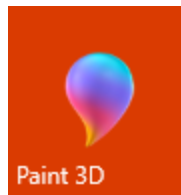


Paint 3D Quick Start Guide

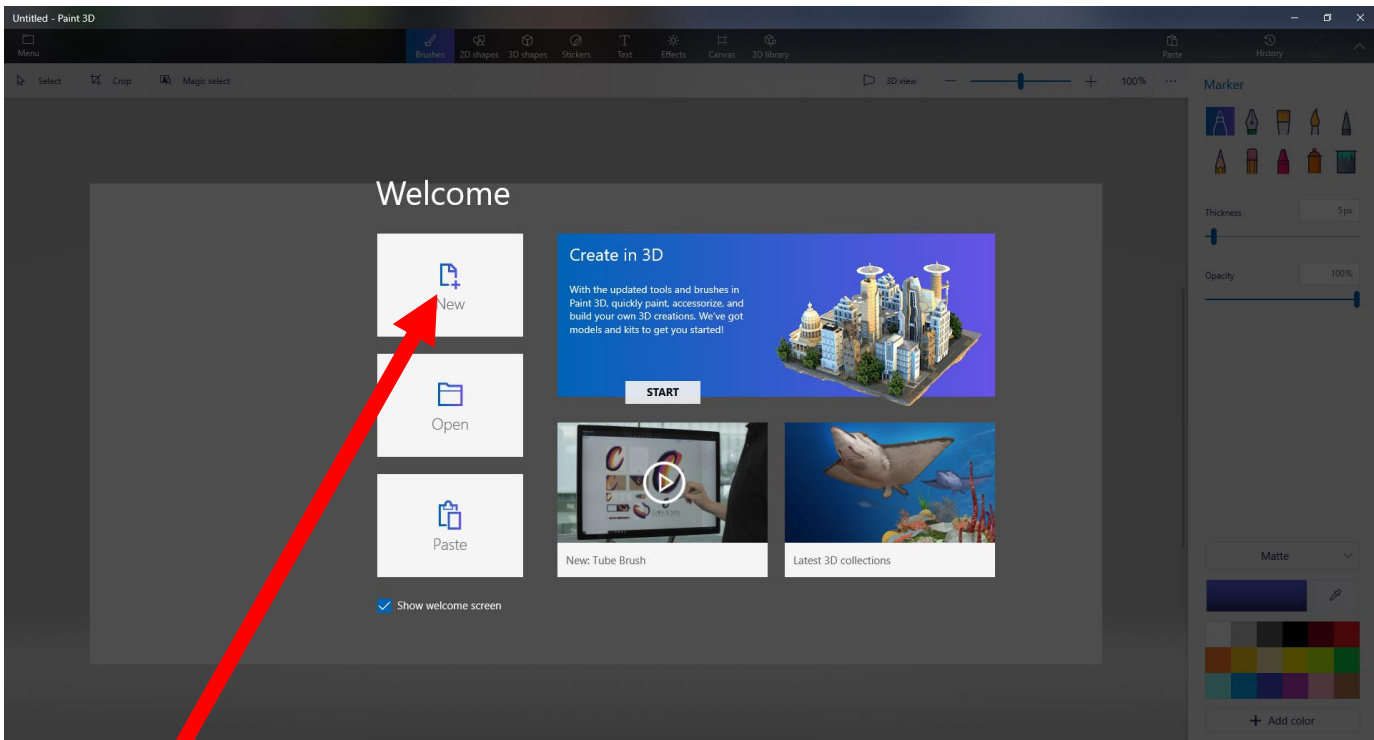
1. Make sure you are using the PC



2. Click on the Windows icon and then on Paint 3D

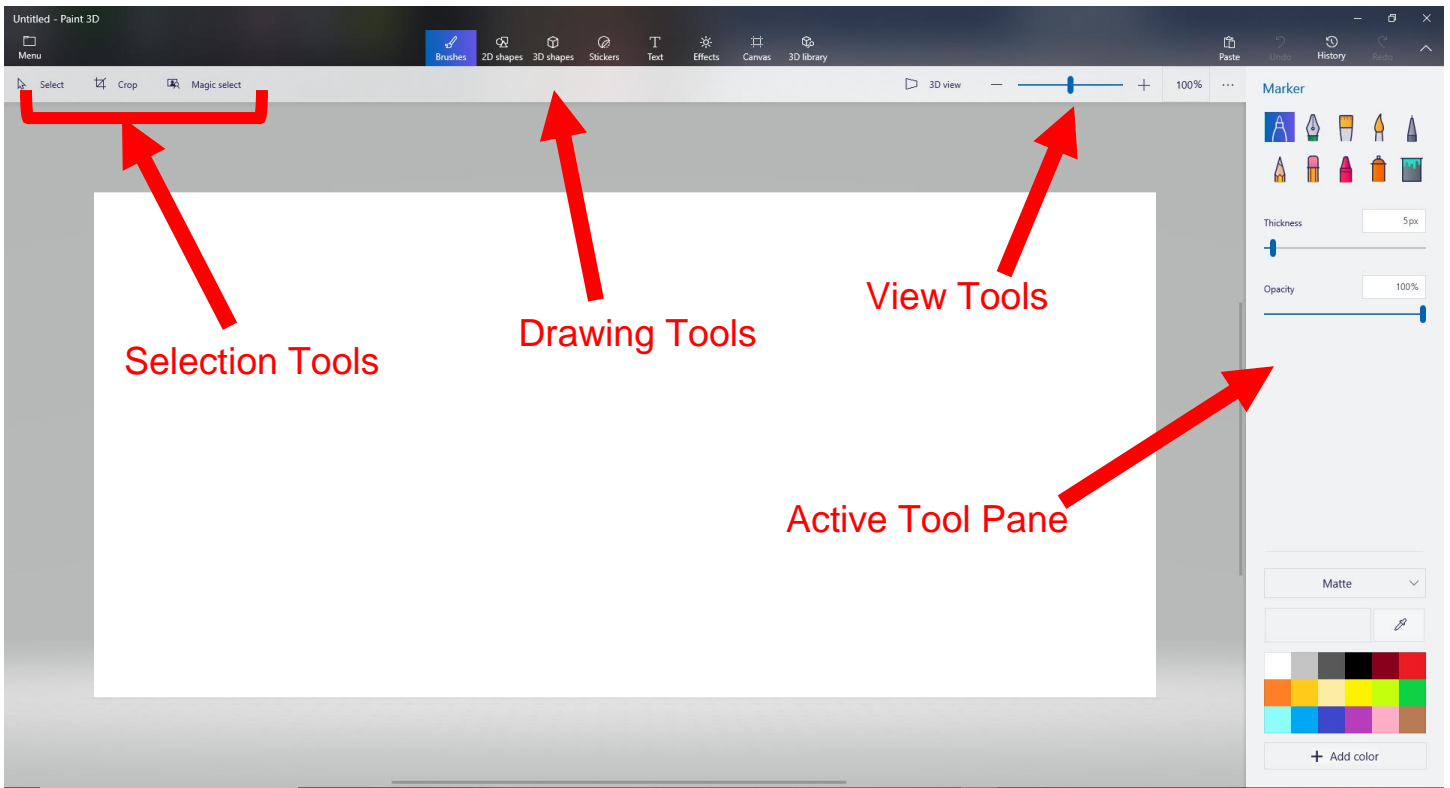


3. When Paint 3D opens click on New

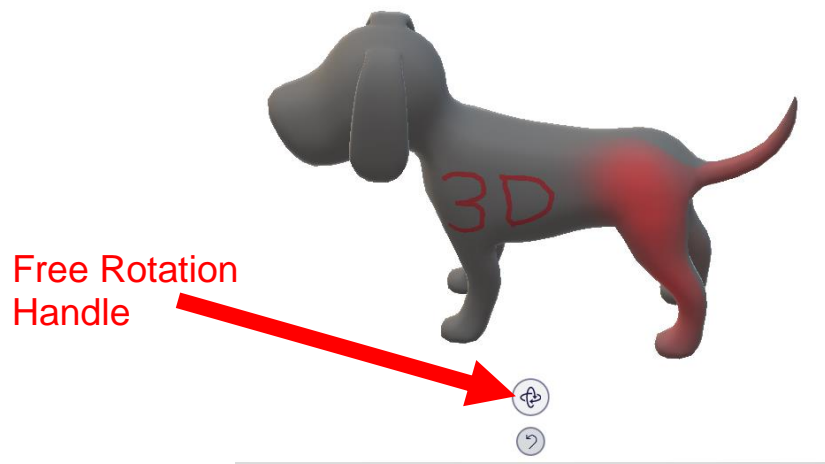
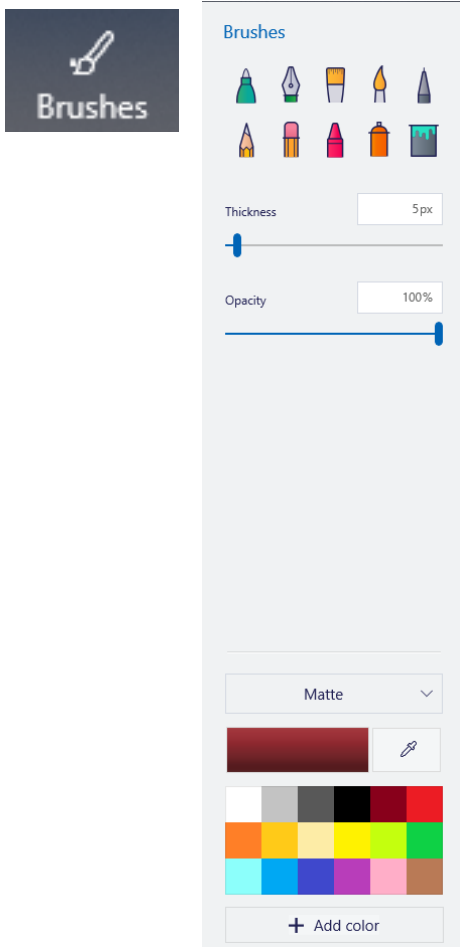


Click Here

4. Your Paint 3D workspace will open with a blank canvas in the center.



5. Brushes can be used to paint on both 2D and 3D surfaces. Use the free rotation handle to turn your 3D object while you paint.



6. 2D Shapes can be used to draw on both 2D and 3D surfaces. To draw a shape, select the shape and then click on the surface you wish to draw on. Your shape will appear, and you can size it as you want. Shapes drawn on 3D objects will mold themselves to the object's curves. Make changes in color in the controls on the right. The stamp tool lets you copy and stamp multiple copies on your project. Copies can be stamped on both 2D and 3D surfaces. Once you click off the shape it will "stick" to the surface.

