Creating custom folders

You can create your own custom folders and store up to 60 software icons in each folder. A maximum of 60 custom folders can be added to the HOME Menu.

1. Tap an empty location ( ) on the HOME Menu and then tap **Create Folder**.

   A new folder icon ( ) will appear.

2. Move software icons into the new folder.

   To move a software icon, tap and hold it for a moment. Drag the icon over the new folder icon to open the folder. Place the icon in the desired location and lift the stylus from the screen to finish.

   NOTE: You can open a folder and move the icon back to the HOME Menu or into another folder using the same steps.

3. Tap ( ) to close the folder.

   You can open the folder by tapping it twice with the stylus, or by tapping it once and then tapping **Open** at the bottom of the screen.

Folder Settings

Tap a folder and then tap **Settings** to change the folder name or delete a folder.

| Rename | Tap **Rename** to create a new name for a folder. The first letter of the folder name will appear in the folder icon on the HOME Menu. |
| Delete | Tap **Delete** to permanently delete the folder from the HOME Menu. **You must first remove any software icons from the folder before you can delete it.** |

Changing the display of folders

Tap ( ) or ( ) to decrease or increase the number of software icons displayed on the screen.

Custom folder limitations

NOTE: You cannot store one folder within another folder.

The following kinds of software icons cannot be stored in folders:

- Game Card software icons
- the Nintendo eShop icon
- the System Settings icon

Taking photos with the Nintendo 3DS Camera

From the HOME Menu, you can press ( ) or ( ) to switch to camera mode and take photos.

- Pictures remaining
- 3D indicator — This is displayed when the outer cameras are active.
- Save-location icon — ( ) System Memory or ( ) SD Card — NOTE: You can change the save location under Settings in Nintendo 3DS Camera.
- Take photo ( ) ( ) or ( )
- Switch between the inner and outer camera — You can take 3D photos with the outer cameras.
- Merge — Merges two faces from both the inner camera and outer camera captured at the same time. (See the built-in instruction manual for Nintendo 3DS Camera.)
- Start the Nintendo 3DS Camera application

Reading QR Code images

If you focus the camera on a QR Code image for Nintendo eShop or for a web-site address, the system will decode the image and display the page in Nintendo eShop or open the website on the Internet browser.

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Autodesk

3ds User Manual:

 Poly-Modeling with 3ds Max Todd Daniele,2012-09-10 Polymodeling is a modeling technique used in 3d modeling Unlike box modeling or other forms of modeling where you start out with a basic form or primitive object that determines the mass of an object artists can use the polygon the basic building block of all of the primitives available in 3ds Max This approach allows for more control over the flow placement and detail of the meshes that are built Placement of vertices points edges and all other sub elements that build our models is determined by the user rather than pre determined by a computer generated primitive This book is a collection of tips tricks and techniques on how to create professional models for advertising on T V and the web The author has tons of industry experience using Max toward this end and he shares the secrets of his trade As Production Modeler for some of today s hottest studios including GuerillaFx Coke Zero MTV Old Navy Nike Target HP Todd Daniele brings real world experience to the book Daniele teaches the technical aspects of polymodeling while showing how to ultimately create content in a dynamic efficient manner Associated web site offers instructional files that show the models in progressive stages of development plus a supporting internet forum readers can log on to this forum to ask questions or comment on anything covered in the book   **Autodesk 3ds Max 2020: A Comprehensive Guide, 20th Edition** Prof. Sham Tickoo,2019 Autodesk 3ds Max 2020 A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers animators and designers The book caters to the needs of both the novice and the advanced users of 3ds Max Keeping in view the varied requirements of the users the book first introduces the basic features of 3ds Max 2020 and then gradually progresses to cover the advanced 3D models and animations In this book one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users Additionally in this edition the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2020 Chapter 2 Standard Primitives Chapter 3 Extended Primitives Chapter 4 Working with Architectural Objects Chapter 5 Splines and Extended Splines Chapter 6 Modifying Splines Chapter 7 Materials and Maps Chapter 8 Modifying 3D Mesh Objects Chapter 9 Graphite Modeling Technique Chapter 10 Compound Objects Chapter 11 Modifiers Chapter 12 Lights and Rendering Chapter 13 Animation Basics Chapter 14 Rigid Body Dynamics and Helpers Chapter 15 NURBS Modeling Chapter 16 Systems Hierarchy and Kinematics Chapter 17 Particle Systems and Space Warps I Chapter 18 Particle Systems and Space

