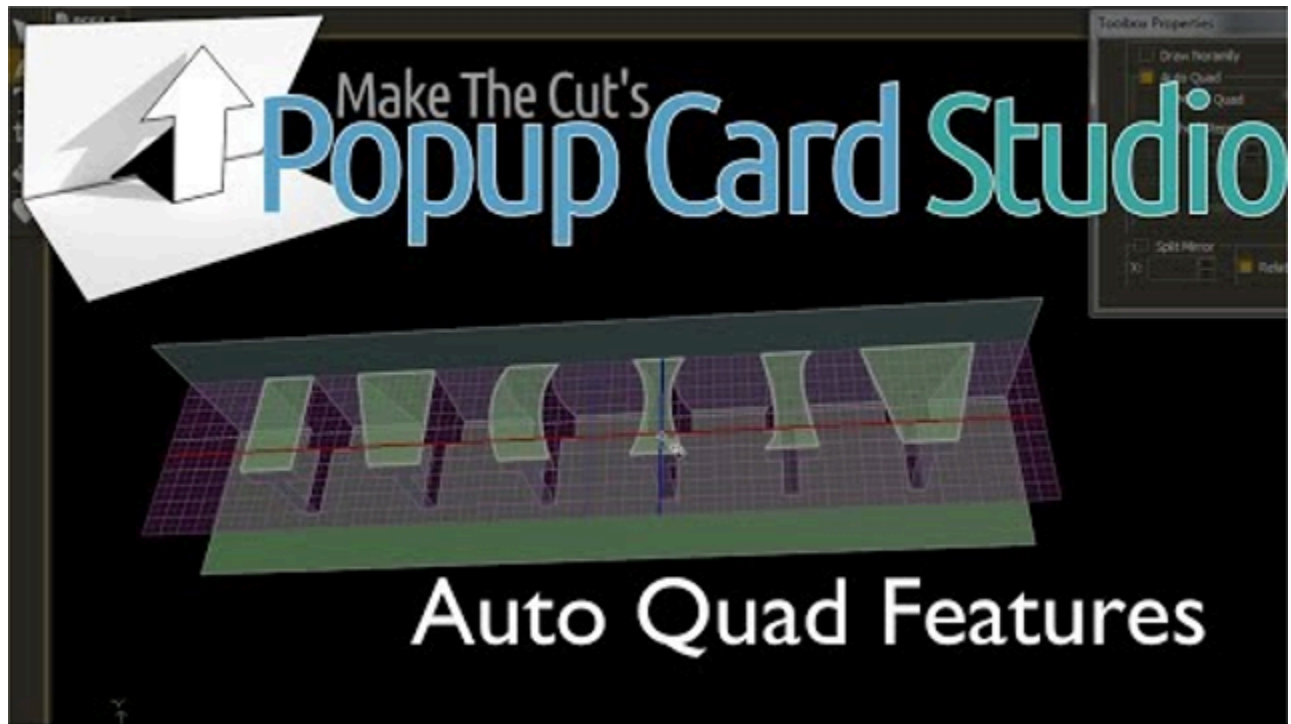


Flip/Mirror Quad



You will have to click 3 points. The flip/mirror quad will simply mirror opposite side and flip it.

