

JewelStudio Intro



System Requirements

❖ Hardware:

- Pentium processor (Dual Core processor or faster recommended)
- 200 MB disk space (2GB or more recommended)
- 512 MB RAM (1 GB RAM or more recommended)
- Open GL graphics card with 128MB
 - 1280 x 1024 Resolution, 32bit color
- DVD-ROM drive

❖ Operating System:

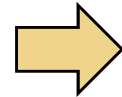
- Roland JewelStudio runs **only on Windows 2000, XP Pro, XP Home, and Vista*** including an Intel Mac with BootCamp or Parallels.
 - * Vista requires Rhino 4.0 Service Release 1 or above.
- **Roland JewelStudio will not run on Windows NT, 95, 98, or ME.**
- **Native Windows x64 is not supported at this time**

NOTES:



JewelStudio Installation

❖ Install DVD



English
Spanish
Japanese
German
Italian

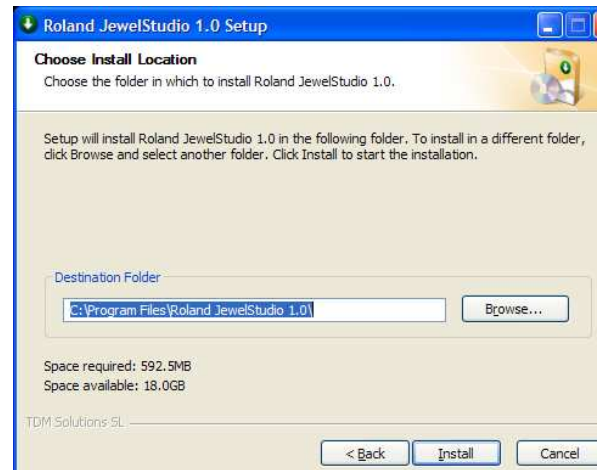
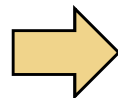
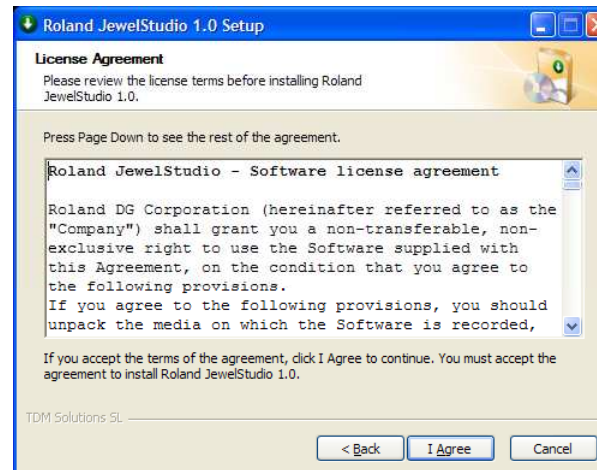
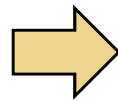
NOTES:

- Place JewelStudio DVD into computer.
- After a few short moments, a window will appear asking what language you want to install. You have your choice of English, Spanish, Japanese, German, or Italian. Select your language and click "OK".



JewelStudio Installation

❖ Installing Software



NOTES:

- Roland JewelStudio setup program will start, click "Next" to continue.
- Read license agreement and click on "I Agree" when finished.
- Enter name, company, and CD-Key information located in the DVD jewel case and click on "Next" when finished.
- Click "Install" to accept default destination folder (Recommended) to install the software.



JewelStudio Activation

- ❖ **Activation is required.** Two types are available
- ❖ **Automatic** requires internet connection
 - Click on Start -> All programs -> Roland JewelStudio, and click on Roland JewelStudio Activation
 - Type your name, company name, email address and country
 - Click Activate button
- ❖ **Manual**
 - Click on Start -> All programs -> Roland JewelStudio, and click on Roland JewelStudio Activation.
 - Write down your Machine ID.
 - Visit webpage www.rolanddg.com/jewellery and click on Roland JewelStudio Activation Form.
 - Fill out form, and click send. After this, the website will display the Activation code. Please write down your Activation Code and save.
 - You will also receive the Activation code by email.
 - In Roland JewelStudio Activation, type your name, company name, email address and country.
 - Click on Manual Activation and type the Activation Code
 - Click on Activate.

NOTES:

The screenshot shows a dialog box titled "Roland JewelStudio Activation System". It contains the following fields and options:

- CD-Key:** E0613-6D04C-D4ACA-067D8-FF0F05-60000-00064-2800E
- Name:** Rafael del Molino
- Company:** TDM Solutions SL
- Email:** [Empty field]
- Country:** Select... (dropdown menu)
- License Type:** Evaluation license: 40 days left.
- Activation Method:**
 - Online Activation
 - Manual Activation
- Machine ID:** RAFAMB
- Activation Code:** [Empty field]
- [How obtain the activation code manually?](#) (link)
- Buttons:** Activate, Close, Help



Getting Started in JewelStudio

- ❖ Once installed, the Roland JewelStudio icon will appear on your desktop. Double click icon to start.



- ❖ The welcome screen will start giving you the option to start in two different modes.



NOTES:

