

Worlds

Worlds are backgrounds that you can use in your animations. They are three-dimensional images that you can move around and you can set them to move as well.

Selecting Worlds

There are a variety of World categories for you to choose from.



1 Click on the WORLDS tab and ensure that the LIBRARY section is selected.

2 The categories of WORLDS are selected from the drop down menu.

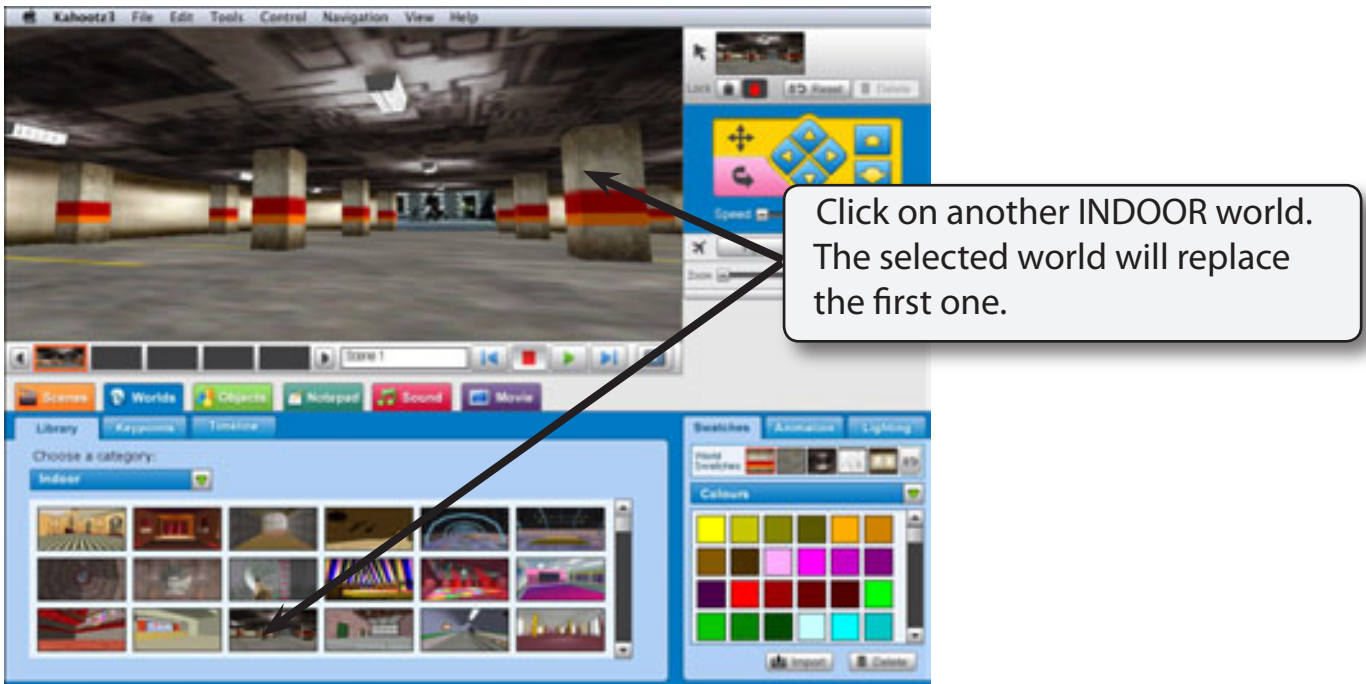


3 Set the drop down menu to the INDOOR category.

4 Scroll through the samples and click on a world to place it in the CAMERA VIEWER.