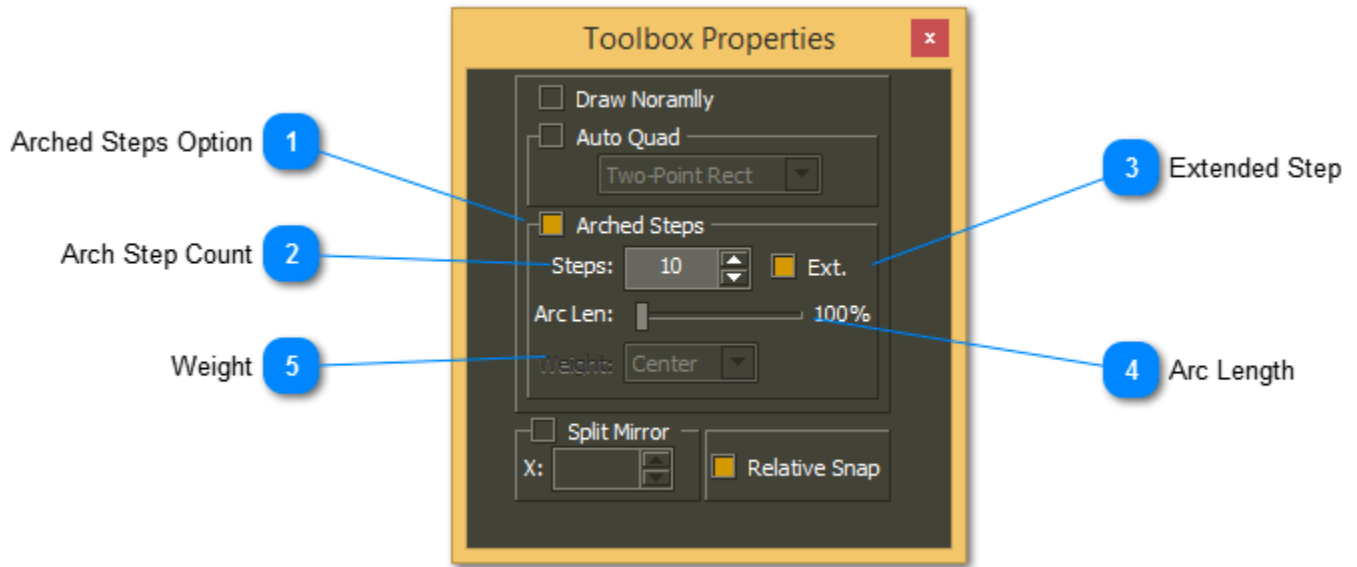




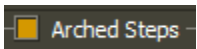
Note: If you're using the PDF version click the above image in the lower right and you'll be able to view the video.

This is a short tutorial showing you how the various auto quad functions work.

Arched Steps

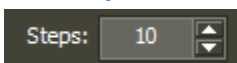


1 Arched Steps Option

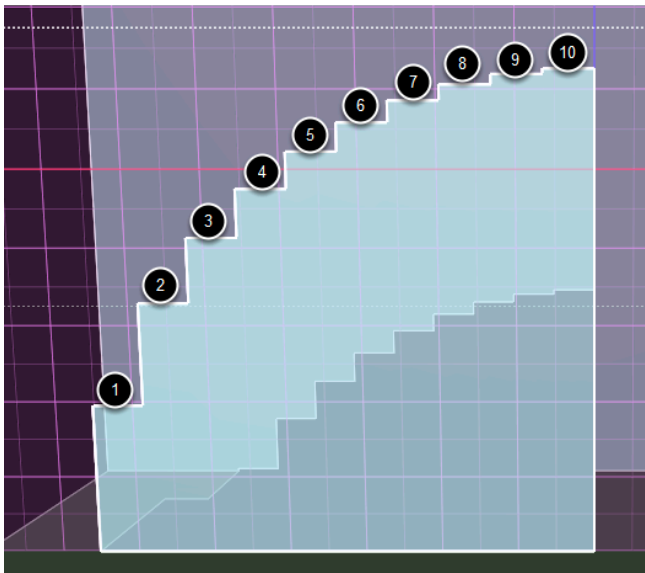


Have this option checked to enable Arched Steps with the pen tool. The other options you see contained in this will become active.

2 Arch Step Count



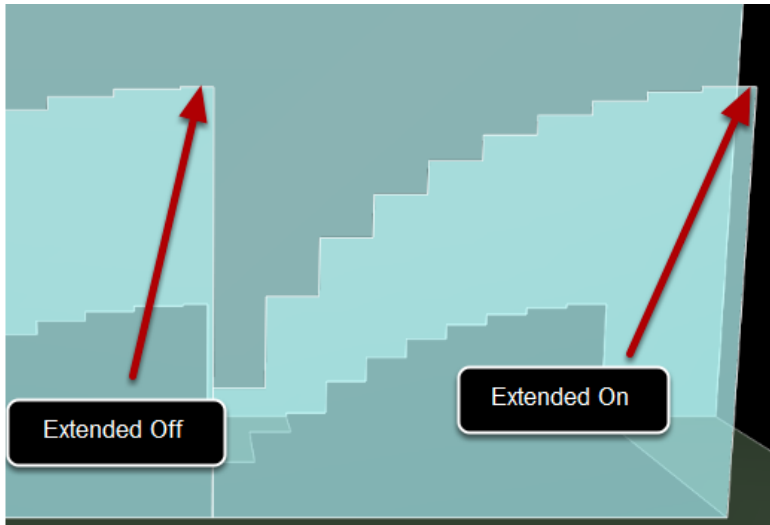
From start of pen draw to end this is how many steps will appear.