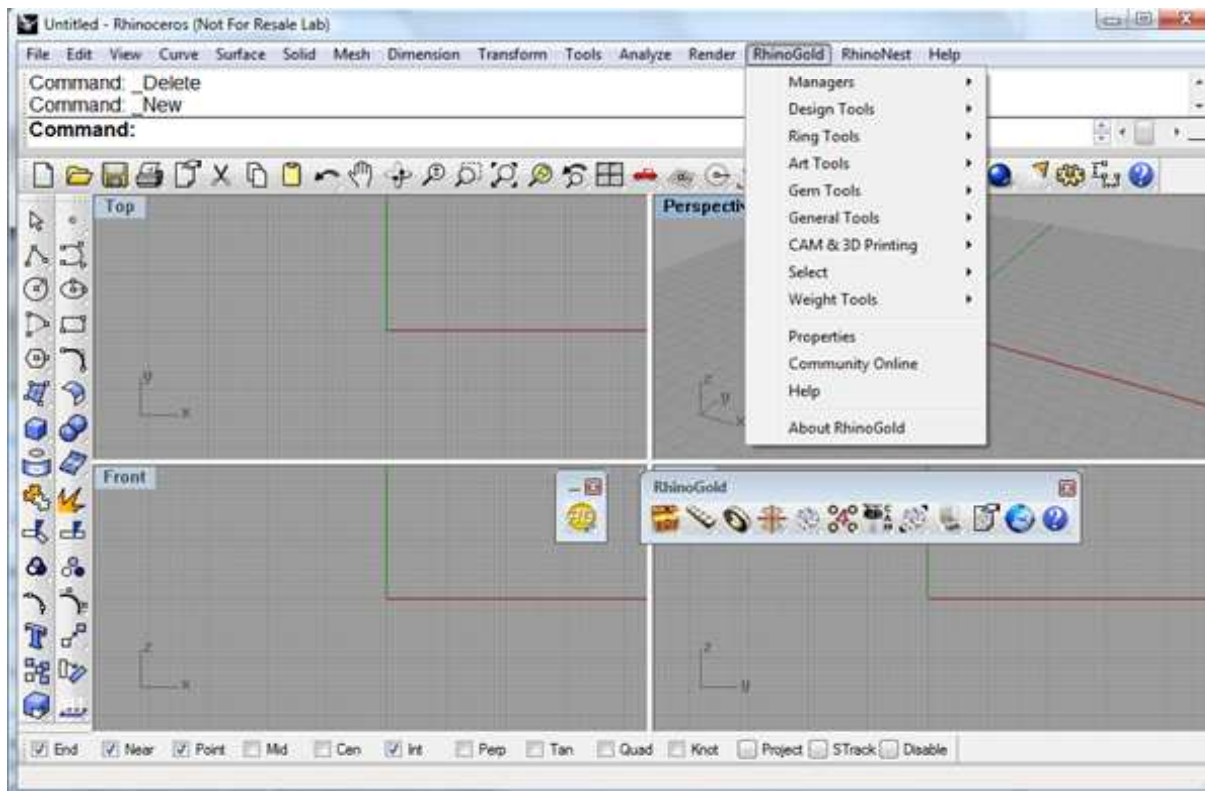


Getting Started in JewelStudio

- ❖ For users familiar with Rhino, starting as a **Rhino User** will appear like Rhino but with additional Jewelry specific plug-ins.

Start as Rhino User

NOTES:



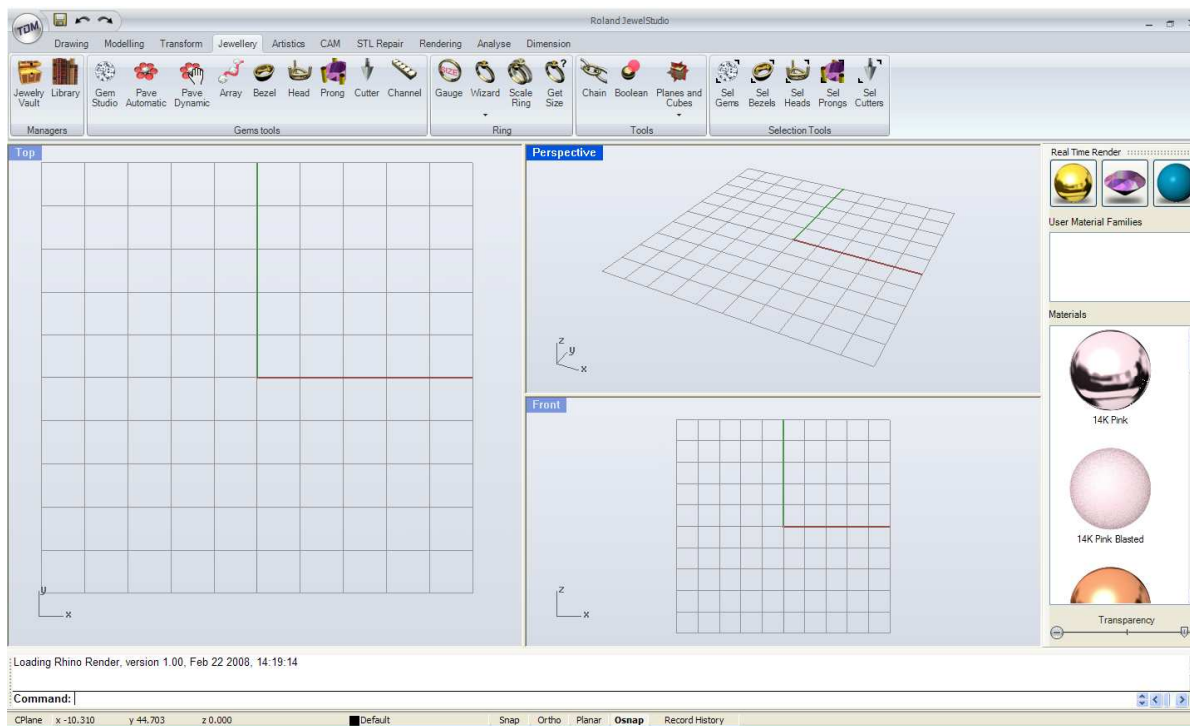


Getting Started in JewelStudio

- ❖ Starting as a **Roland JewelStudio User** is best for new users. This interface, or mode, makes learning the software much easier, helping new users learn the software quickly.

Start as Roland JewelStudio User

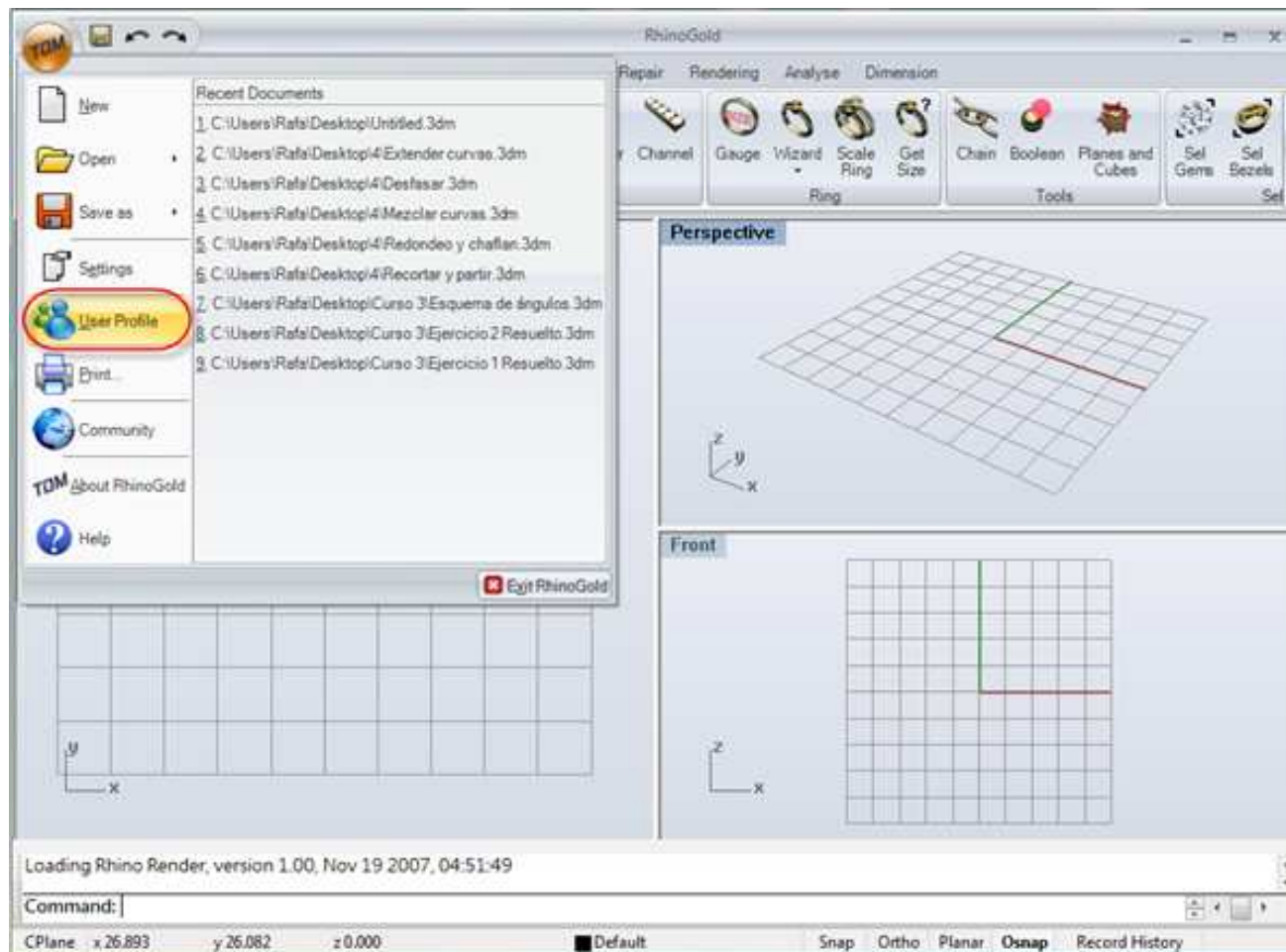
NOTES:





User Profile Settings

- ❖ User Profile allows you to change preferences.