The image displays a 3D design application interface. On the left, a dark grey dog model is shown with a red heart shape on its back. A red arrow labeled "Stamp Tool" points to a circular icon with a paperclip symbol. Below the dog, another dog model is shown with multiple red hearts on its back, with red arrows labeled "Multiple Copies" pointing to them. In the center, a "2D shapes" panel lists various shapes under "Line and curve" and "2D shapes" categories. On the right, a settings panel for a "Star: 5 points" shape is visible, showing options for fill (None), line type (Solid), thickness (10px), sticker opacity (100%), and a "Make 3D" button.

2D shapes

Stamp Tool

Multiple Copies

2D shapes

Line and curve

2D shapes

Star: 5 points

Fill

None

Line type

Solid

Thickness

10px

Sticker opacity

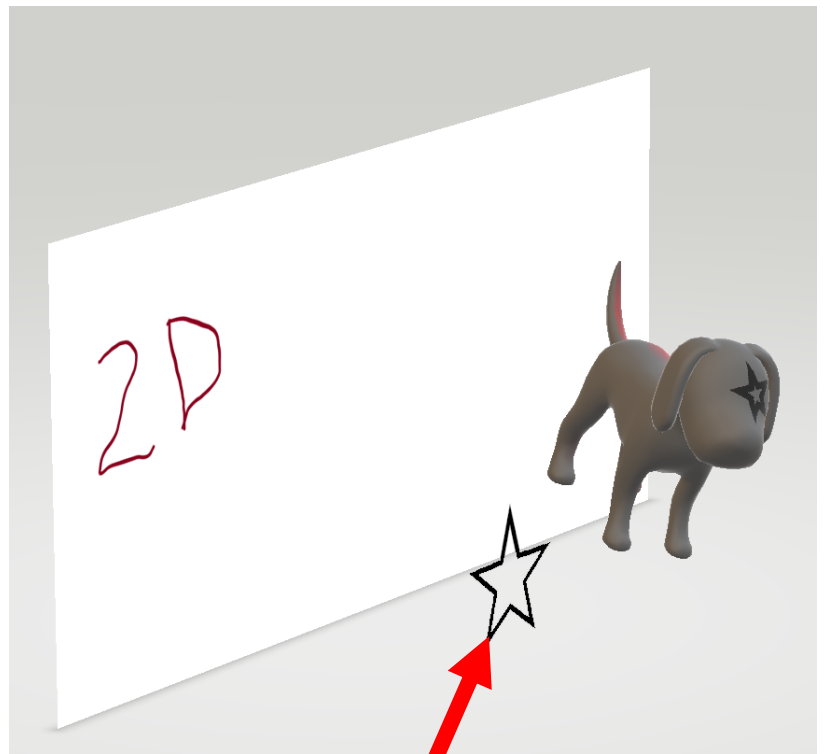
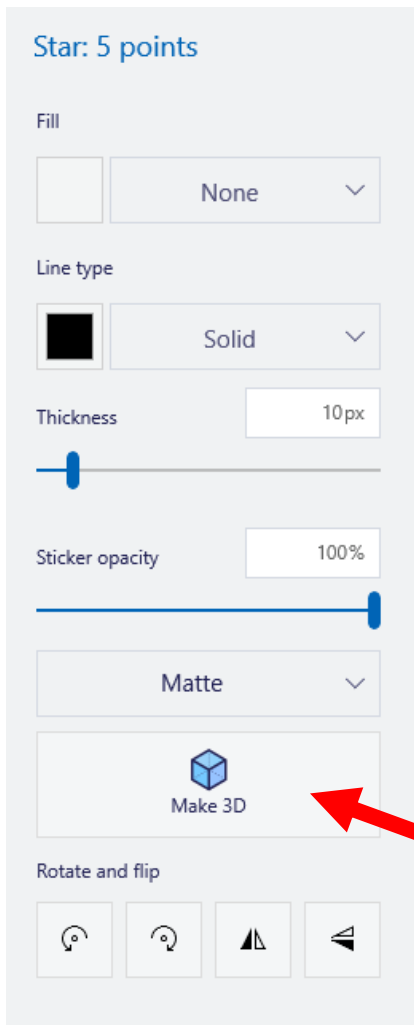
100%

Matte

Make 3D

Rotate and flip

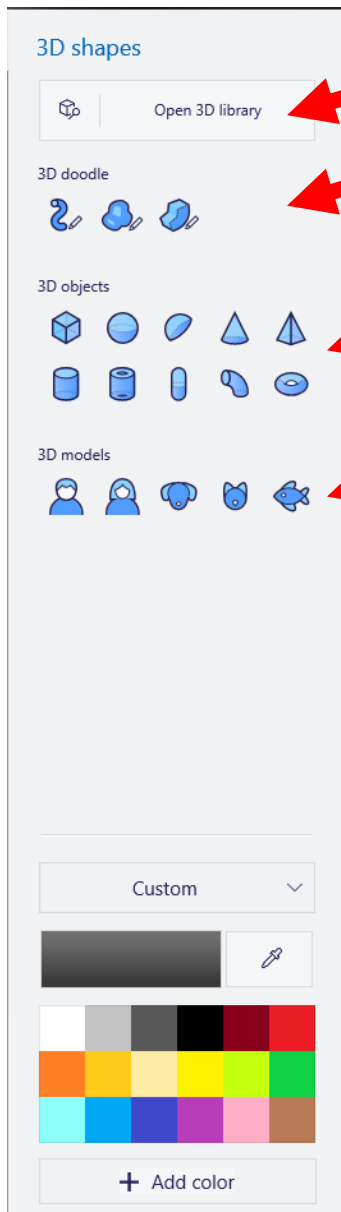
7. If you make a 2D shape 3D it will “float” in front of the canvas, but it will still be a flat, 2D object.