3 Extended Step



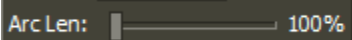
When toggled on this will extend that last step making all steps the same length.



Why wouldn't you want extended on all the time? Well typically you'll you will want to have a mirrored half on the other side. And when you have 1/2 the length of a step on the top of two arched steps, they align nicely to become one full step.

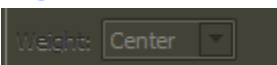


4 Arc Length



What percentage of the Arc it will use when creating steps.

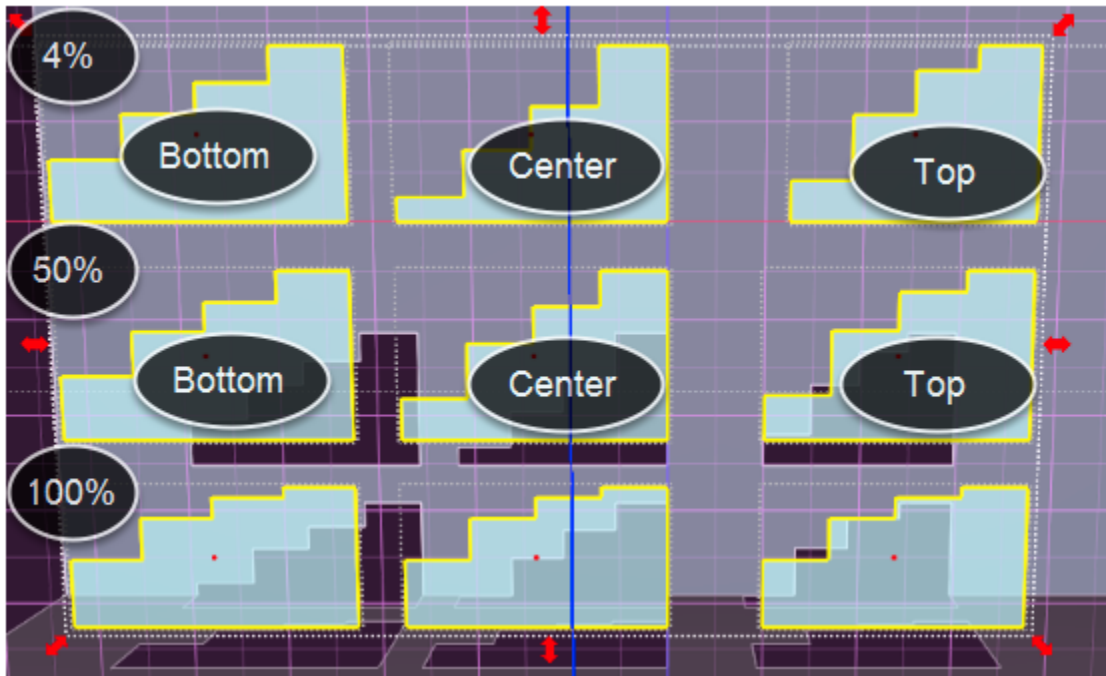
5 Weight



When you move the Arc Length Slider this drop down menu will become active. The options you will have to choose from are Top, Middle,& Bottom. This is where the Arch is going to pick where/how the steps will be drawn.

Arc Length and Weight Examples

Below you'll see the example on how you can get a variety of results based on what percentage of Arc Length combined with the Arc Weight.