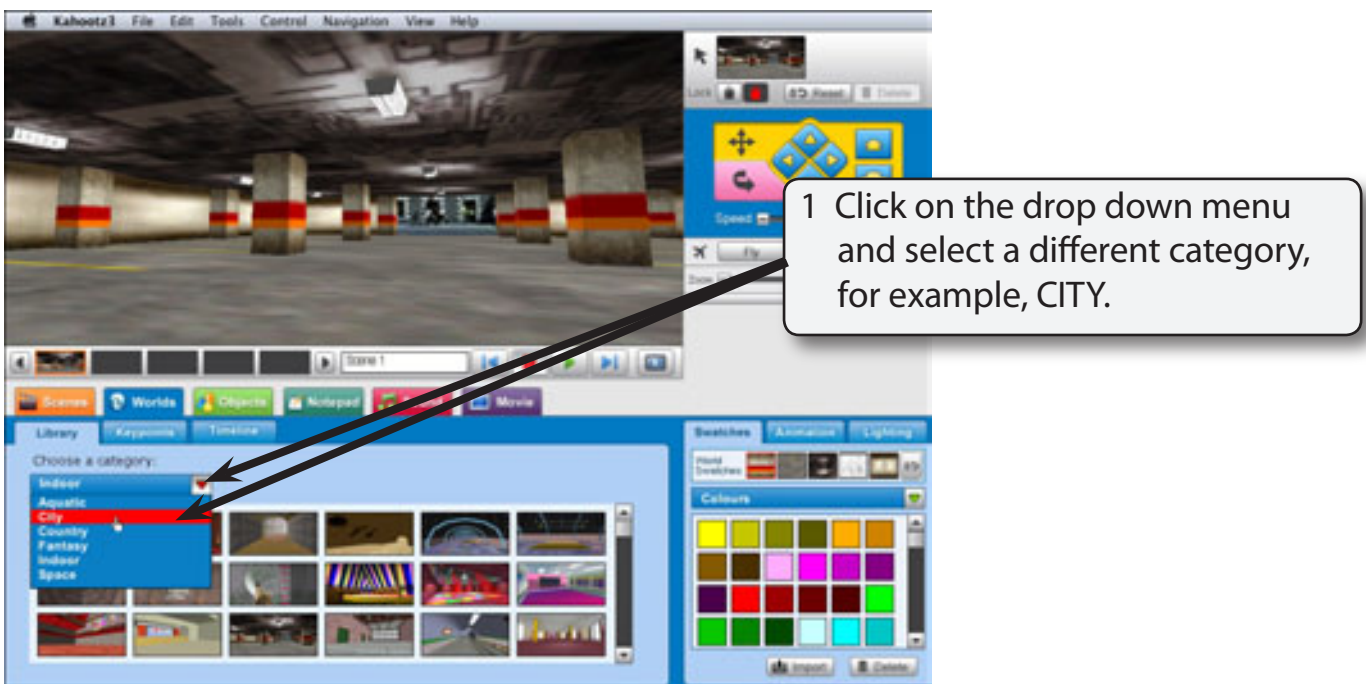
The image consists of two screenshots of the Kahootz3 software interface. The top screenshot shows the 'Worlds' tab selected in the top navigation bar, and the 'Library' section is active. A dropdown menu is open, showing various world categories. The bottom screenshot shows the 'Indoor' category selected in the dropdown menu, and a grid of world samples is visible. A 3D indoor scene is shown in the camera viewer, and a world sample is being clicked on in the grid.