Object Flat But Not on Canvas

Make 3D

8. 3D shapes contain basic 3D models and objects as well as doodle tools and a small selection of 3D objects. The doodle tools let you draw tubular shapes, rounded shapes and sharp-edged shapes. The tube brush has a size limit and will fill a “clock” to show you how much space you have remaining. When using the other doodle tools your first click will be represented by a circle. Your shape is rendered when you return to the dot. Freehand draw curved lines by holding down the mouse button. Straight lines can be draw by clicking point to point.

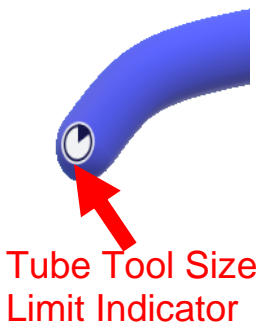
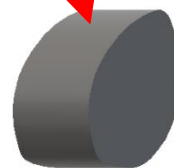
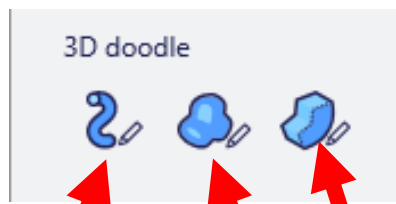


Ever Expanding Library of 3D Designs

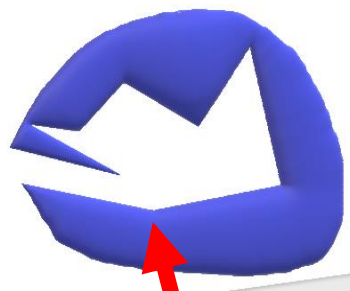
Freehand Draw 3D Objects

Basic 3D Shapes

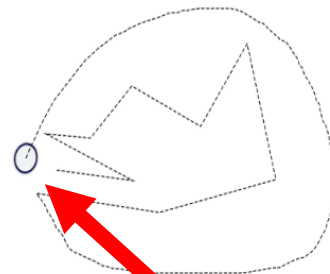
Set 3D Models



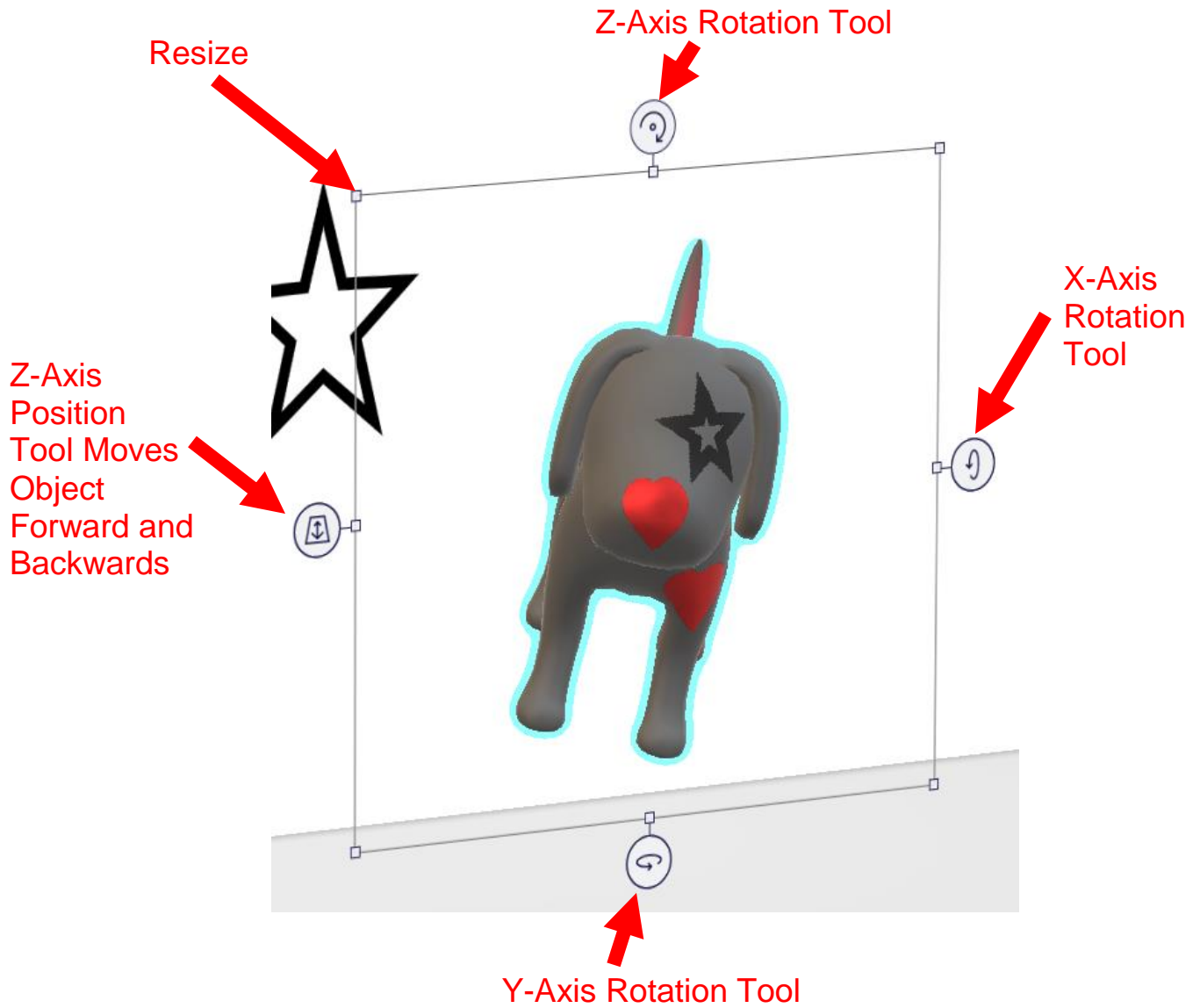
Tube Tool Size Limit Indicator



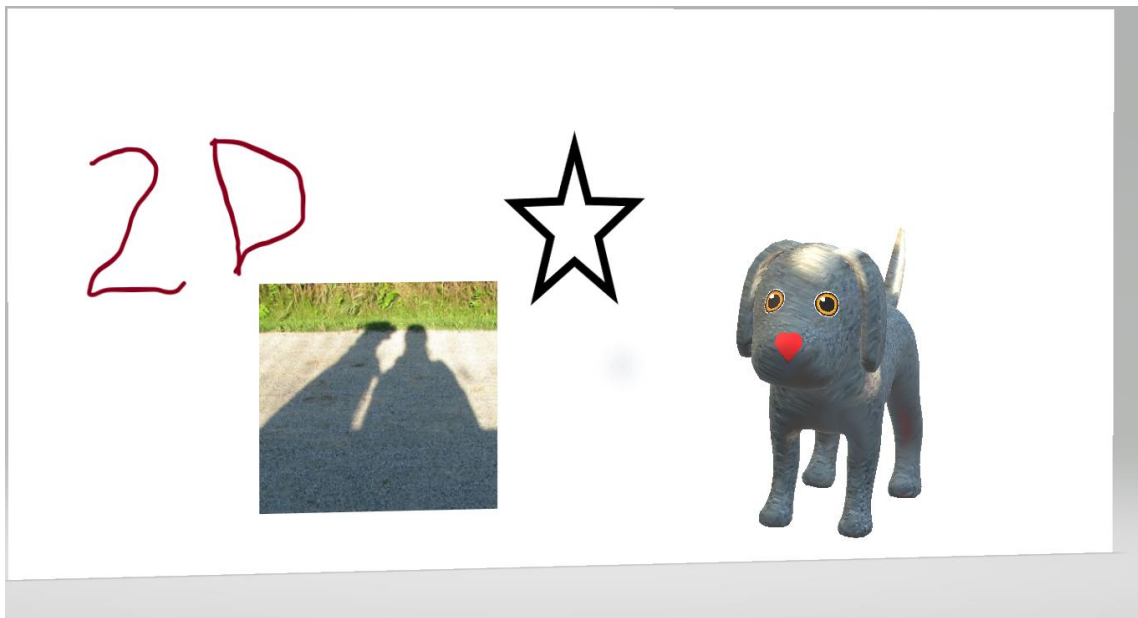
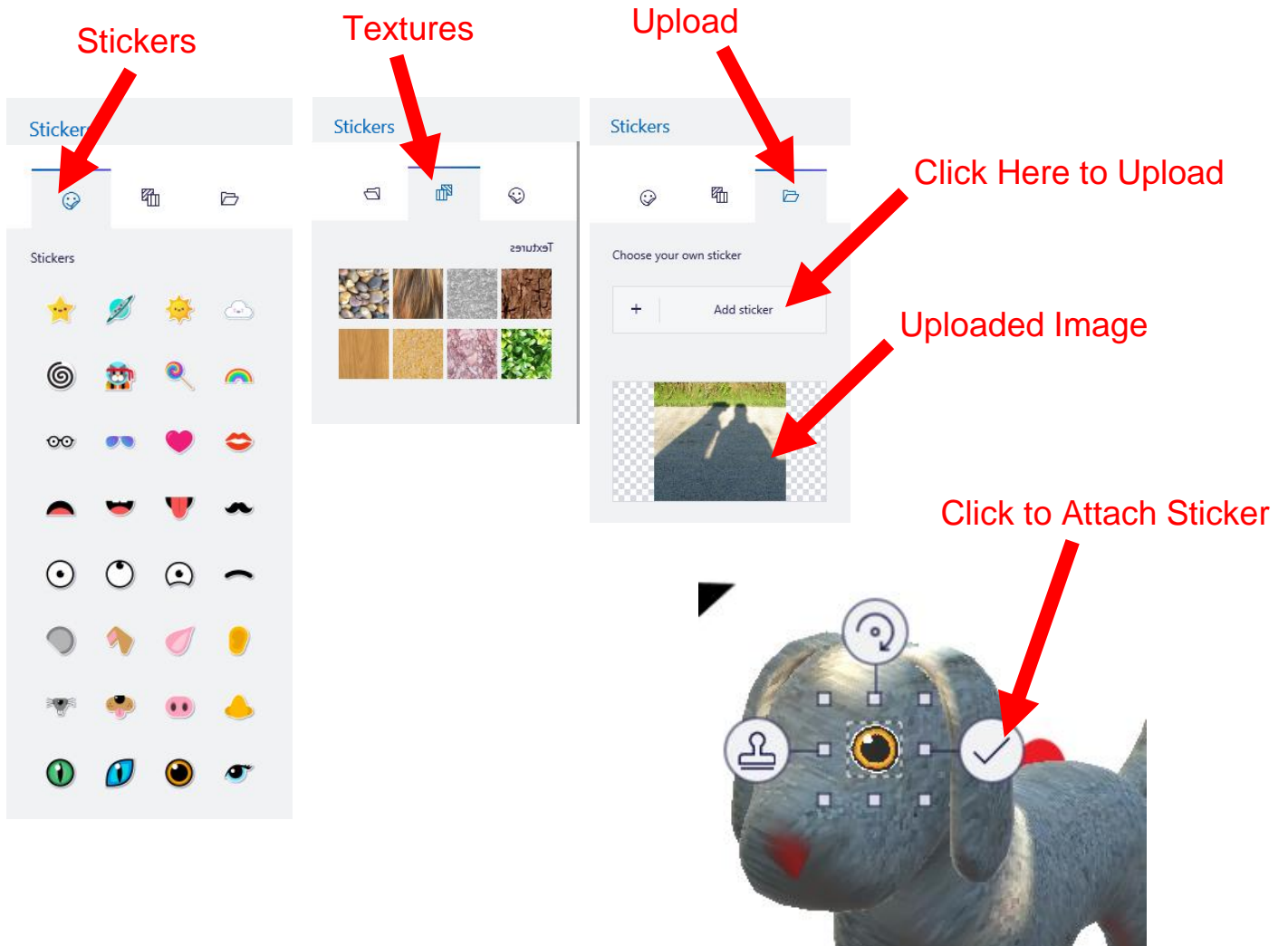
Shape Is Rendered When You Return to Dot



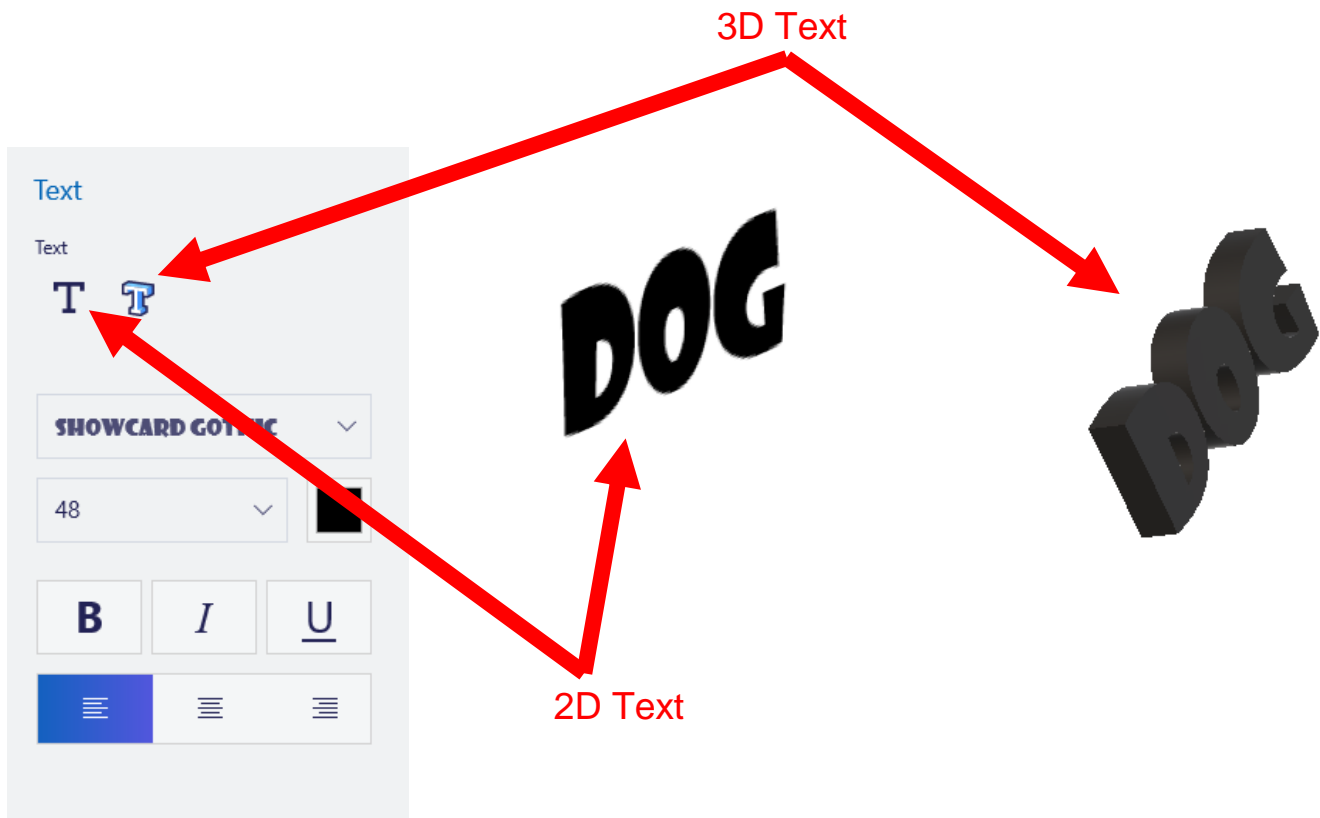
9. Resize 3D objects using the corner handles. Move the object up or down and right or left by clicking on the object and dragging it into position. Move the object forward or backward in your scene by using the Z-axis position tool. Turn the object using the X, Y and Z-axis rotation tools.