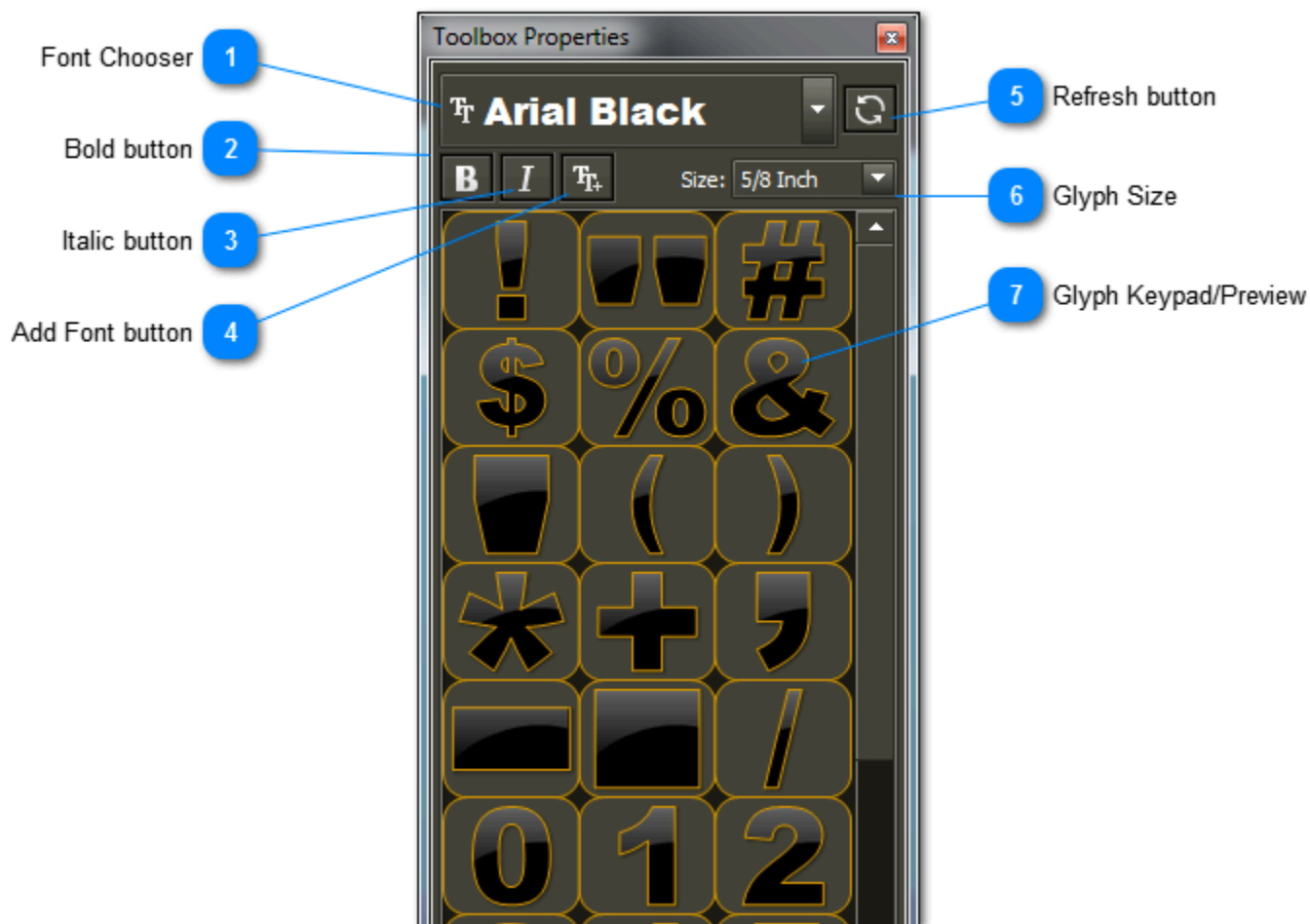




Note: If you're using the PDF version click the above image in the lower right and you'll be able to view the video.

This is a short video going over the Arched Step options when creating your steps as well as why you would want to use an arched step in a project.

Text Font Properties



When you click on the text tool you should see the Text Toolbox Property show up. This is where you can change your font & style of your text.

1 Font Chooser



Drop down menu will allow you to choose the font for your text.

2 Bold button



Change the style of the font to Bold.

3 Italic button



Change the style of the font to Italic.

4

Add Font button



Temporarily add a font to the program. It will stay in memory as long as the project is open. It will no longer be available when you exit the program.

5

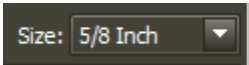
Refresh button



This will refresh the font list.

6

Glyph Size



This will increase the size of the letters in the preview pane as well as when you add them to your edit plane by either clicking on the Glyph Keypad or adding a text group.