Warps II Project 1 Creating a Diner Index For free download **Tradigital 3ds Max** Richard Lapidus,2012-11-12 Finally bridge the gap between software specific instruction and the world of classical animation with this easy to utilize one of a kind reference guide With great relevance for today s digital workflows Richard Lapidus presents innovative 3ds Max controls to the classical principles of animation like squash and stretch anticipation staging and more Move beyond these fundamental techniques and explore both the emotion and technical sides of animation with character appeal and rigging Features a robust companion website that includes demonstrations project files links to further resources available at https routledgetextbooks com textbooks _author lapidus 9780240817309 resources php **3D Studio Max: from objects to animation** Boris Kulagin,2001 Designed for both users new to 3D Studio Max and more seasoned professionals this book helps users improve their skills It takes readers from modeling a still life scene to animating photorealistic and fantasy characters in a variety of organic and mechanical backgrounds Step by step instructions describe the various techniques of modeling and animation and explain how to avoid common mistakes during the creative process Each lesson allows readers to not only hone their skills using 3D Studio Max but lets them create a professional level finished project showcasing their talents Project based tutorials are independent from each other and can be studied in any sequence Tips tutorials and techniques are designed to improve productivity Special sections delineate the most common mistakes made when using 3D Studio Max and show how to avoid them Appendices include a complete list of keyboard shortcuts a comprehensive glossary Handbook of Research on Human-Computer Interfaces and New Modes of Interactivity Blashki, Katherine,Isaías, Pedro,2019-05-31 Due to its versatility and accessibility individuals all around the world routinely use various forms of technology to interact with one another Over the years the design and development of technologies and interfaces have increasingly aimed to improve the human computer interactive experience in unimaginable ways The Handbook of Research on Human Computer Interfaces and New Modes of Interactivity is a collection of innovative research on the methods and applications of interactive technologies in the modern age Highlighting topics including digital environments sensory applications and transmedia applications this book is ideally designed for academicians researchers HCI developers programmers IT consultants and media specialists seeking current research on the design application and advancement of different media technologies and interfaces that can support interaction across a wide range of users **Learning Autodesk 3ds Max 2008 Foundation** Autodesk,2013-03-20 Learning Autodesk 3ds Max 2008 Foundation is your shortcut to learning 3ds Max quickly and effectively You ll get hands on experience with the key tools and techniques through easy to follow step by step project based lessons while learning to model animate apply materials and render in both the games design visualization pipelines By the end of the book you ll have a sense of the entire production process as you work on real life production examples Whether you re a game artist or a graphic artist Autodesk 3ds Max 2008 has the tools you need to succeed Game Artists will gain in depth knowledge of the world class Biped character animation toolset unparalleled polygon

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Handbook of Software Solutions for ICME Georg J. Schmitz,Ulrich Prahl,2016-10-31 As one of the results of an ambitious project this handbook provides a well structured directory of globally available software tools in the area of Integrated Computational Materials Engineering ICME The compilation covers models software tools and numerical methods allowing describing electronic atomistic and mesoscopic phenomena which in their combination determine the microstructure and the properties of materials It reaches out to simulations of component manufacture comprising primary shaping forming joining coating heat treatment and machining processes Models and tools addressing the in service behavior like fatigue corrosion and eventually recycling complete the compilation An introductory overview is provided for each of these different modelling areas highlighting the relevant phenomena and also discussing the current state for the different simulation approaches A must have for researchers application engineers and simulation software providers seeking a holistic overview about the current state of the art in a huge variety of modelling topics This handbook equally serves as a reference manual for academic and commercial software developers and providers for industrial users of simulation software and for decision makers seeking to optimize their production by simulations In view of its sound introductions into the different fields of materials physics materials chemistry materials engineering and materials processing it also serves as a tutorial for students in the emerging discipline of ICME which requires a broad view on things and at least a basic education in adjacent fields   Advances in Modeling and Simulation in Textile Engineering Nicholus Tayari Akankwasa,Dieter Veit,2021-03-28 Advances in Modeling and Simulation in Textile Engineering New Concepts Methods and Applications explains the advanced principles and techniques that can be used to solve textile engineering problems using numerical modeling and simulation The book draws on innovative research and industry practice to explain methods for the modeling of all of these processes helping readers apply computational power to more areas of textile engineering Experimental results are presented and linked closely to processes and methods of implementation Diverse concepts such as heat transfer fluid dynamics three dimensional motion and multi phase flow are addressed Finally tools theoretical principles and numerical models are extensively covered Textile engineering involves complex processes which are not easily expressed numerically or simulated such as fiber motion simulation yarn to fiber formation melt spinning technology optimization of yarn production textile machinery design and optimization and modeling of textile fabric reinforcements Provides new approaches and techniques to simulate a wide range of textile processes from geometry to manufacturing Includes coverage of detailed mathematical methods for textiles including neural networks genetic algorithms and the finite element method Addresses

