

# 3D Parameters

The 3D Parameters Control is accessed via the “3D” Button on the Animation Tab of Objects and Animation.



## Rotate X

Rotate X “flips” an object/image about its “horizontal” axis (center) by xxx degrees as shown below.



## Rotate Y

Rotate Y “flips” an object/image about its “vertical” axis (center) by xxx degrees as shown below.



Moving the Center and “flipping”:



## Pan Z

Pan Z moves the object/image “toward” or “away from” the viewer without altering the original Zoom Percentage.

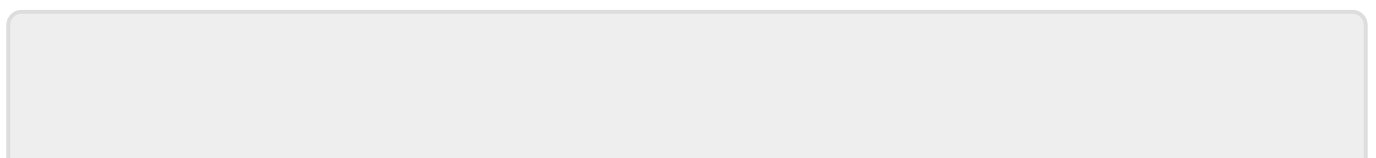


## Show Front/Back Side

Determines which side(s) of an Image shows during a rotation

## Hide Child Objects

Example: If the “Show back side” of a Main Image is unticked and the “Hide Child Objects” is ticked then the child object(s) will not show during a rotation of the Main Object.



Last update: 2022/12/18 11:20 it-it:9.0:objects-and-animation:3d\_parameters [https://docs.ptevstudio.com/it-it/9.0/objects-and-animation/3d\\_parameters?rev=1395843706](https://docs.ptevstudio.com/it-it/9.0/objects-and-animation/3d_parameters?rev=1395843706)

---

From:  
<https://docs.ptevstudio.com/> - **PTE AV Studio**

Permanent link:  
[https://docs.ptevstudio.com/it-it/9.0/objects-and-animation/3d\\_parameters?rev=1395843706](https://docs.ptevstudio.com/it-it/9.0/objects-and-animation/3d_parameters?rev=1395843706)

Last update: **2022/12/18 11:20**