7

Glyph Keypad/Preview



When you select a font you can see these Glyphs change as it will display the text as it will appear on the edit plane. These Glyphs are clickable as you can add them to your edit plane. They will go to the top left corner of the edit plane.

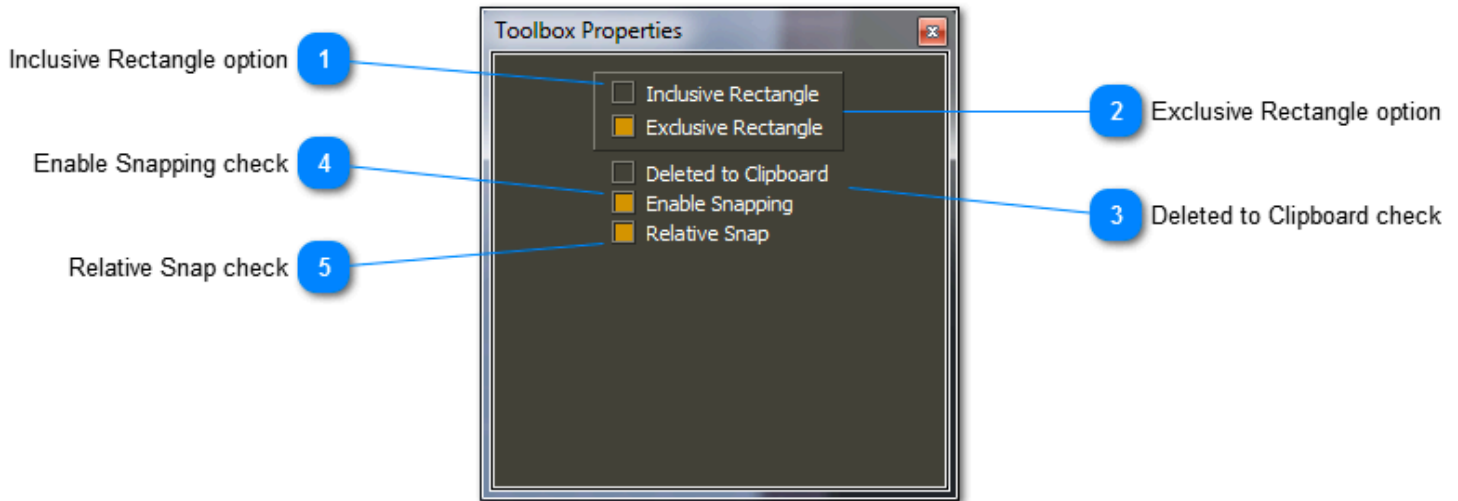


Note: If you're using the PDF version click the above image in the lower right and you'll be able to view the video.

This is just a simple lesson that will demonstrate the following:

1. Adding text to your edit plane
2. Cropping Text.
3. Difference between inclusive and exclusive cropping.
4. Auto Quad with Auto Rectangle method of putting anchors to the back of the card.

Crop Tool Options



Listed below are explanations of the Crop Tool Properties in Popup Card Studio

1 Inclusive Rectangle option

☐ Inclusive Rectangle

After the crop box is drawn everything inside the crop square is kept.

2 Exclusive Rectangle option

☐ Exclusive Rectangle

After the crop box is drawn everything inside the crop square is removed.

3 Deleted to Clipboard check

☐ Deleted to Clipboard

The removed items from the crop will be placed on your clipboard

4 Enable Snapping check

☐ Enable Snapping

Snapping based on your [snap setting](#).

5 Relative Snap check

☐ Relative Snap

Relative Snap starts your reference point relative to your shape rather than the edit plane grid.

