

ENZO 1.0

5 Minute (but not all the features) Tutorial

INSTALLATION and SETUP:

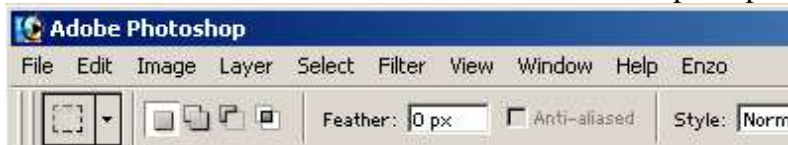
- The Enzo installer automatically placed all Enzo plugins in the **C:/Program Files/Adobe/Photoshop */Plug-Ins/EnzoPlugins** directory. To make sure, start Photoshop and go to the **File→Open** menu and look for new file types added, such as 3D Studio, Maya, Softimage, etc.
- Open Photoshop, go to the **Actions** window, the **Load Actions**, and load **C:/Program Files/ElectricIris/Enzo1.0/enzo.atn**.



- You are done! Your **F3** key is now mapped to Enzo's **3D viewer**, and **F2** is now mapped to Enzo's **ApplyPaint** command.

LOAD A 3D MODEL AND PAINT

1. Start Photoshop, and go to **File→Open**. Choose one of the 3D model files included in the Enzo demo directory.
2. Notice that a new menu has been added to Photoshop's top tool bar: **Enzo**.



3. Press the **F3** key. You are now in 3Dview mode. Hold down the Alt key and use the Left Mouse Button to move around the model. Or use Alt-Middle Mouse Button to move up or down. Or use Alt-Left-Middle Button to zoom in and out of the model.



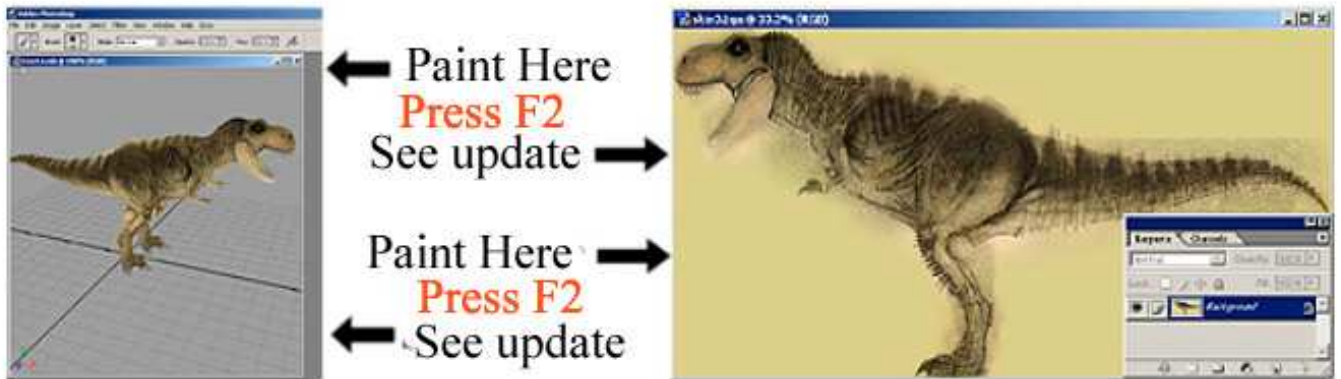
4. Press the **C** key to see the model's colormap texture. Exit 3D mode by clicking on the Right Mouse button.



5. Select a brush and paint on the model. After you are done, press the **F2** key to apply the new changes to your texture maps. You may press the **F3** key again to enter 3Dviewer mode, reposition the 3D model, and Right Mouse Button to exit again.
6. Now lets paint directly on the 2D texture, instead of the 3D model. Select the **Enzo→OpenTextures** menu.



7. Paint on the texture, and press the **F2** key to see the results update on the 3D model.



8. Use **Enzo**→**SaveTextures** to save all the textures for the model. Or just **Alt-S** to save the current texture document. There is no need to save the 3Dmodel window, it is only a viewer window.
 9. You may also create layers in the texture window to create more complex textures.
- Happy Painting! There are a **lot** more powerful features in Enzo, (such as bump mapping, displacement mapping, environment maps, transparency, glass, specular maps, seeing their effects rendered, the Texture Wizard, the Material Editor, seeing UVs, etc) but these are the basics for painting on a 3d model. Hope you like it 😊