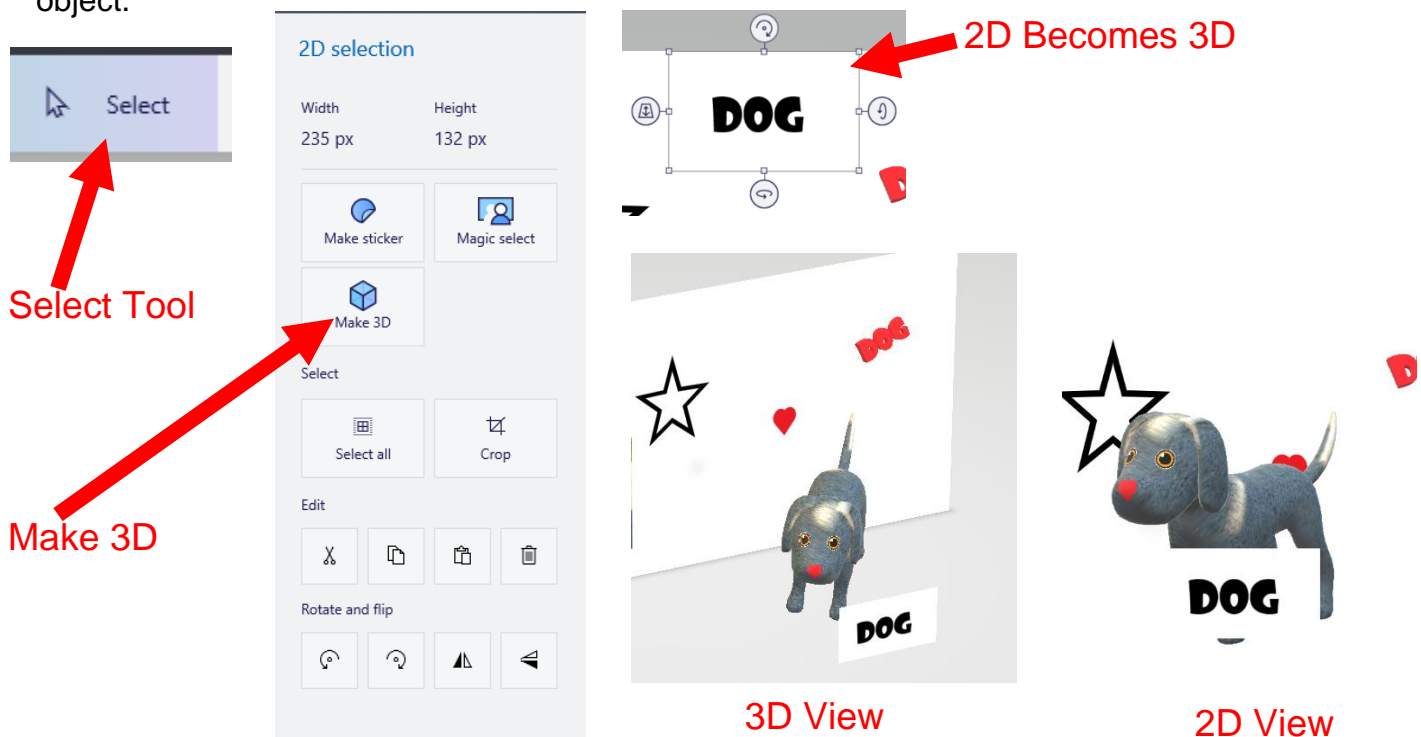
10. The Stickers tool contains textures and colorful images which can be added to your project on both the 2D and 3D surfaces. You can also upload your own images as stickers. Stickers can be resized and moved to achieve the desired effect. Stickers become permanent when the check mark is clicked.



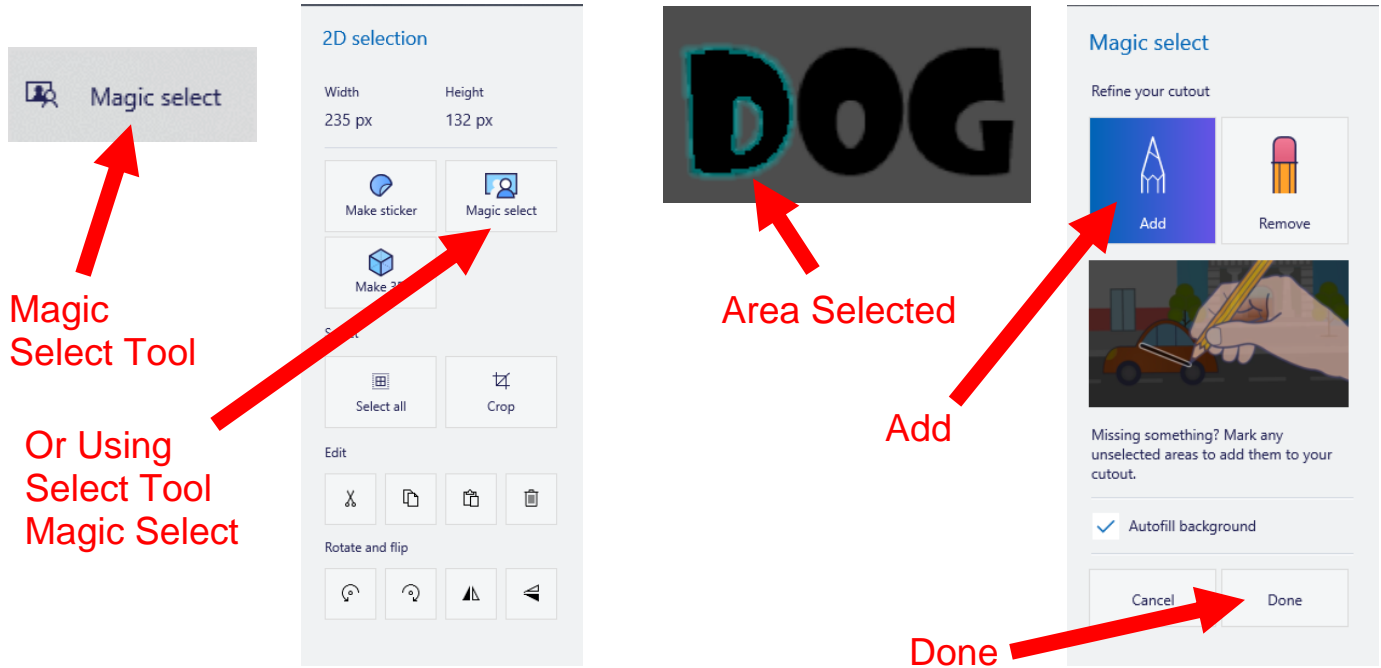
11. The Text tool allows you to add either 2D or 3D text. 3D text can be moved and turned like any other 3D object. 2D text can be rotated and moved before it is permanently placed by clicking off it. Both text formats have the same formatting options.