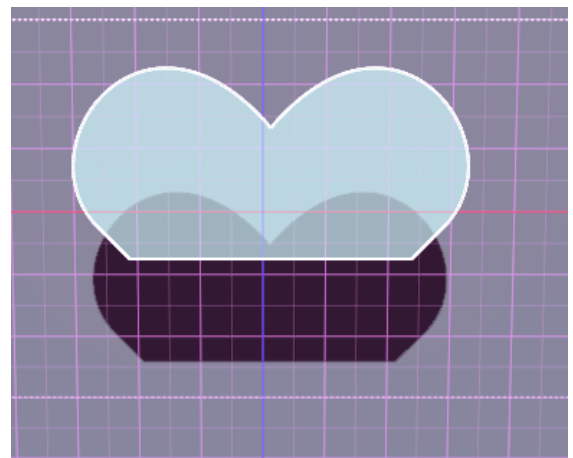
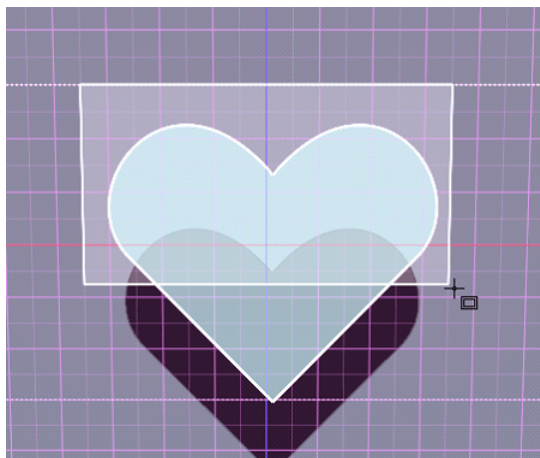


Note: If you're using the PDF version click the above image in the lower right and you'll be able to view the video.

A video demonstration on the Crop Tool and the options associated with the tool.

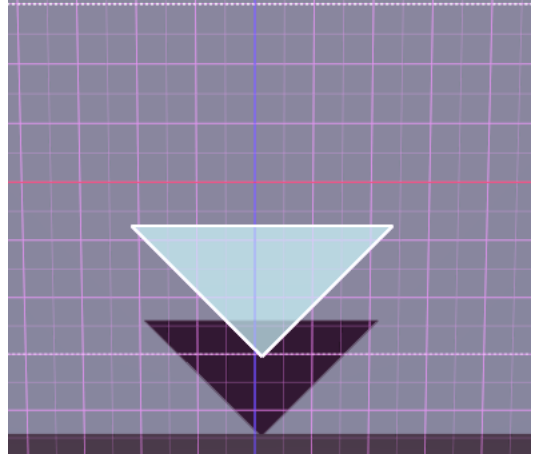
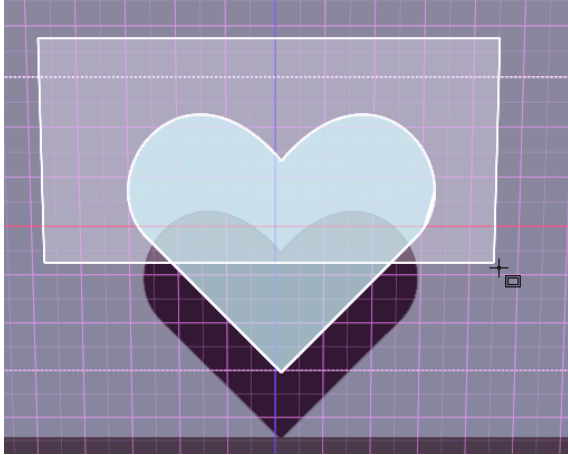
Inclusive Crop

Selecting a crop box around the heart and letting go of the mouse will keep the shape this is in the box.