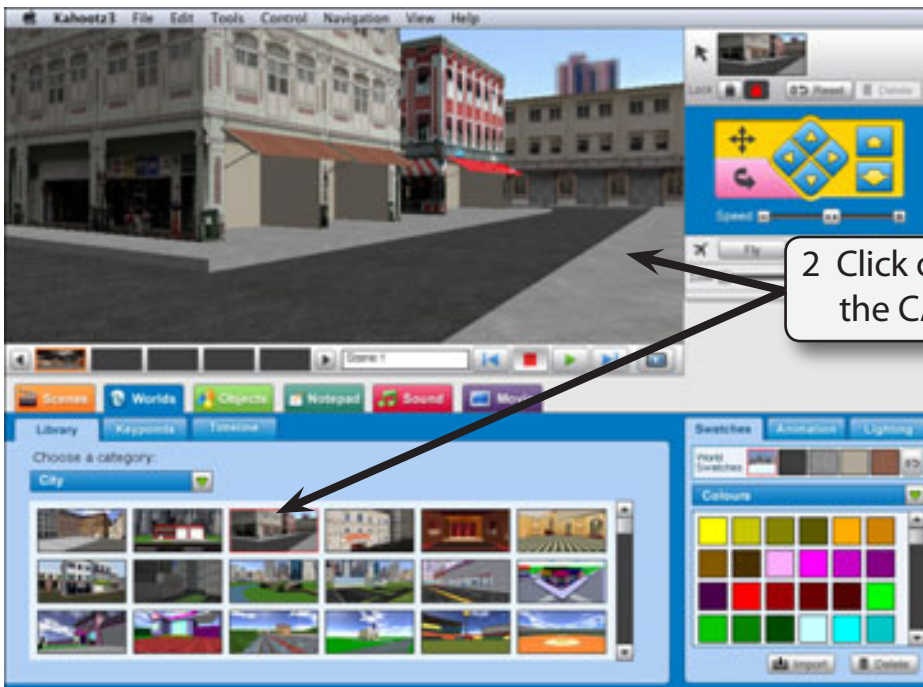
Changing Worlds



Selecting a Different World Category

You can select a different world category at any time using the drop down menu.





2 Click on a world to insert it into the CAMERA VIEWER.

World Movements

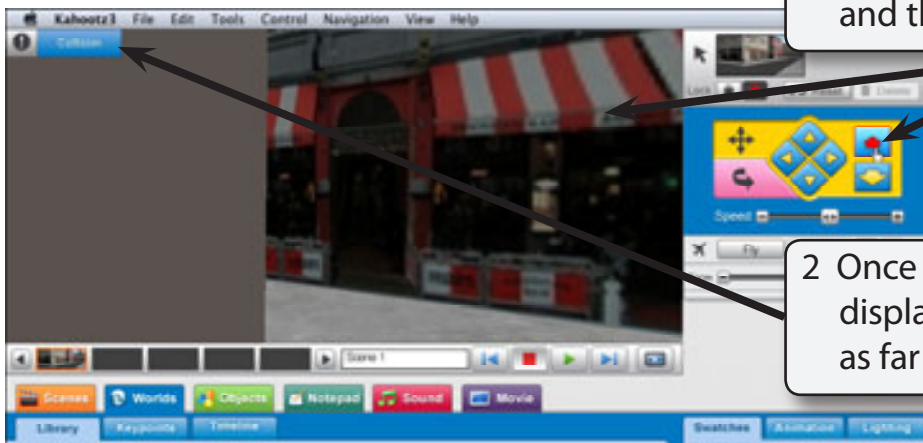
You can move around worlds in different directions. The MOVEMENT CONTROL PANEL is used to do this.



The Forward and Backward Buttons

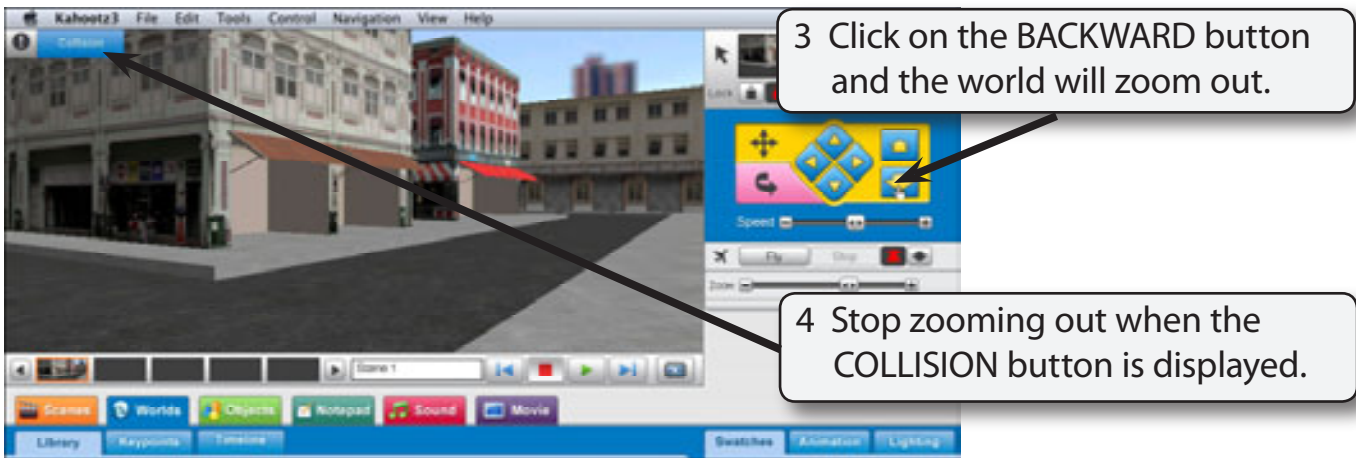


The FORWARD and BACKWARD buttons move the camera in and out.