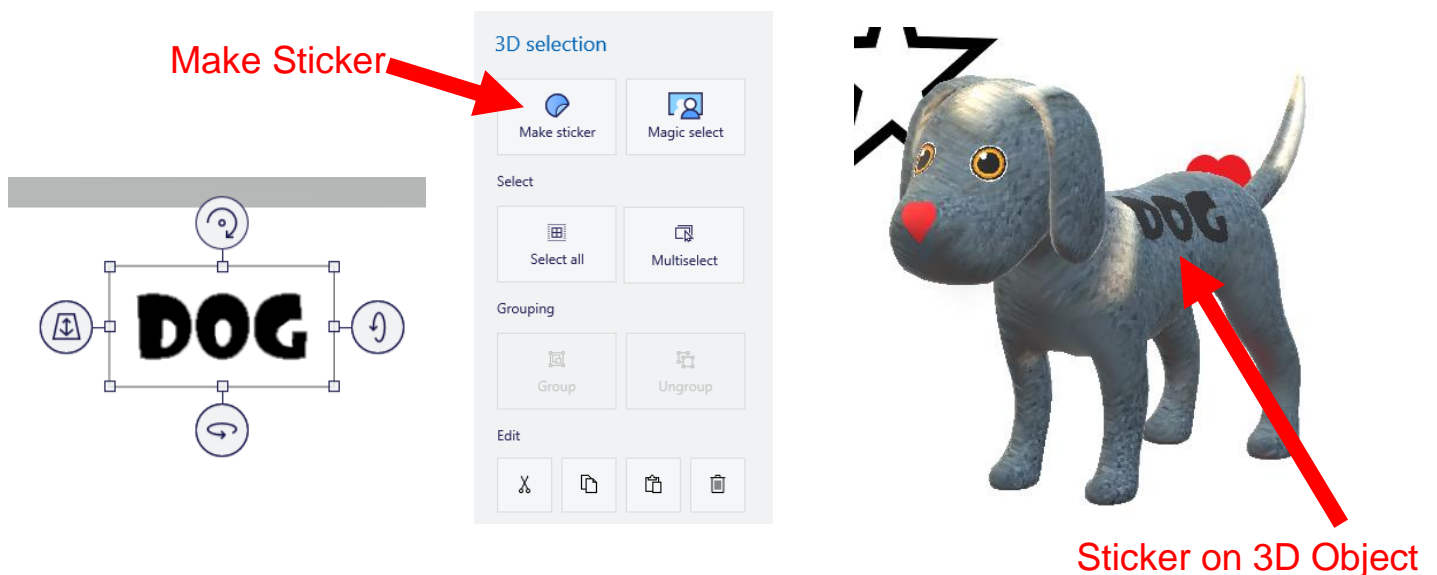
12. 2D text and shapes which have been stamped onto the 2D canvas can be turned into flat 3D objects which allows you to move them in front of other objects. Use the Select tool to select your text or shape. Then click on Make 3D in the tool panel. The text can now be manipulated like a 3D object.



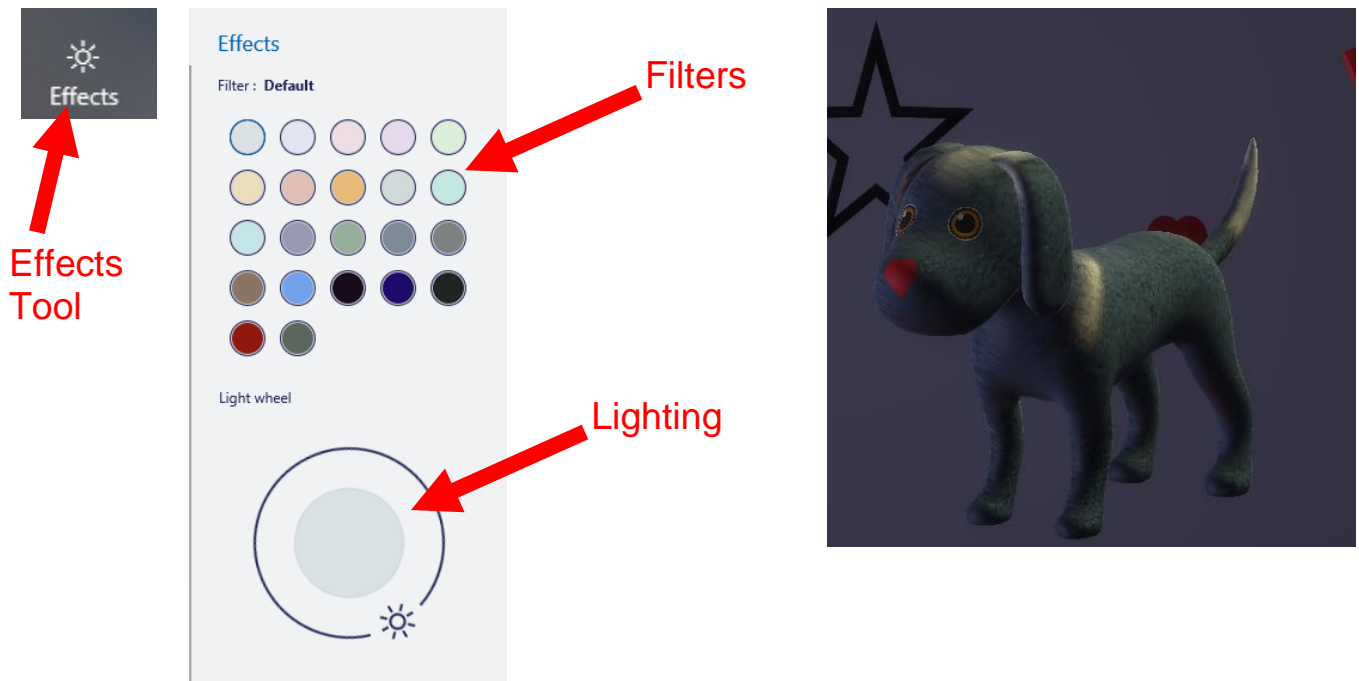
13. Use the Magic Selector to select an object without selecting the canvas behind it. First use the Select tool to select your text or shape. Then click on Magic select. Magic select will outline what it has selected in blue. If your entire object has not been selected, click on Add in the Magic select panel and draw a line across the area you want to add. Any areas the line touches will be selected, so if there is a donut hole that you do not want to select do not draw your line across it. When you are satisfied with your selection click the Done button. Click on Remove and draw over any parts that you do not want selected.