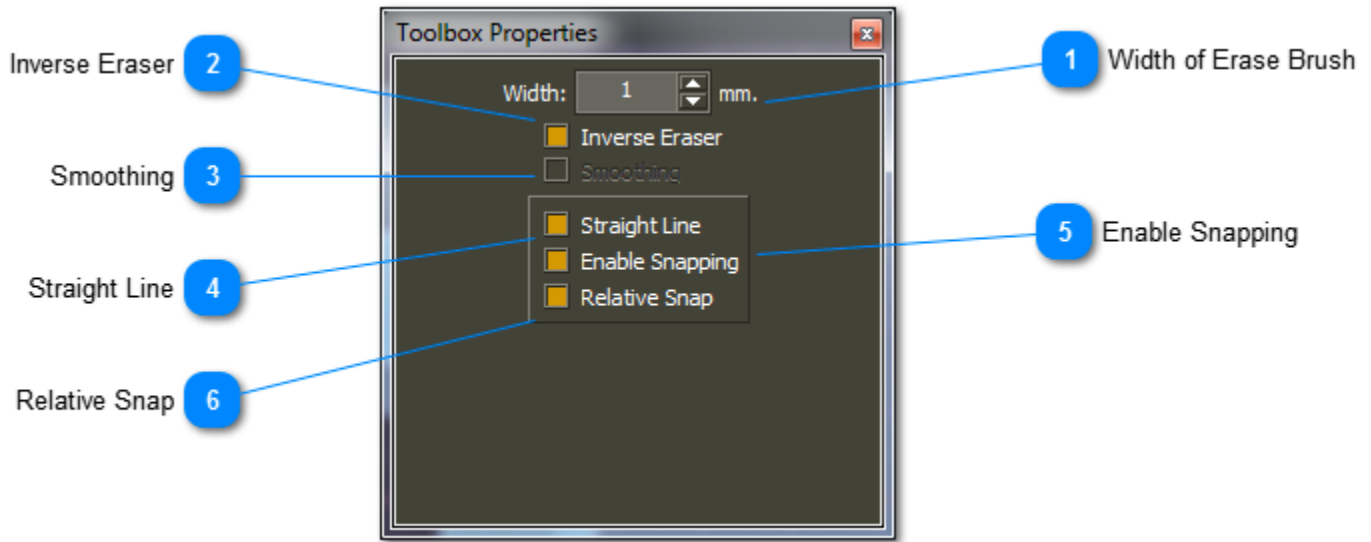


Exclusive Crop

Doing the same thing but this time it will be done using the Exclusive Crop option.

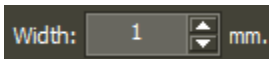


Eraser Tool Properties



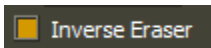
Listed below are explanations of the Eraser Tool Properties in Popup Card Studio

1 Width of Erase Brush



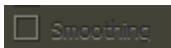
Changes the diameter of the erase brush

2 Inverse Eraser



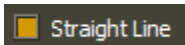
This is the opposite of erasing. This can be used to fill or connect shapes.

3 Smoothing



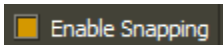
This will smooth out the curves when erasing. It is only available when straight line isn't checked. Because a straight line doesn't have any curves.

4 Straight Line



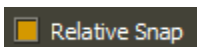
This disables the free style of erasing. You will be restricted to a two point erase line.

5 Enable Snapping



Uses the snapping increment from the [Property Window](http://www.scrappydew.com/popup-card-studio/)

6 Relative Snap



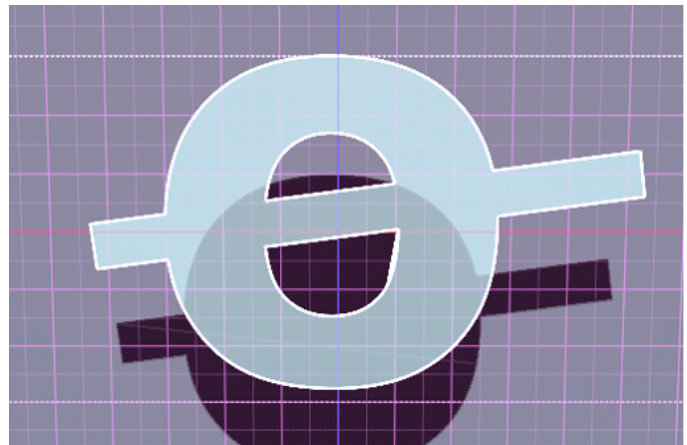
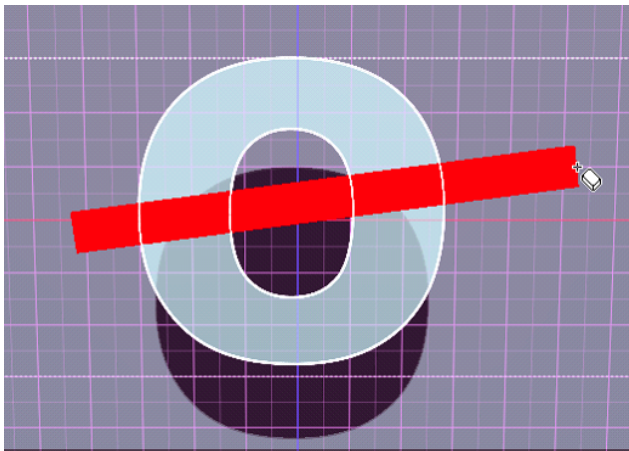
This will choose a point near a shape.

