



## QuickARC3D Help Table of Contents

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## A. About QuickARC3D

"QuickARC 3D" is a 3D computer model viewing software developed by QuickARC.

QuickARC3D reads 3D files in the .STL format and allows the user to view their model, check it for quality, and then get an Instant Quote.

QuickARC also reads Google Sketchup files (.skp), and converts them to the .QARC 3D printable format.

QuickARC3D also provides automatic architectural scaling, and thin wall checking for architectural models that will be 3D printed.

## B. How To Do Things in QuickARC 3D

### ***Manipulate the view of the model***

You can manipulate the view of the model using the mouse buttons, or from the preset views in the 3D View menu bar.

3D View >> View and Projection >> View

#### **Mouse button definitions:**

Left Button = Rotate the view of the model

Right Button = Pan the view of the model

Center Wheel = Zoom In/Out

### ***Change the appearance of the model***

#### ***Color***

You can change colors easily in the 3D View menu bar.

3D View >> Display Options >> Color

#### ***Render***

You can choose from the preset render views in the 3D View menu bar.

3D View >> Display Options >> Render

### ***Scale the Model***

You can choose from presets or specify a custom scale in the Analyze menu bar.

Analyze >> Scale

### ***Add annotation notes to the model***



You can add text in the Analyze menu bar. Just click on the feature you wish to add a note to then click again where you want the text to appear. Enter your text, and press OK.

Analyze >> Review >> Note >> Add

### ***Animate the model***

You can animate the model from the 3D View menu bar.

3D View >> In the Animation Section >> Spin >> Start

### ***Do a fly-through***

You can fly-through the model from the 3D View menu bar.

3D View >> In the Animation Section >> Walk >> Start

### ***Render the model with textures***

QuickARC 3D does not support the application of surface textures at this time.

### ***See a cross section view of my model***

To see a cross section of your model, click Analyze >> Cross Section. Un-check 'Hide All Planes' to enable you to see all the available clip plane, click the arrow buttons to select a plane which is outlined in yellow, check the box next to Enable and Visible, then position the plane by changing the X, Y, or Z values. Click on 'Center' to locate the selected plane in the center of the part.

Select 'Cut A' or 'Cut B' to hide the clipped part of the model. This will enable you to see the cross-section of the model at the clip plane.

Analyze >> Cross Section

### ***See the mass properties of my model***

All mass property data is located in the Physical Properties tab.

Sidebar >> Physical Properties >> Physical

Or

Tools >> Property Controllers >> Physical Properties

### ***Select the units of measure of my model***

You can select units in the Assembly Information tab.

Sidebar >> Assembly Information

Or

Tools >> Property Controllers >> Assembly Info

To convert the model to different units, select the radio button of the desired units. The model dimensions will automatically convert to the correct values for that unit.



To keep the same dimensional values, but change the native units-of-measure, make note of the native units in the box, then click on 'Choose Unit' to change to a new native unit-of-measure. This action will not change the dimensional values of the model.

### ***Move my model around in 3D space***

You can manipulate the model in 3D space by using the mouse buttons.

Left mouse button = rotate model

Right mouse button = pan

### ***See the dimensions of my model***

Display dimensions from the 3D View menu bar.

3D View >> Display >> Model Dimension

### ***See more than 1 model in the same window***

You can open multiple models in one window using the File menu.

File >> Open Multiple In One >> Select your files

Or

While viewing a model, you can 'Insert' another model in the same window by right clicking, then select 'Menu >> Insert'.

### ***Change the viewing perspective of the model***

You can manipulate the viewing perspective of the model from the preset views in the 3D View menu bar.

3D View >> View and Projection >> Projection

### ***See outlines of the model edges***

You can turn Outline on and off and even control the Thickness in the 3D View menu bar.

3D View >> Render >> Solid + Outlines

### ***Adjust the lighting conditions***

You can change lighting conditions in the 3D View menu bar.

3D View >> Display Options >> Lighting

### ***Make measurements of my model***

#### ***Wall thickness***

You can view wall thickness using the Analyze menu bar, then selecting the wall.

Analyze >> Measurement >> Wall Thickness

#### ***Thin Walls***



You can find thin walls to any thickness on the Analyze menu bar.

