

Getting Started with SMART Notebook™ 3D Tools



This guide provides the information you need to use SMART™ Notebook 3D Tools software.

SMART Notebook 3D Tools enables you to insert and manipulate 3D models in SMART Notebook™ collaborative learning software.

Requirements

You'll need a computer with:

- SMART Notebook 11 software or later
- Pentium® 4 processor or better
- 512 MB of RAM (1 GB recommended)
- Windows® XP SP3, Windows Vista® SP2, Windows 7, Mac OS X 10.6 or X 10.7
- Direct X® 9 compatible graphics hardware
- A product key for SMART Notebook 3D Tools

Activating SMART Notebook 3D Tools



You don't need a SMART Document Camera to use SMART Notebook 3D tools.

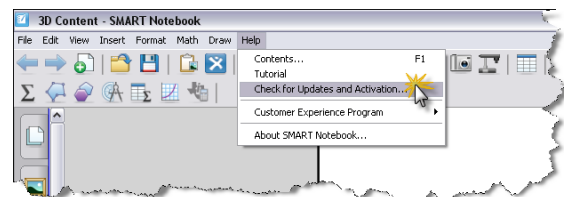
If you want to purchase a product key for SMART Notebook 3D tools after the 30-day trial, contact us at 1.888.42.SMART.

Activation during software install

- Select the **SMART Notebook 3D Tools/Mixed Reality** checkbox when installing SMART Notebook software



installation option

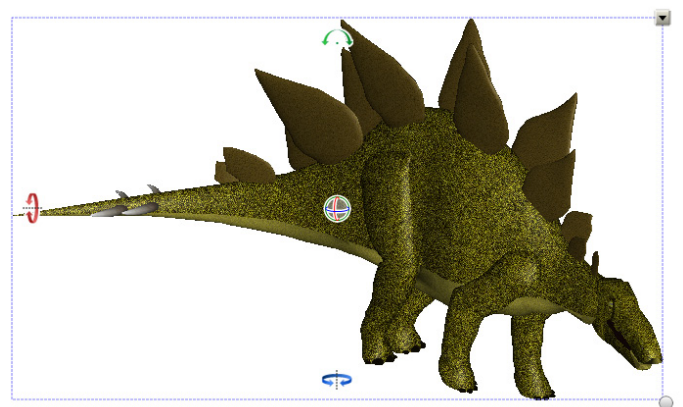


Accessing SMART product activation information

TIP: To view the number of days remaining on your trial, click the **Help** menu in the SMART Notebook software toolbar, and then select the **Check for Updates and Activation** menu item.

Activation with a product key

1. Open Notebook 11 or later
2. Click the **Help** menu in the SMART Notebook software toolbar
3. Select the **Check for Updates and Activation** menu item
4. The SMART Product Update menu will appear
5. Click the **Activate** button next to SMART Notebook
6. Click **Add**
7. Enter the product key and select the **I accept the terms in the licence agreement** checkbox
8. Click **Ok**



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Accessing 3D model files

The Gallery tab in SMART Notebook software provides all of these options for you to access 3D model files:

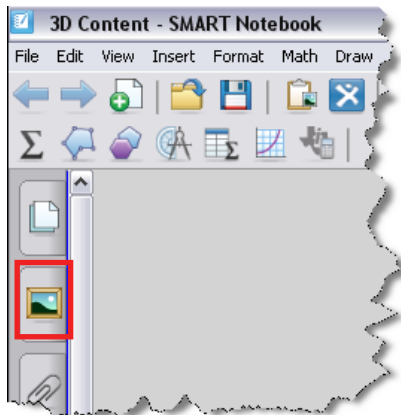
- SMART Notebook Gallery
- SMART Exchange™ website
- Google™ 3D Warehouse

3D file types that are compatible with Mixed Reality Tools include:

- .dae – COLLADA™
- .obj – 3D object
- .fbx – FBX® file

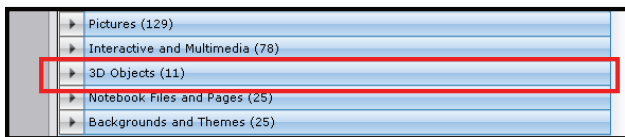
SMART Notebook Gallery

1. Click the **Gallery** tab to view Gallery resources



SMART Notebook Gallery tab

2. Click the **Lesson Activity Examples** folder to access 3D models
3. Click the **3D Objects** menu, and then drag and drop a model into the work area



3D Objects menu

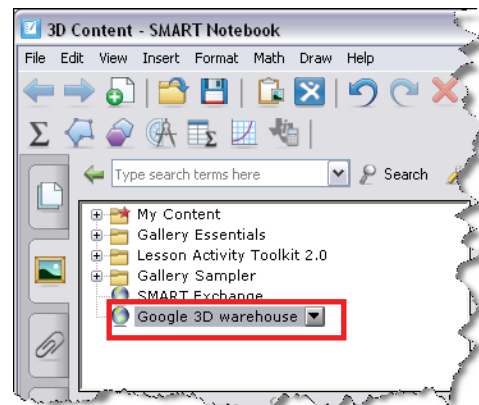
SMART Exchange website

1. Click the **SMART Exchange** link in the Gallery Sampler folder
2. Click the **Search** link. This will take you to the SMART Exchange website.
3. Click the **File Type** tab and select **3D content**
4. Click the **Download** button for the image you want to download
5. Click **Open**. Your 3D model will open in a new SMART Notebook file.