Eraser Tool Examples

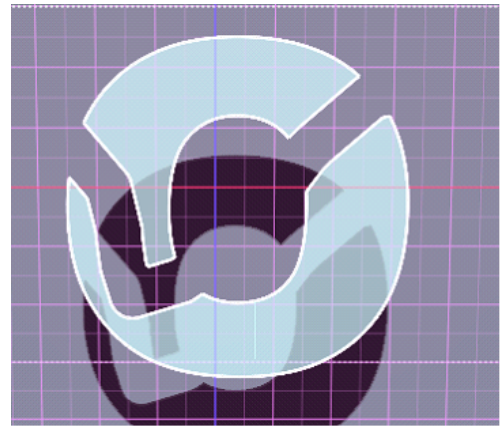
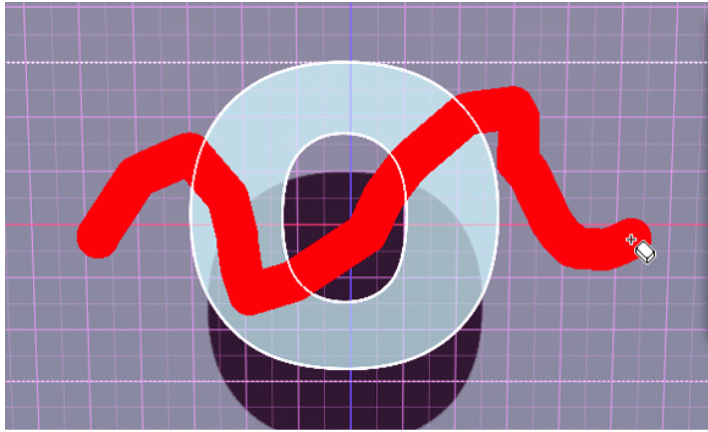


Note: If you're using the PDF version click the above image in the lower right and you'll be able to view the video.

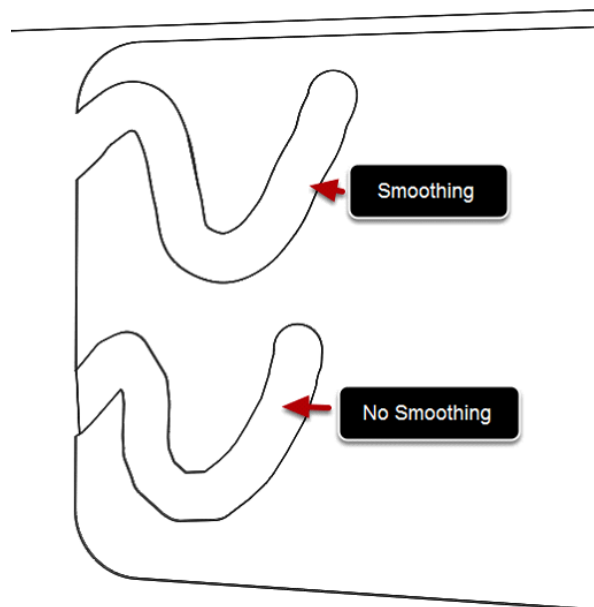
Inverse Eraser (Straight Line)



Regular Eraser (Freestyle)



Smoothing vs. No Smoothing



With the no smoothing you'll see more jagged edges than with smoothing.

Video Download List

Just click the video you are interested in downloading and view it on Vimeo. You may have to sign in for an account in order to see the download icon. Accounts are free to set up on Vimeo. Feel free to share these video links, post or embed them on your blogs or forums. They are here to help people.

Auto Quad Video Tutorial

This video goes over the Auto Quad feature and how to use other techniques for applying anchors.

Adding Text and Support Structures

This video shows you how to add text and basic anchor supports to the back of the card.

Navigating in Popup Card Studio

The basics in navigating in a 3D environment for Popup Up Card Studio

View Properties Window

Goes over all the properties in the view properties window.

Crop Tool Options

Goes over all the properties in the view properties window.

Arched Steps Overview

Covers the basics of Arched Steps and provides a video of an example project that uses the Arched Steps.

Global Operations

This video goes over the basics of Global Operations. Towards the end you will see how you could typically use this feature.

Eraser Tool

Goes over the eraser options from the Toolbar Property Window.