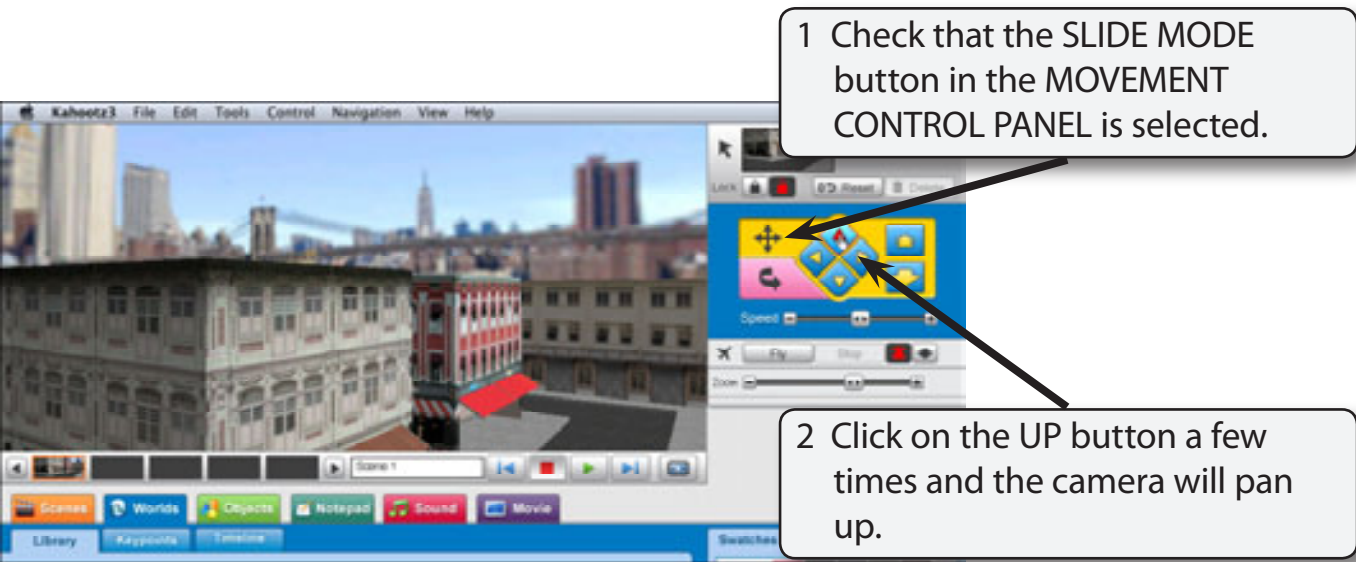
1 Click on the FORWARD button and the world will zoom in.