Analyze >> Compute >> Find Thin Wall

### **Save as a QuickARC3D file format**

Saving a file in the QuickARC file format is an easy Save As function.

File >> Save As >> QuickARC3D File (\*.QARC) Format.

A .QARC file can only be opened in the QuickARC3D Software.

### **Open a Sketchup File**



QuickARC3D will open Sketchup files, and convert them into the .QARC format, which is ready for 3D printing.

File >> Open

In the 'Files of Type' pulldown, change to 'Sketchup Files .skp'

Select your Sketchup 6.0 file

QuickARC3D will read and convert the .skp file.

### **What Sketchup entities will convert correctly?**



QuickARC3D will convert surfaces that were properly constructed in Sketchup using the push/pull tool ,and the follow me tool.

Entities that are grouped as a 'component' will not translate. You must 'explode' components in order for them to be readable by QuickARC3D

### **Show Part Specific Data**

All model data is located in the Physical Properties tab.

Sidebar >> Physical Properties >> Physical

Or

Tools >> Property Controllers >> Physical Properties

### **Alter the Physical Property (Scaling, Rotating, Translating)**

All Physical Property values can be changed in the Physical Properties tab.

Sidebar >> Physical Properties >> Transformation

Or

Tools >> Property Controllers >> Physical Properties

### **Convert Units of Measure**



You can convert units by selecting a new one from the Assembly Information tab

Sidebar >> Assembly Information >> Convert To Unit

Or

Tools >> Property Controllers >> Assembly Info

### ***Copy Data to Spreadsheet***

You can copy data to any spreadsheet from the Physical Properties tab

Sidebar >> Physical Properties >> Copy Data

### ***Explode the view of my assembly of models***

There are exploded view presets in the Analyze menu bar.

3D View >> Explode

### ***Get a Quote for the 3D Printing of my model***

Getting a quote based on your project, is a simple one click process.

Analyze >> Compute >> QuickQuote®

## **C. Basic Application Functions**

### ***INSERT an STL Object into current window***

\* File -> Insert

\* [Right Click, and in Context Menu] -> Insert

### ***OPEN collection STL file that make an assembly***

\* File -> Open Multiple in One, then select all that files and click 'OK'

\* [Right Click, and in Context Menu] -> Open Multiple Files

### ***SAVE as new file with changes applied...***

\* Do the changes in "Physical" and "Assembly" Properties Panel and

\* File -> Save As –or- [Right Click, and in Context Menu] -> Save As

### ***CLOSE or Close All Windows...***

\* File -> Close, File -> Close All, Window->Close, Window->Close All

\* [Right Click, and in Context Menu] ->Close

### ***CREATE an image file of the window...***

\* File -> Save Image, then select Folder, filename and Image format, Click 'OK'

### ***PREVIEW the print out***

\* File -> Print Preview [make sure the window is not obscured]

### ***PRINT the image***



\* File -> Print Image

***COPY image to clipboard***

\* File -> Copy Image to Clipboard

\* Edit-> Copy Image to Clipboard

***DELETE an individual object***

- Launch Visual Properties panel, Tools >> Launch Properties,
- Use arrows to navigate and select the object, and then click 'Delete this Object' button

***DELETE ALL objects in the window...***

\* File -> Delete All –or- Edit -> Delete All –or-

[Right Click, and in Context Menu] -> Delete All

***CUT/COPY and PASTE***

\* Select the object from Physical/Visual Properties panel

\* Edit-> Cut –or- Edit->Copy

\* Select the destination Window and Edit->Paste

## **D. QuickARC 3D Shortcut Keys**

Esc – Cancel the Active Functionality

***Views***

H - Home - Set the view to Home position

T – Top view

B – Bottom view

F – Front view

K – Back view

R – Right view

L – Left view

I – Isometric view

Y – Trimetric view

***Function Keys***

F1 – Explode along X axis, F2 = Undo F1

F3 – Explode along Y axis, F4 = Undo F3

F5 – Explode along Z axis, F6 = Undo F5

F7 – Reset Explode

F8 – Assigns random colors to parts

F9 – Render in Wireframe mode

F10 – Render in Shaded Mode

F11 – Render in Both Shaded and Wireframe mode

F12 - Autofit



## E. Technical Support

Toll Free: 866.550.2527

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