modeling techniques for many different phenomena including heat transfer fluid dynamics and multi phase flow *V-Ray 5 for 3ds Max 2020* Jamie Cardoso,2023-04-07 Revitalize your architectural visualizations by bringing new levels of realism to your day and night interior scenes This book features full color step by step tutorials to develop a firm understanding of the processes and techniques involved in creating jaw dropping 3d visualizations for top marketing agencies This second volume includes day and night lighting of an atrium scene using seasoned tools and techniques to deploy V Ray 5 and 3ds Max 2020 It has never been quicker and easier to create the industry s top of the range 3d marketing visuals The book starts with an overview of the best techniques to approach clients via emails calls meetings and social media There are also key insights into the best practices of handling projects pricing contracts invoices pre production production post production etc The subsequent step takes users through the installation of V Ray 5 and the process of accessing the V Ray Material browser dialog Throughout the book users are taken through VRayMtl functions such as Diffuse Roughness Reflect Glossiness Metalness Refract IOR Abbe number Fog color Translucency BRDF Coat Sheen and Bump Users will also learn how to use procedural maps such as VRayBitmap VRayTriplanarTex Bricks Metals Carpaint VRayDisplacementMod VRayUVWRandomizer VRayMultiSubTex VRayPointCloudColor VRayDirt VRayAerialPersepective VRayLightMtl VRayMtlWrapper VRayOverrideMtl VRay2SidedMtl VRayBlendMtl and VRayEdgesTex Users will have a rare insight into all functionalities of a V Ray camera VRayLight objects Render settings Frame buffer Global switches IPR options Bucket and Progressive image samplers Image filters Global DMC Color mapping Brute force GI Light cache Color management Distributed rendering Render elements V Ray image file format VFB History settings VFB Lens Effects LightMix Film tonemap Hue Saturation Lookup Table and much more Finally users will embark on the amazing journey of utilizing the previous chapters to create eye catching 3d marketing visuals through the meticulous process of pre production production and post production of both day and night scenes lighting The tips and tricks section will extensively cover key sections about Verified views for planning applications Parametric modeling with AdvArray anima project manager plug in Verge3d Webrotate 360 Accucities 3d city models and much more The Computer Graphics Manual David Salomon,2011-09-18 This book presents a broad overview of computer graphics CG its history and the hardware tools it employs Covering a substantial number of concepts and algorithms the text describes the techniques approaches and algorithms at the core of this field Emphasis is placed on practical design and implementation highlighting how graphics software works and explaining how current CG can generate and display realistic looking objects The mathematics is non rigorous with the necessary mathematical background introduced in the Appendixes Features includes numerous figures examples and solved exercises discusses the key 2D and 3D transformations and the main types of projections presents an extensive selection of methods algorithms and techniques examines advanced techniques in CG including the nature and properties of light and color graphics standards and file formats and fractals explores the principles of image compression describes the important input