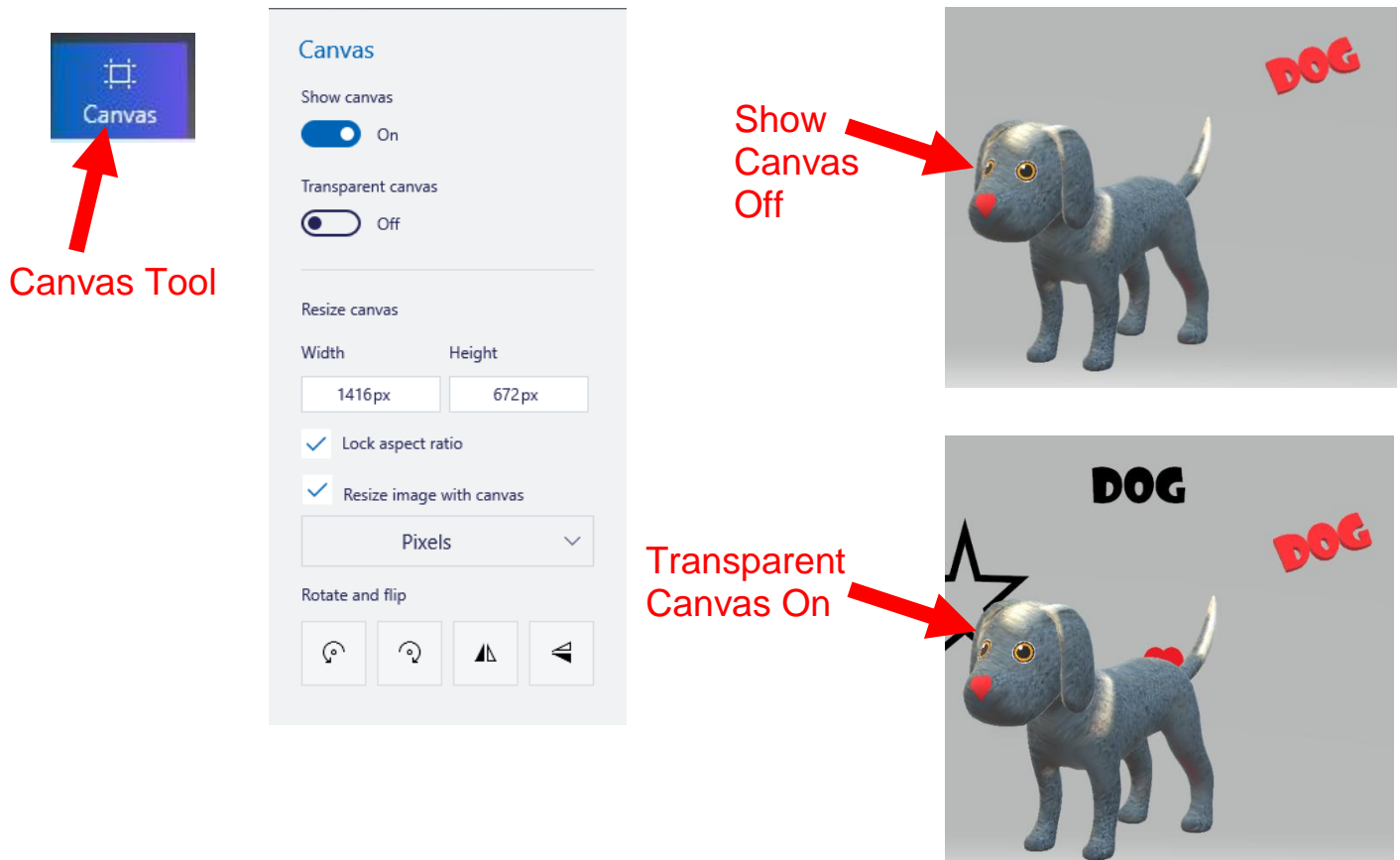
14. Objects selected with Magic Selector can be turned into stickers by clicking on Make Sticker and then be placed on the 2D canvas or 3D object.



15. Effects lets you choose filters and lighting angles for 3D scenes. Choose a filter by clicking on a colored dot and change the light angle by moving the sun on the light wheel.



16. Use Canvas to rotate or mirror the canvas, change the canvas or turn it off and on. If you turn off the canvas it, and any art on it will disappear. If you make the canvas transparent the canvas will disappear, but the art on it will remain visible.

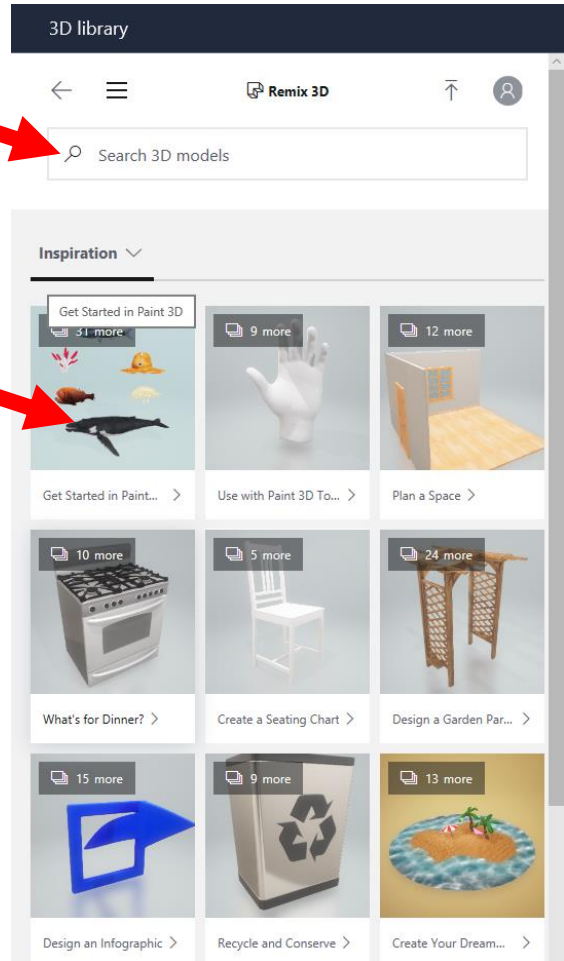


17. 3D library contains 3D objects that other Paint 3D users have created. You can browse the collections or search by keyword.



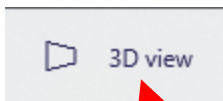
3D library

Enter Search Term

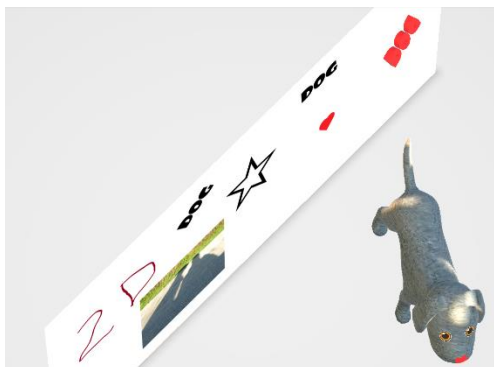
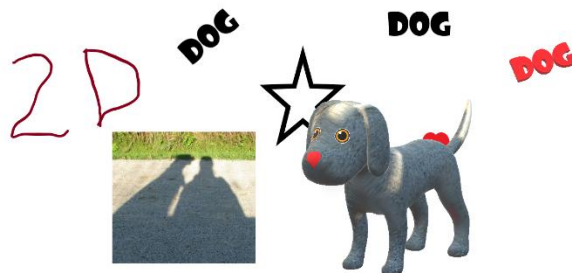


Click to Browse

18. Click on 3D view to view your creation at various 3D angles. Right click and drag to turn the view.



3D view



19. Click on Menu>Save as to save your creation in the format you want. Click on Image to save your creation as a 2D image or video (Video will also let you save as video or 2D image). Click on PNG to see a dropdown of format choices. Click on Adjust angle & framing to change your image dimensions or the angle and zoom at which you view your creation. Turn the 3D View switch on and use the mouse, touch, pen or keyboard command in the popup to make adjustments and the slider at the bottom of the screen to zoom in and out.

