

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.

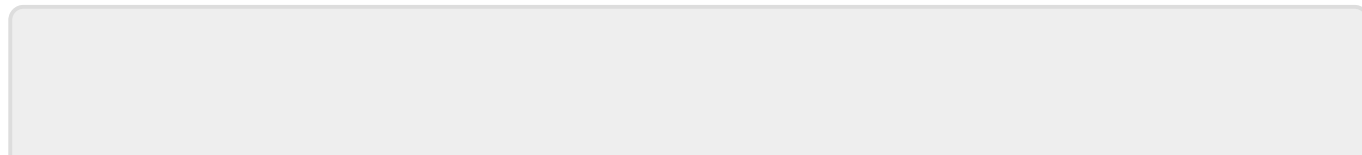


Show Front/Back Side

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.



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