2 Once the COLLISION button is displayed you have zoomed in as far as possible.

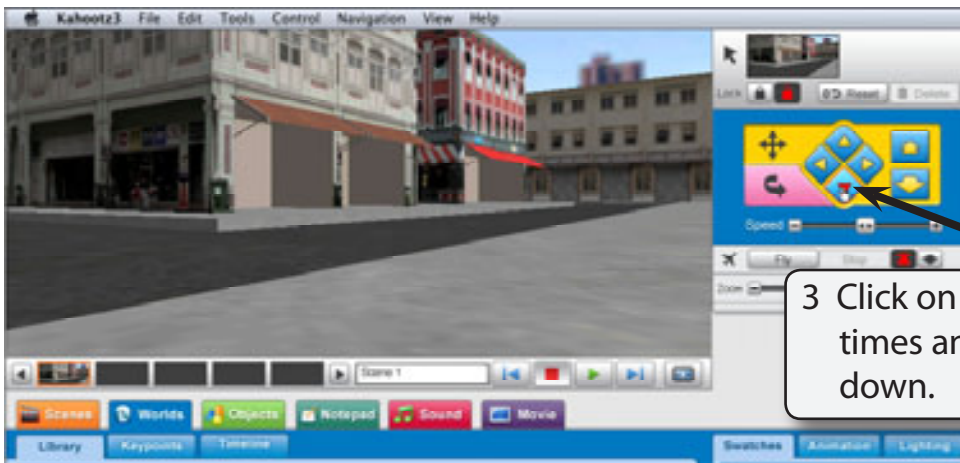


The Slide Buttons

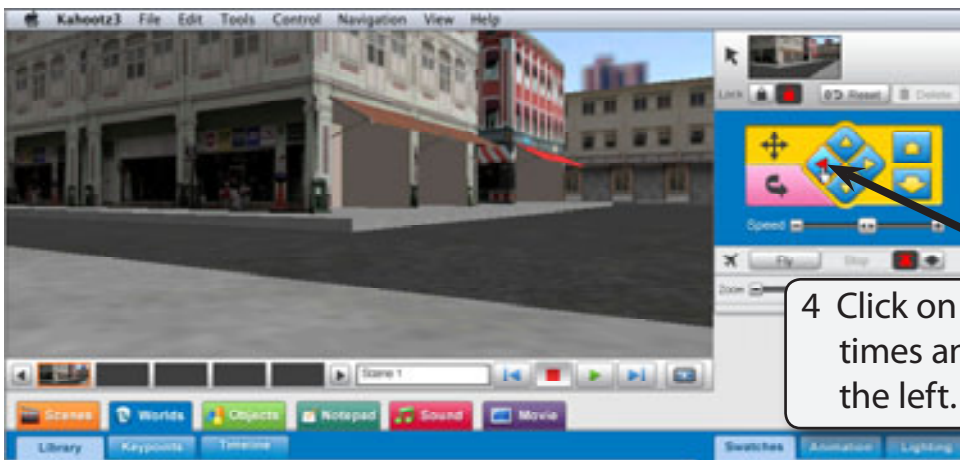
You can pan or slide around the world to move other parts of the world into the camera viewer using the SLIDE mode button.



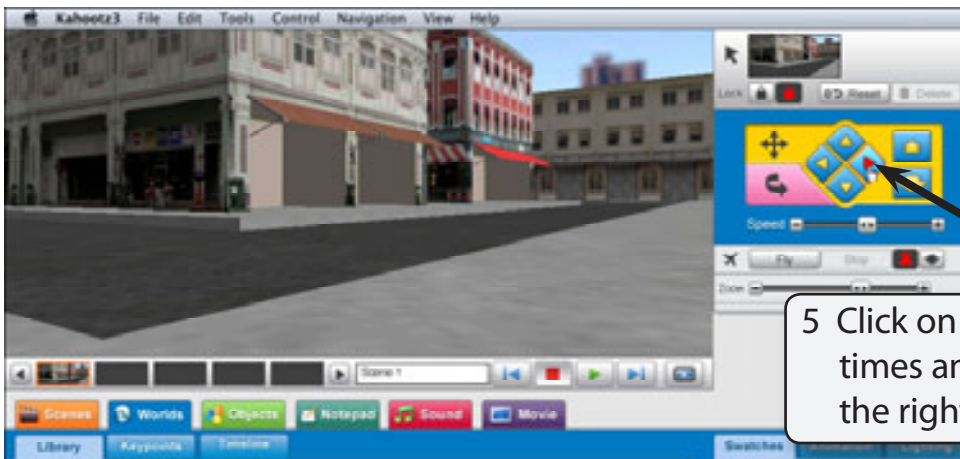
NOTE: You can tell when SLIDE MODE is active. The MOVEMENT CONTROL PANEL is filled with yellow.



3 Click on the DOWN button a few times and the camera will pan down.



4 Click on the LEFT button a few times and the camera will pan to the left.



5 Click on the RIGHT button a few times and the camera will pan to the right.

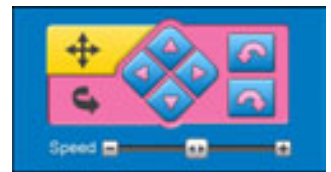
Returning to the Starting Location

As you move around a world it is easy to get lost. You can return to the starting location.



The Rotate Buttons

You can rotate the view of a world using ROTATE mode in the MOVEMENT CONTROL PANEL.



NOTE: The MOVEMENT CONTROL PANEL is set to PINK when ROTATE MODE is selected.