Menu

Save as

Image or Video

Adjust angle & framing

Turn on Switch

Choose File Type

Mouse Commands

Slide to Enlarge/Shrink

Final Adjusted Image

Click to Save

DOG

DOG

Click Here

Save as copy
Choose a file format

Image 3D model Video

Save as type
PNG (image)

Preview
Width: 1416px Height: 672px
Lock aspect ratio

Save as type
PNG (image)
JPEG (image)
BMP (image)
GIF (image)
TIFF (image)
MP4 (video)
GIF (video)

3D View
Turn on 3D View

Choose your framing
16:9 5:3 3:2
4:3 1:1 9:16
Custom

Width: 1656px Height: 912px
Lock aspect ratio

Adjust angle & framing

Mouse Touch Pen Keyboard
Orbit Orbit Pan Pan
Alt +

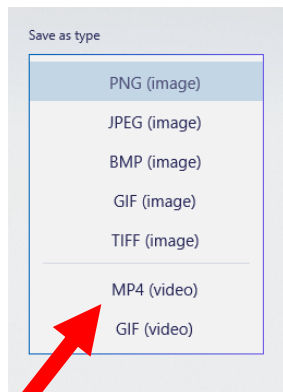
DOG

DOG

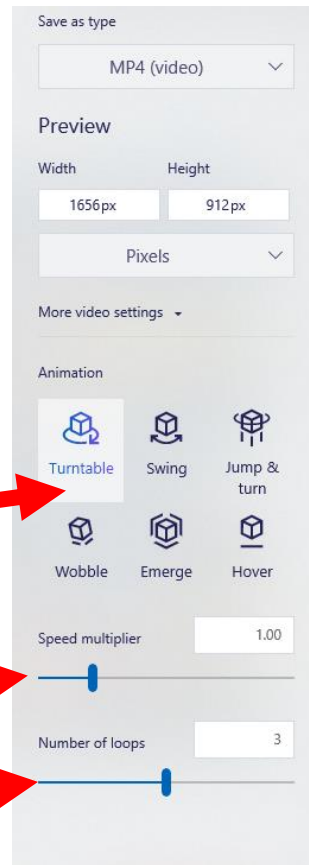
Save
Cancel

200%

20. To save an MP4 video or GIF of your creation choose the file type from the dropdown. If you want to change the angle or framing click on Adjust angle & framing and follow the instructions above. Choose the animation style, animation speed and number of loops (animation duration) from the tool options menu on the right. You will see a preview of your animation on your workspace. When it is as you like it, click Save.



Choose File Type

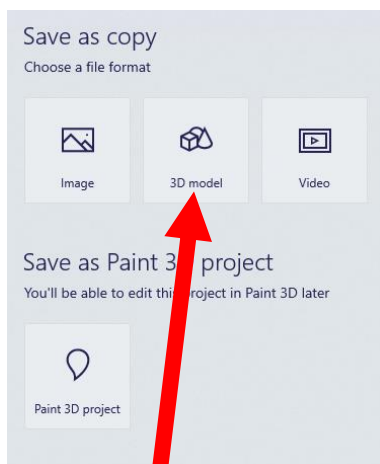


Choose Animation

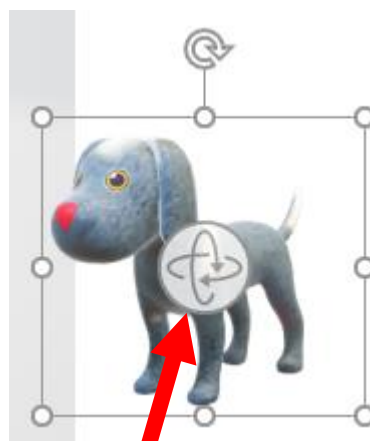
Set Speed

Set Loops

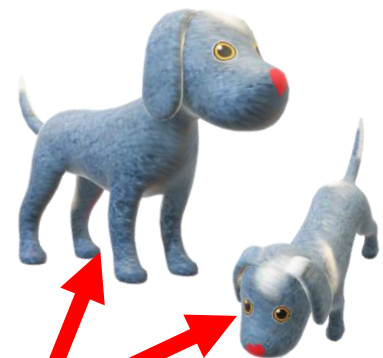
21. To save a 3D model be sure the canvas is off or it will become part of the model. Click on Menu>Save as and choose 3D Model. Name your file and choose a save location. Then click Save. Your model will be saved as a GLB file which can be imported into Microsoft Office Products.



Choose File Type

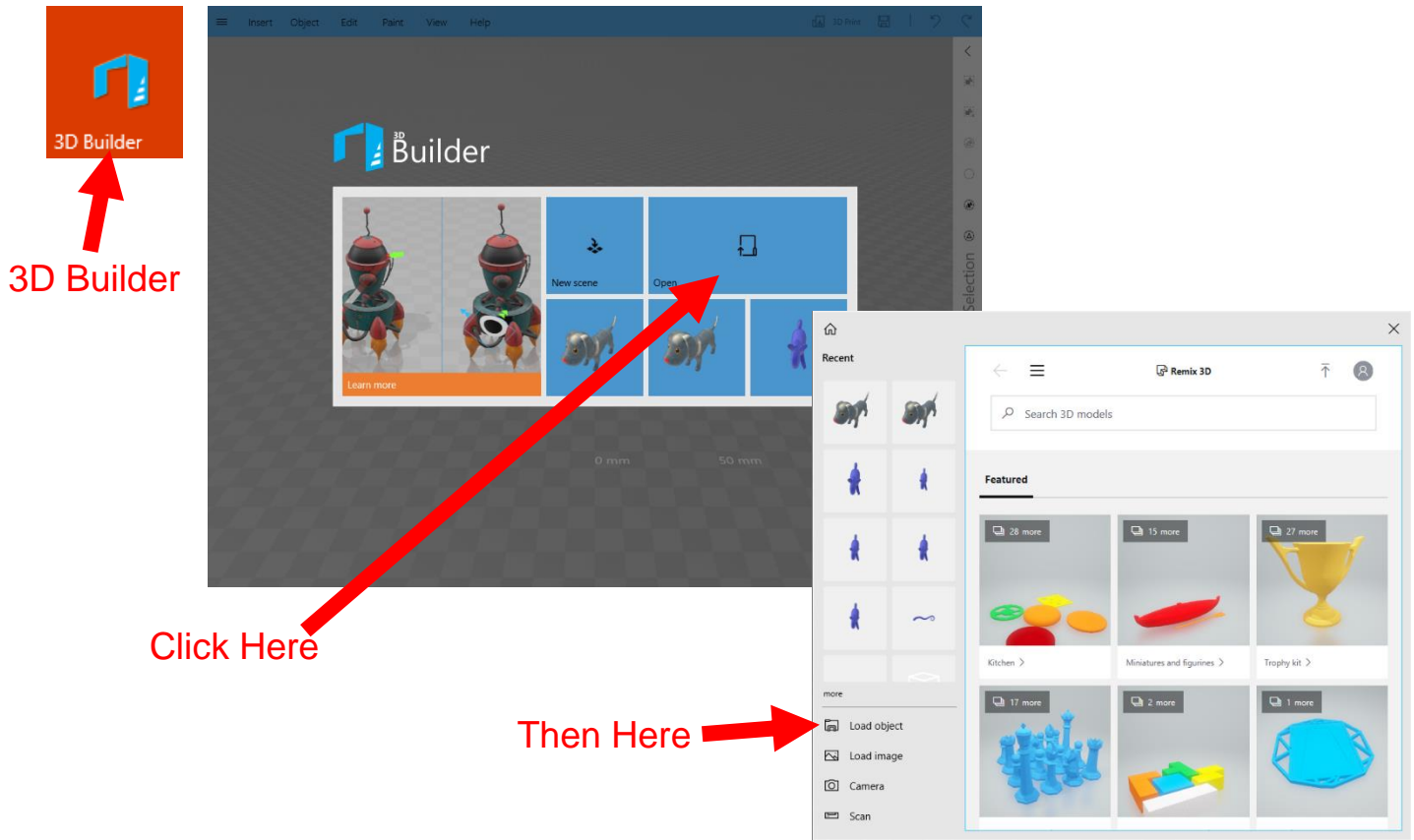


GLB File



3D Object Can be Turned To Any Angle and Resized in Office Products.

22. If you want to submit your 3D object to be printed on the Library's 3D printer you will need to edit it in 3D Builder. Open 3D Builder and click on Open. Then click on Load Image. Find your image and click Open.



23. Click on the hamburger in the upper left-hand corner and click on Save as. Name your file and choose either STL or OBJ as the file type. A warning will pop up. Click Save. Your object will be saved as a printable file.