output graphics devices **Computational Analysis and Design of Bridge Structures** Chung C. Fu,Shuqing Wang,2014-12-11 Gain Confidence in Modeling Techniques Used for Complicated Bridge StructuresBridge structures vary considerably in form size complexity and importance The methods for their computational analysis and design range from approximate to refined analyses and rapidly improving computer technology has made the more refined and complex methods of ana **Arnold Render Engine Basics Training Book for 3ds MAX** Serdar Hakan DÜZGÖREN, Preface What is the Arnold Render Engine What Is Not You have now got a 1000 page book in which you can find an answer to the question Welcome to the world of the Arnold Render Engine with this book you ll have full detailed information about Arnold and be able to create realistic scenes The Arnold rendering engine a render engine with a history of quality work has been used for visual effects in many movies in Hollywood Yes a long journey awaits you be prepared to take your place in this endless world What Can I Do With the Arnold Render Engine 1 You Can Prepare Realistic Scenes 2 You Can Create Super Visual Effects 3 You Can Model High Quality Characters and Rend them 4 You Can Prepare High Quality Materials 5 You Can Create Great Animations You can be sure that you can make and create more quality and detailed works than many famous render engines on the market Yes no more waiting for you to enter the magical world of the Arnold Render Engine right now Serdar Hakan D ZG REN Autodesk Expert Elite Autodesk Offical Member Autodesk Int Moderator Autodesk Consultant **Vray 5.0 (NEXT) User Guide** Serdar Hakan DÜZGÖREN, Universal V Ray Settings This page provides a tutorial on universal settings for V Ray that work for most still images Overview The universal settings comprise a set of settings that work very well for still images in many situations and are the default for V Ray Next Please note that these settings are not optimal in the sense that with enough tweaking you can probably get similar quality with faster render times The beauty of these settings though is that they require almost no tweaking and you are guaranteed to get a good result in the end The advantages of these settings are o very little parameters for controlling render quality vs speed o works for a very large number of scenes o produces high quality results With the Progressive Image Sampler the default Render time min is set to 1 0 which might be insufficient for some scenes You can reset this to 0 0 min and rendering will continue until the Noise threshold is reached Setting the V Ray Renderer 1 Set V Ray as the current rendering engine with the default V Ray settings 2 The default settings are optimized to work universally so it is recommended to keep them Progressive image sampler with 100 Max subdivs and 1 Min subdivs GI enabled using Brute Force as Primary GI engine and Light Cache as Secondary GI engine 3 You can further refine the noise levels from the Progressive Image sampler rollout by adjusting the Noise Threshold and placing a 0 value for the Render time min 4 You can control the amount of AA vs shading samples for materials lights GI using the Min shading rate parameter in the Image Sampler rollout but the default value is optimised to work well for the majority of scenes **Kelly L. Murdock's Autodesk 3ds Max 2017 Complete Reference Guide** Kelly Murdock,2016-08-25 Kelly L Murdock s Autodesk 3ds Max 2017 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the

globe The success of this book is found in its simple easy to understand explanations coupled with its even easier to follow tutorials The tutorials are laser focused on a specific topic without any extra material making it simple to grasp difficult concepts The book also covers all aspects of the software making it a valuable reference for users of all levels The Complete Reference Guide is the ultimate book on 3ds Max and like Autodesk s 3D animation software it just gets better and better with each release Whether you re new to 3ds Max or an experienced user you ll find everything you need in this complete resource The book kicks off with a getting started section so beginners can jump in and begin working with 3ds Max right away Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation particle systems radiosity MAXScript and more Over 150 tutorials complete with before and after files help users at all levels build real world skills **Proceedings of the 2024 6th International Conference on Hydraulic, Civil and Construction Engineering (HCCE 2024)** Wen Nie,Feng Zhang,Zhen Wang,Chunlei Xin,2025-07-14 This is an open access book The 2025 7th International Conference on Hydraulic Civil and Construction Engineering HCCE 2025 will be held on December 19 21 2025 in Guangzhou China HCCE will mainly focus on the development of hydraulic civil and construction engineering etc Aims to provide an exchange platform for experts and scholars engineers and research personnel of related fields By discussing scientific research achievements and advanced technology we can understand the trend of academic development broaden our horizon in research strengthen the level of academic research and discussion and promote the intelligent level of hydraulic civil and construction engineering and the industrialization of academic achievements **Post-editing of Machine Translation** Laura Winther Balling,Michael Carl,Sharon O'Brian,2014-03-17 Post editing is possibly the oldest form of human machine cooperation for translation It has been a common practice for just about as long as operational machine translation systems have existed Recently however there has been a surge of interest in post editing among the wider user community partly due to the increasing quality of machine translation output but also to the availability of free reliable software for both machine translation and post editing As a result the practices and processes of the translation industry are changing in fundamental ways This volume is a compilation of work by researchers developers and practitioners of post editing presented at two recent events on post editing The first Workshop on Post editing Technology and Practice held in conjunction with the 10th Conference of the Association for Machine Translation in the Americas held in San Diego in 2012 and the International Workshop on Expertise in Translation and Post editing Research and Application held at the Copenhagen Business School in 2012 **Brogdon's Forensic Radiology** Michael J. Thali,Mark D. Viner,B. G. Brogdon,2010-11-22 The benchmark first edition of Forensic Radiology published in 1998 was a milestone in the forensic community a bestseller throughout the world and a standard reference for practitioners and educators alike Like its predecessor Brogdon s Forensic Radiology Second Edition covers the entire scope of radiological applications in the forensic sciences profiling current and anticipated uses of new modalities and techniques Features Provides an introduction to

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