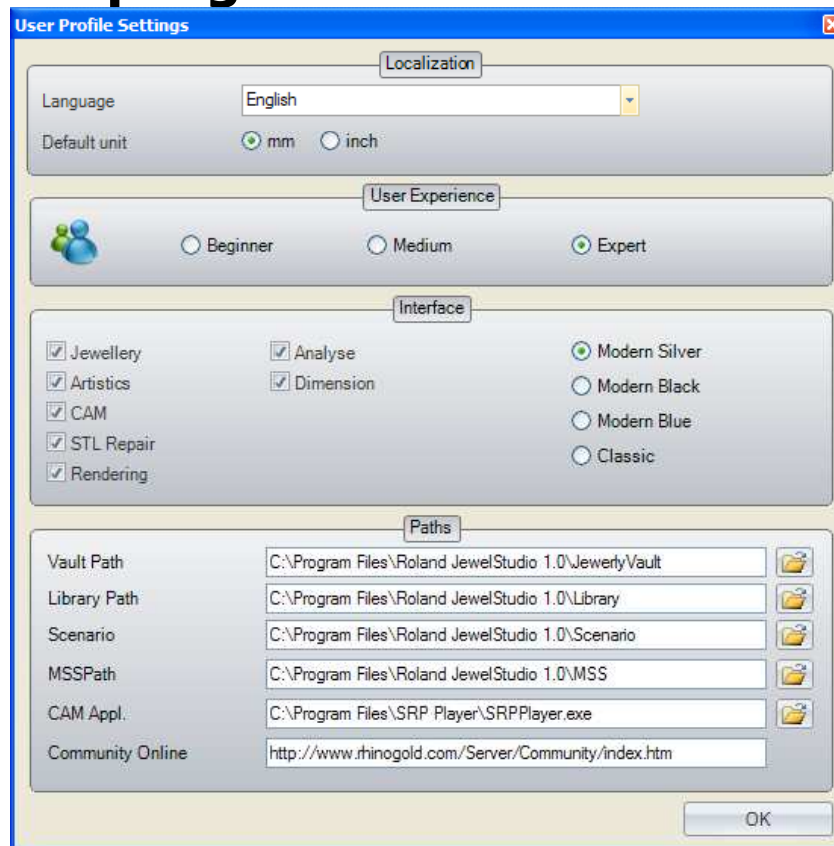


NOTES:



User Profile Settings

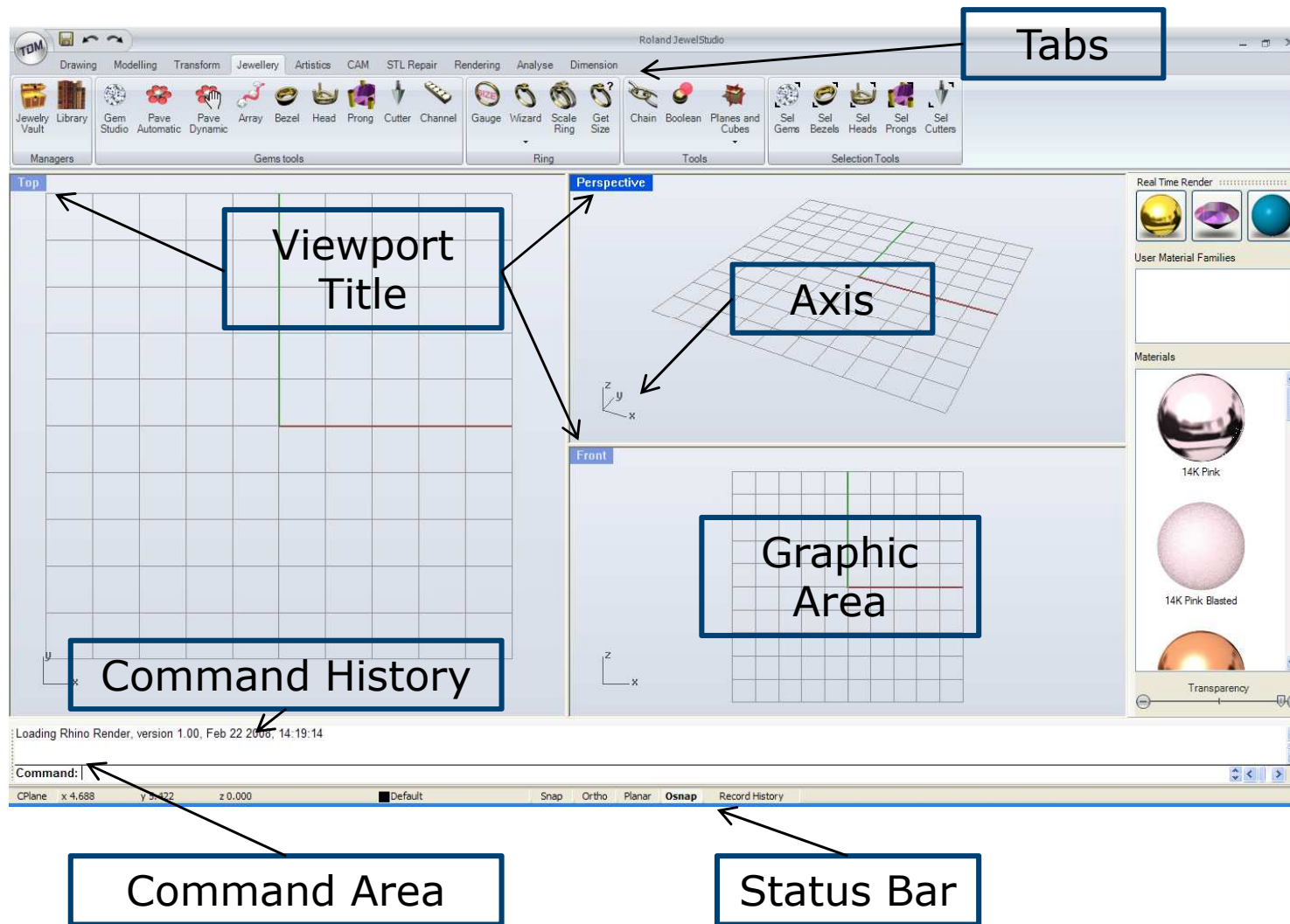
- ❖ You can change items such as units, languages, define user's experience, change software appearance, specify libraries locations and specify which **CAM program to use**.