Google 3D Warehouse

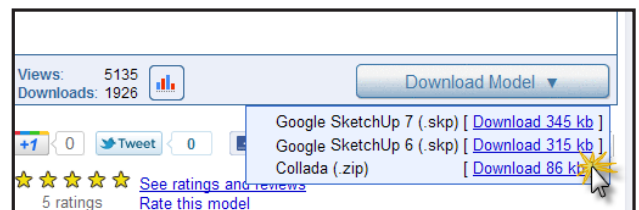
Google 3D Warehouse is a free online repository of 3D models. The Gallery tab in SMART Notebook software includes a link to Google 3D Warehouse.

1. Click the **Google 3D Warehouse** link in the Gallery



Google 3D Warehouse link

2. Search or browse for a 3D model
3. Click the image you want to download
4. Click the **Download Model** button
5. Click the **Download** link beside COLLADA
6. Save the zip file to your computer
7. Right-click the zip file and select **Extract All Files**



COLLADA download option

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Note: Objects from the Google 3D Warehouse will often include several folders and multiple files. You want to import the .dae file.

8. Click **Insert** on the SMART Notebook menu bar and select **3D File**
9. Navigate to the *Models* folder and select the **.dae** file

Google SketchUp

Don't see what you're looking for? Download Google SketchUp at sketchup.google.com to create your own 3D models or convert 3D models into COLLADA, 3D object or FBX file formats.

Resources

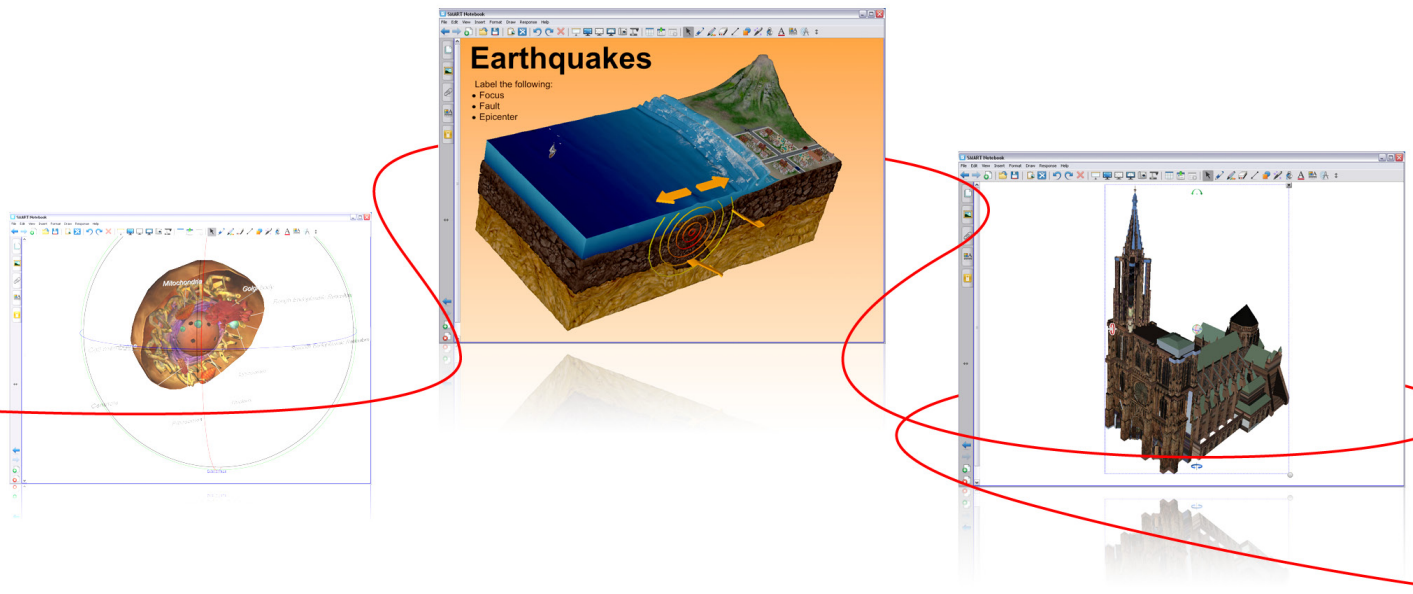
For information about SMART Notebook 3D Tools, view the *SMART Notebook 3D Tools User's Guide* at smarttech.com.

Inserting 3D model files

To insert a 3D model

- Drag and drop a 3D model file from anywhere on your computer into a SMART Notebook file
- OR
- Select **Insert > 3D File**

Once you've inserted your image, you can drag it to the **My Content** folder in the Gallery.



Turn your classroom into a spontaneous and dynamic learning environment.