**SMART**™

# 3D Tools for SMART Notebook™

Add an immersive dimension to learning. This affordable plug-in for SMART Notebook collaborative learning software lets you import 3D content into your lessons, giving students new ways to connect with material and understand complex content.

## Discovery is a 3D adventure

With 3D Tools for SMART Notebook, students can explore anything from Saturn to the cerebellum – without leaving the classroom. From your SMART Notebook file, you can add a 3D image by simply dragging it from the Gallery or by inserting one you've downloaded from the SMART Exchange™ website. You can also download and import files from the Google™ 3D Warehouse and work with Google SketchUp files.

## Label images

It's easy to create labels that help students comprehend and retain information in 3D images. Just type directly into a label or drag in your digital ink handwriting. Labels stay attached to the image, even as it rotates. You can save the file, along with any labels and handwritten annotations, and use it for another lesson.

## Immerse students in the scene

Many of the images you can explore with 3D Tools for SMART Notebook let you navigate directly into them. So you can see the interior of a castle or the inner workings of the human heart. This immersive experience allows students to approach objects from all possible angles, giving them multiple ways to process information.

1. Navigate inside a 3D model and move within the scene.

2. Label images by writing and dragging text into the label. Or type directly into the label.

3. Write in digital ink over images and save your annotations for later use.

4. Rotate models for an all-around view.

## Key features

### Plug-in for SMART Notebook
After activation, 3D Tools for SMART Notebook is embedded into SMART Notebook software, saving you from running several different applications during a lesson.

### Non-stereoscopic technology
No 3D glasses are required.

### Content import
Drag 3D images from the Gallery in SMART Notebook software into your lesson or insert images you've downloaded from the SMART Exchange website or the Google 3D Warehouse. You can also work with Google SketchUp files.

### Rotation handles
Explore models by moving them along a single axis or multiple axes.

### Sticky labels
Attach labels to an object and they remain fixed to it, even when the object is rotated.

### Digital ink
Write notes over 3D images or drag a handwritten phrase into a label. Save your annotations in the SMART Notebook file for later use.

### Scene immersion
Navigate through the internal details of 3D models so students feel as if they are actually inside the object. Change orientation and move within the scene.

### Disguise tool
Hide an image inside a magic hat, and pull it out with a simple touch to capture students' attention during a lesson.

## Authorized reseller:

## SMART Technologies

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