NOTES:



User Interface Explained



NOTES:

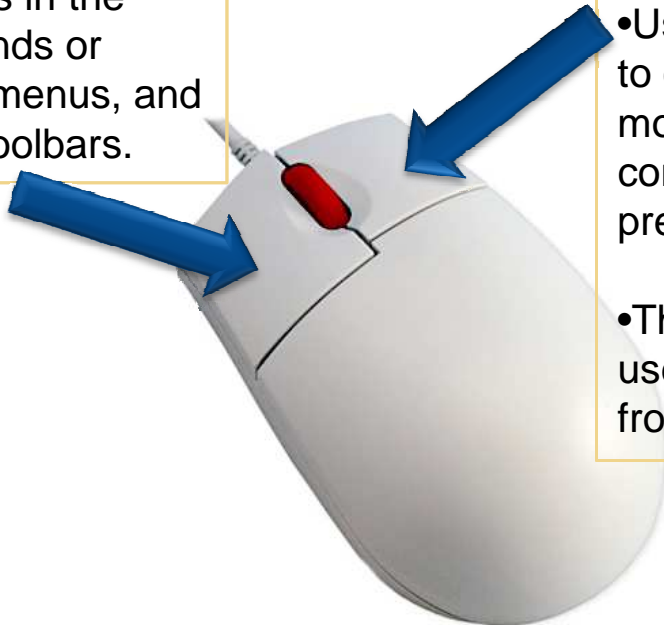


The Mouse

❖ JewelStudio functions using mouse

•In a Rhino viewport, the left mouse button selects objects and picks locations.

•Use the left mouse button to select objects in the model, commands or options on the menus, and buttons in the toolbars.



•The right mouse button has several functions including panning and zooming, opening a context-sensitive menu, and functioning the same as pressing the Enter key

•Use the right mouse button to complete a command, to move between stages of commands, and to repeat the previous command.

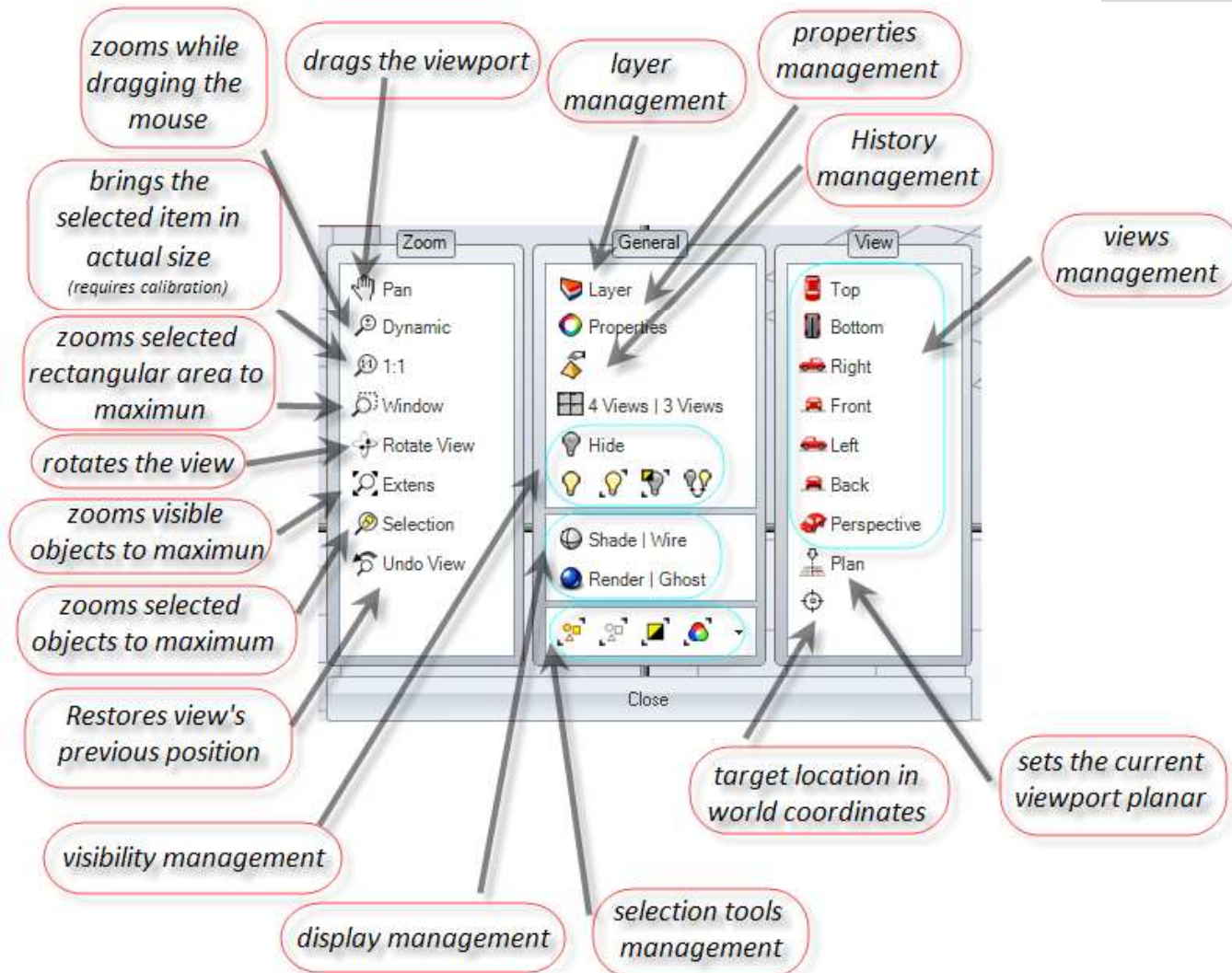
•The right mouse button is used to initiate commands from toolbar buttons.

NOTES:



The Mouse Center Button

NOTES:

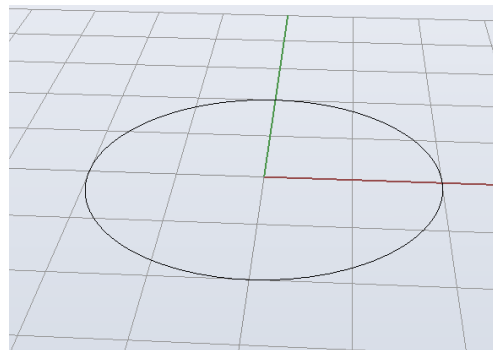




JewelStudio Tabs - Drawing

- ❖ **Drawing** tab is used for drawing basic 2 Dimensional (flat) shapes.

NOTES:

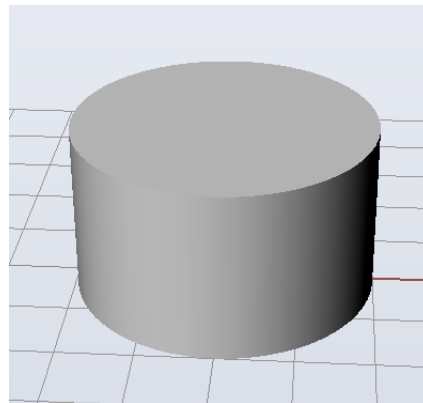




JewelStudio Tabs - Modeling

- ❖ **Modeling** tab is used for drawing basic 3 Dimensional shapes and creating 3 Dimensional shapes from flat drawings.

NOTES:

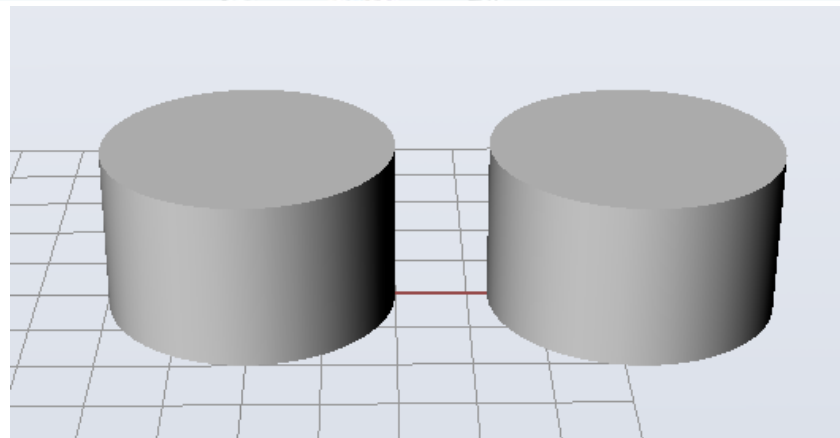




JewelStudio Tabs - Transform

- ❖ **Transform** tab is used for modifying objects and duplicating objects in a variety of ways.

NOTES:

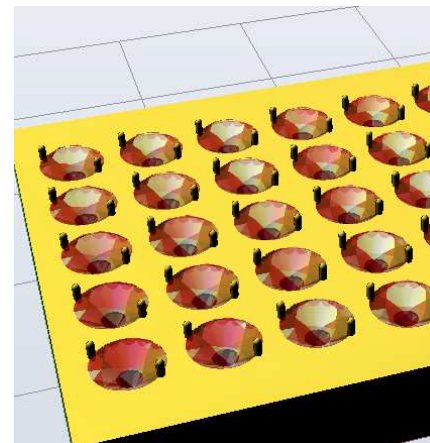
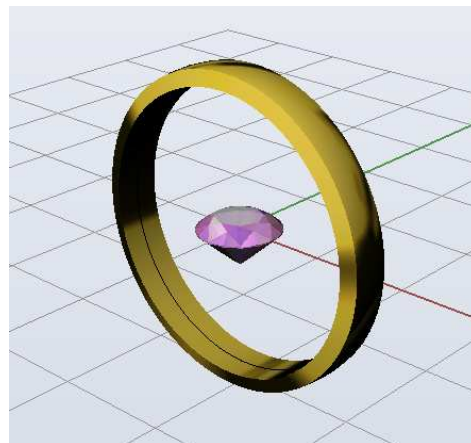
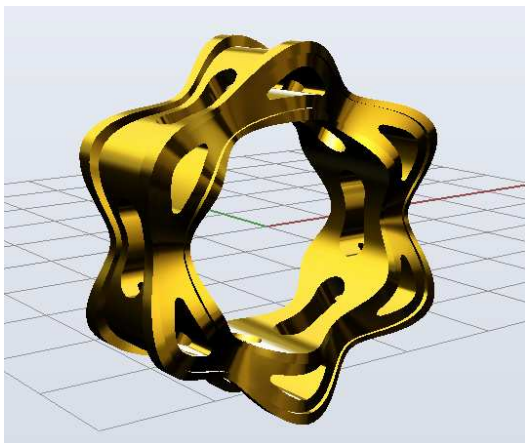
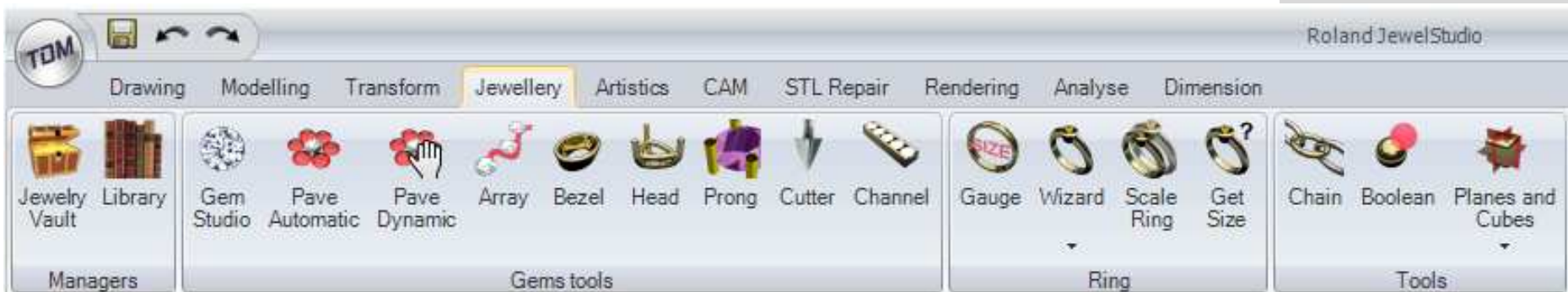




JewelStudio Tabs - Jewelry

- ❖ **Jewelry** tab contains jewelry specific commands and features.

NOTES:

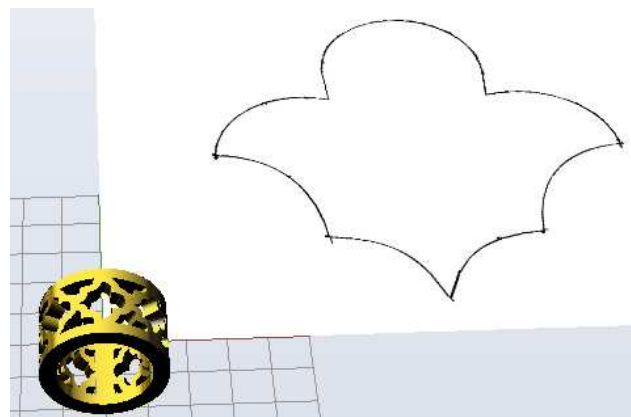




JewelStudio Tabs - Artistics

- ❖ **Artistics** tab contains additional jewelry specific commands and features.

NOTES:

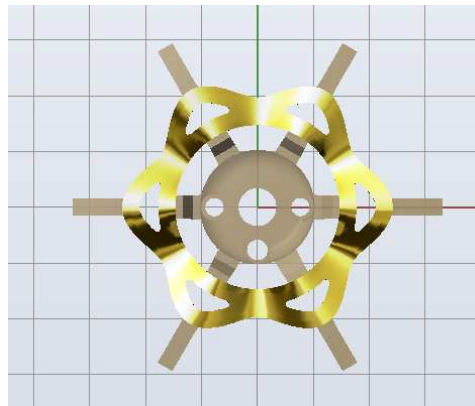
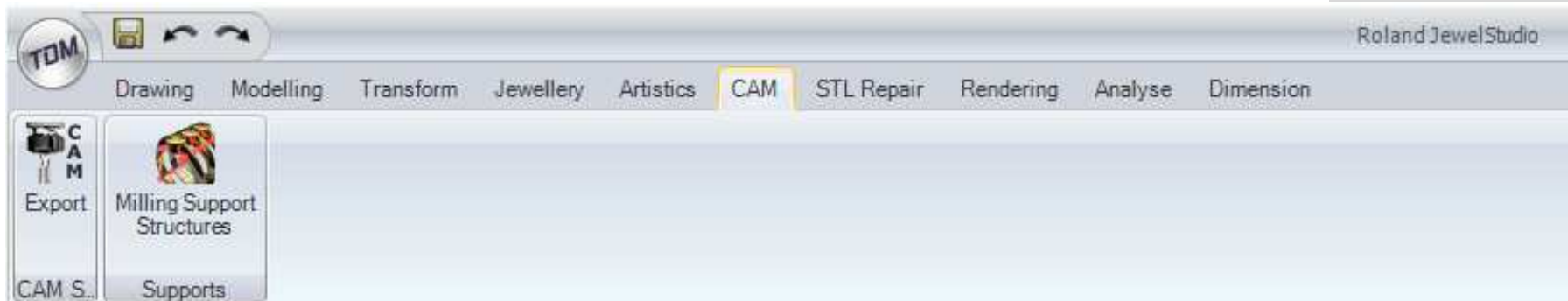




JewelStudio Tabs - CAM

- ❖ **CAM** tab contains the SRP Player interface for adding supports and sending the design to SRP Player.

NOTES:

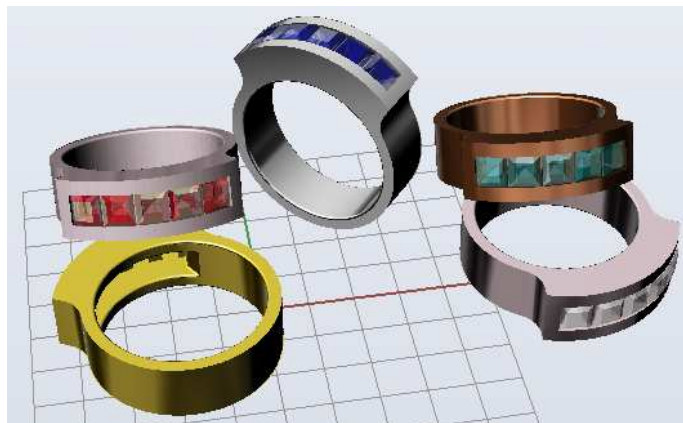
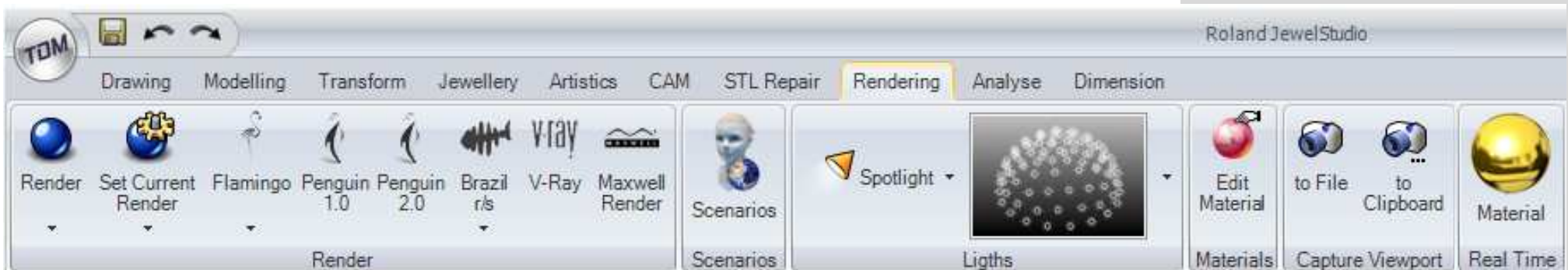




JewelStudio Tabs - Rendering

- ❖ **Rendering** tab is used for rendering or generating a “realistic” image based on 3D model.

NOTES:

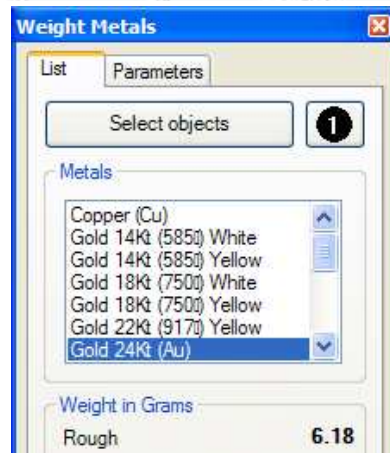




JewelStudio Tabs - Analyze

- ❖ **Analyze** tab is used for calculating weights of objects based on material, gems, volume, etc.

NOTES:

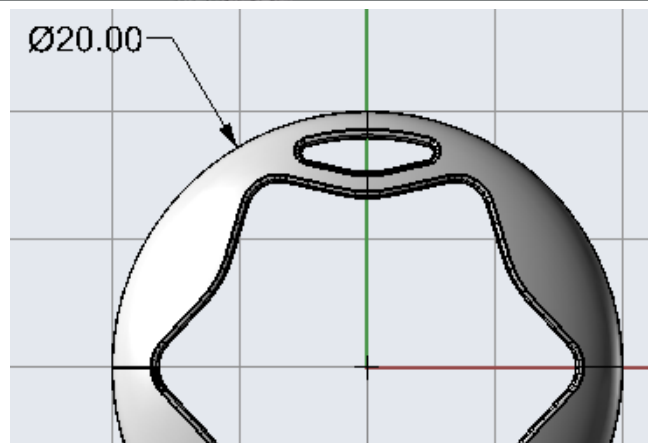
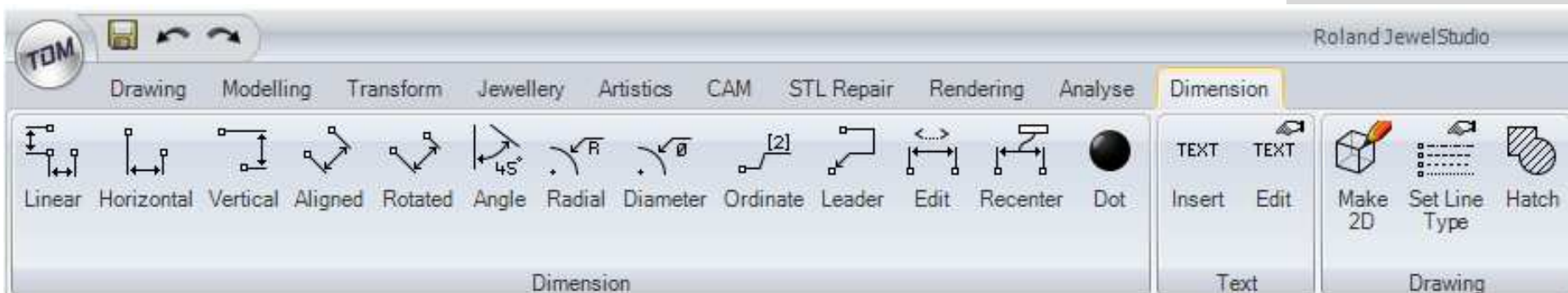




JewelStudio Tabs - Dimension

❖ **Dimension** tab is used for measuring distances.

NOTES:

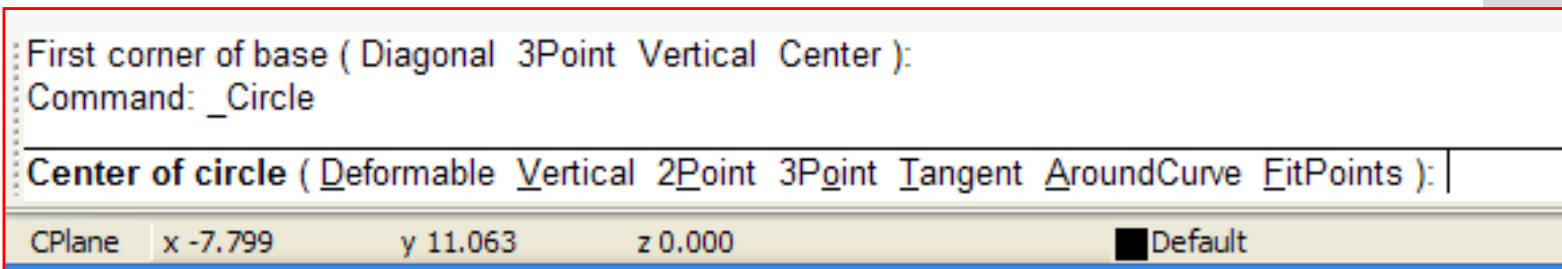




Command Area

- ❖ Command Area and Command History are showing the user what is taking place while working.
- ❖ Use the command line to type commands, pick command options, type coordinates, type distances, angles, radius, type shortcuts, and view command prompts. To enter information typed at the command line, press Enter, Spacebar, or right mouse button over a viewport.
- ❖ Each command entered gets recorded in Command History, Pressing F2 pops up a window with the full Command History. Commands can be clicked by a button or directly typed in Command Area; autocomplete fills in the commands that correspond to the initial typed letters.

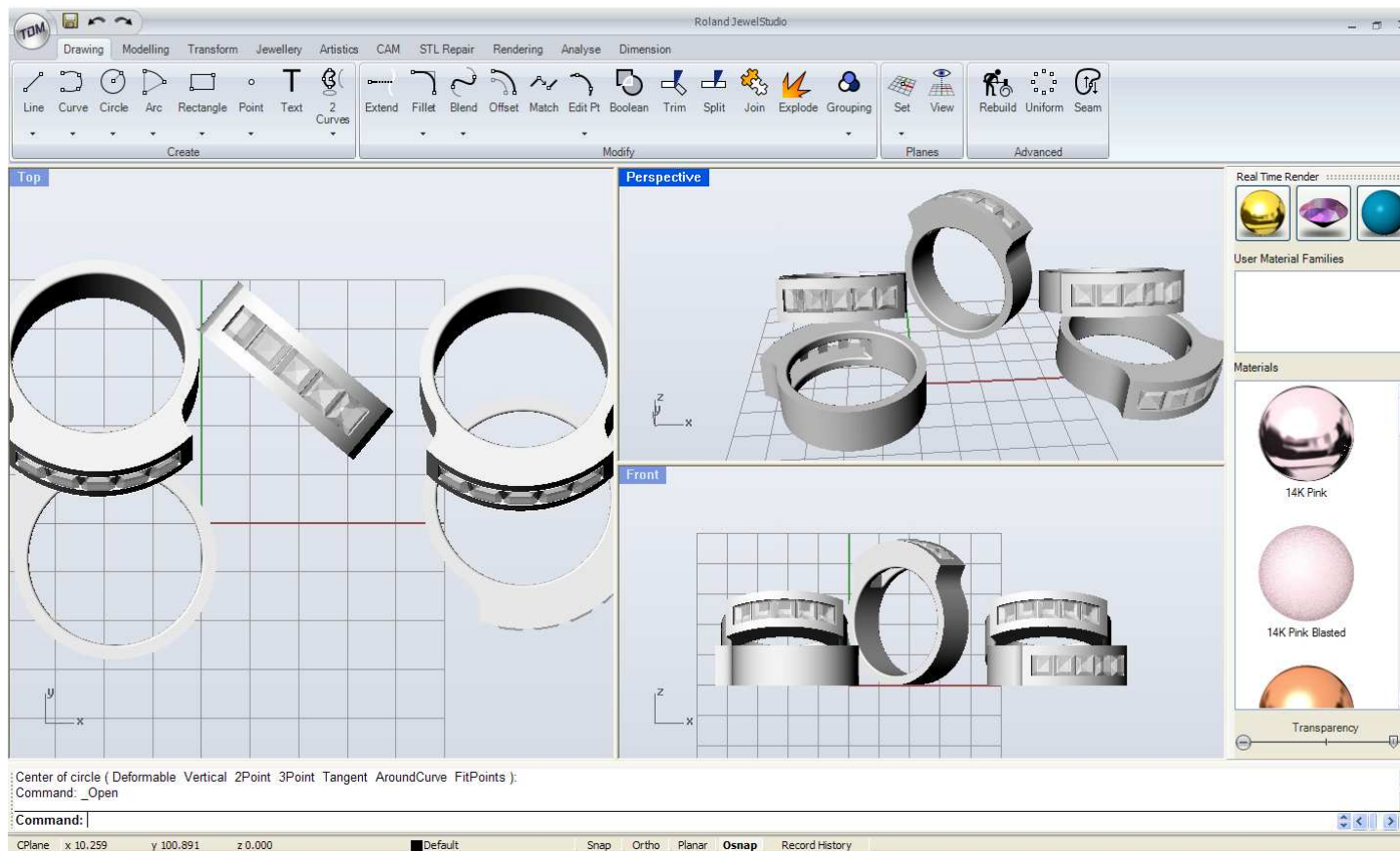
NOTES:





Views and Rendering

- ❖ Open introduction.3dm file
 - Will be used to familiarization of views and real time rendering.



NOTES:



Real Time Rendering

- ❖ Activate real time render from Rendering tab



- ❖ This will open the Real Time Render window.

- Select object first, then select desired material.
- Do same for gems.
- Practice changing materials



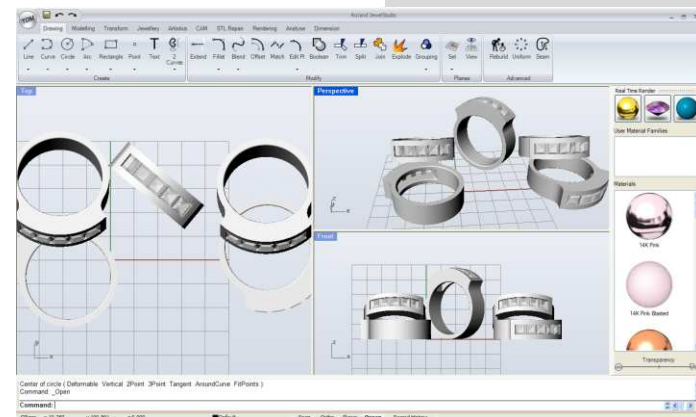
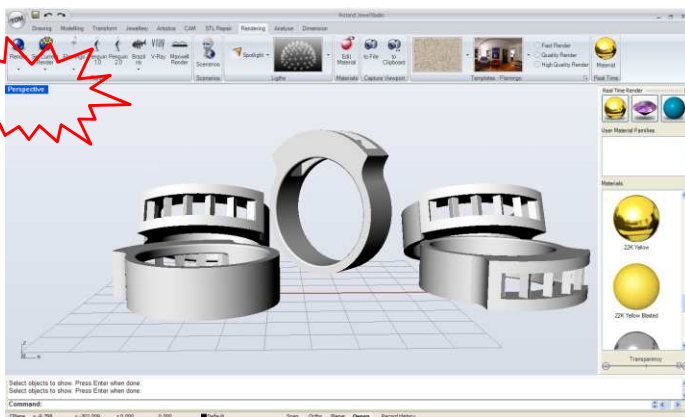
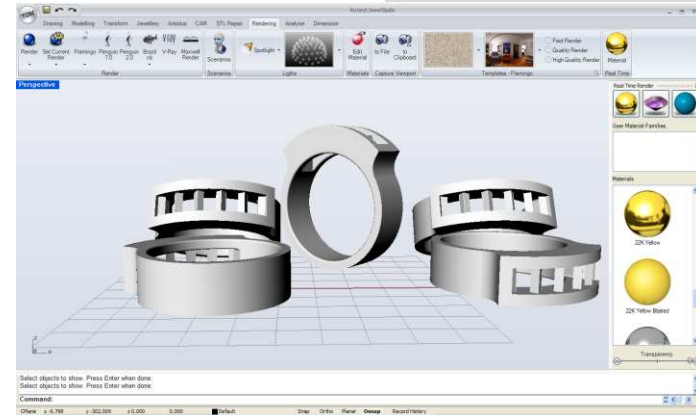
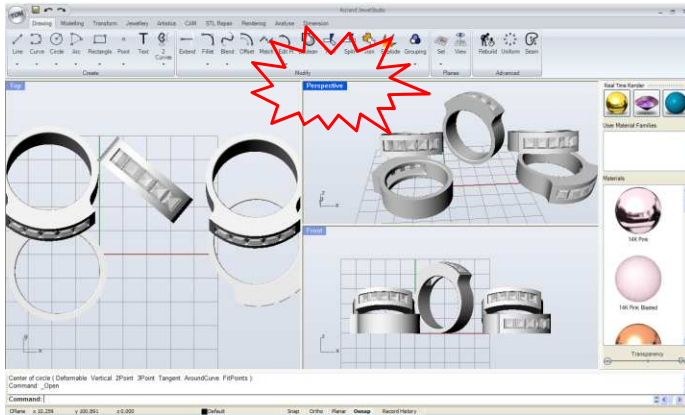
NOTES:



Different Viewports

- ❖ Double click on viewport title to maximize or minimize that window.
 - Practice by clicking the various viewports

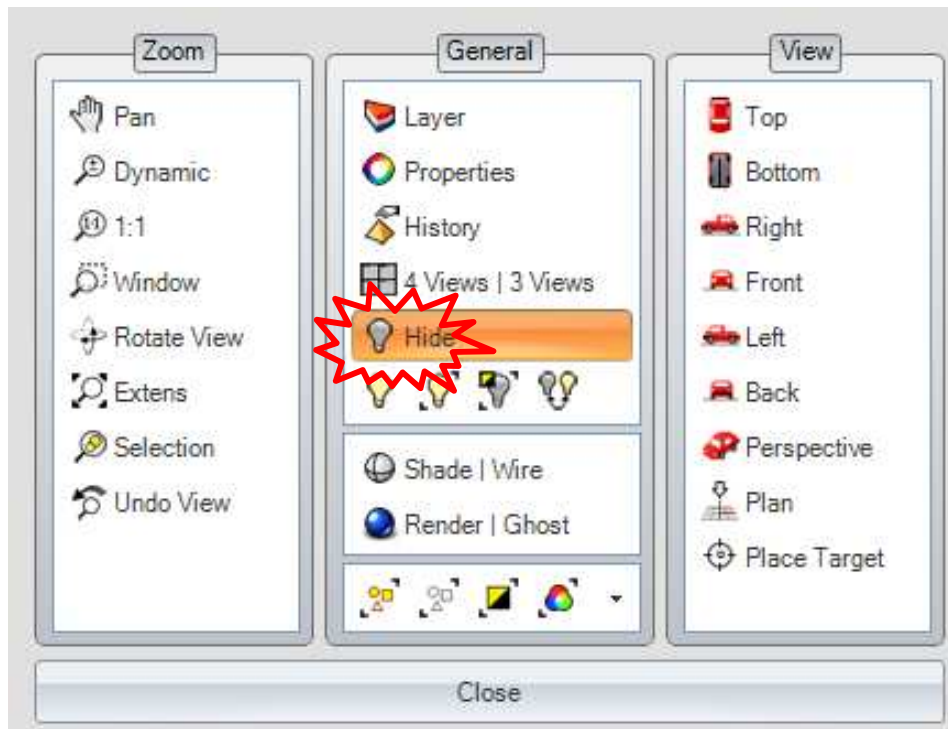
NOTES:





Practice Hiding Objects

- ❖ Use middle button to hide and unhide different objects .
 - Press middle button
 - Select Hide command, and hide objects from view.
 - The objects are not deleted, just hidden.
 - Hide all objects

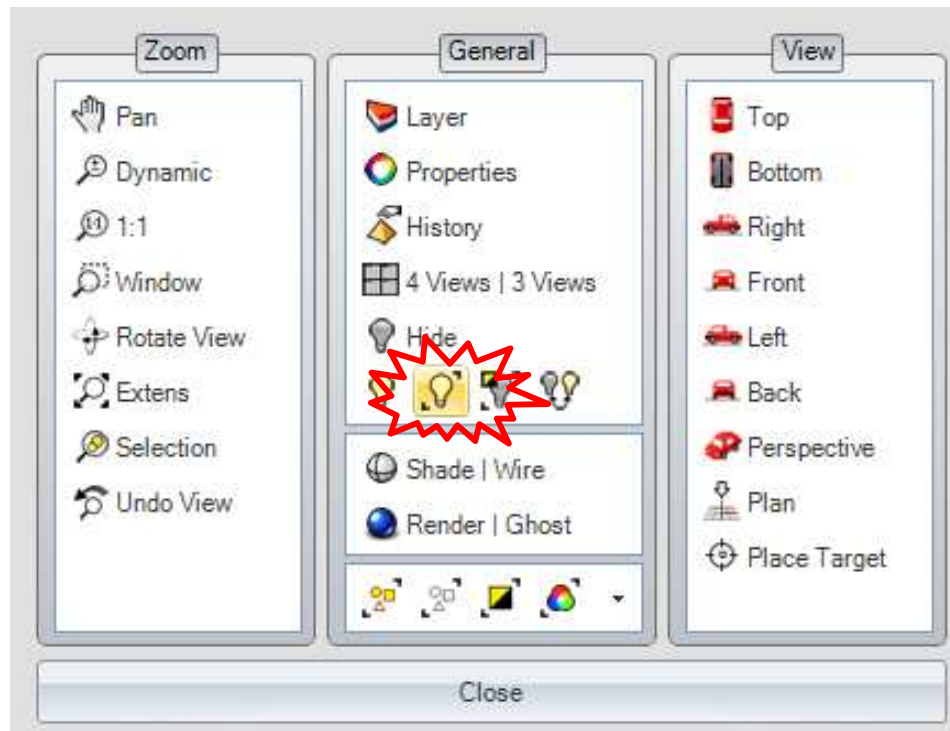


NOTES:



Practice Un-hiding Objects

- ❖ Use middle button to hide and unhide different objects .
 - Press middle mouse button and select unhide function
 - Click on objects you would like to unhide
 - Press Enter when finished or right click to complete function



NOTES: