

This short tutorial will show you how to setup the new collision detection and navigation feature in the Designer 5.3. At the same time it will guide you through how to solve the issue that might occur if your scene is not modelled in 1 to 1 scale, and you place a camera manually at a height that "looks" correct, relative to the scene, in the modelling program. You will be using the "Resize/Center" option in the Tools menu. The Camera position is scaled relative to the scene and should end up being in the correct height

First open the HTML file and check out this new navigation feature in action, the available Keymaps are at the end of the page. After you've checked it out you should launch the Designer and do the following:

- 1) Create a new project in the Designer.
- 2) Add the C3D file, "SmallScaleRoom.c3d".
- 3) Drag Camera01 to the Event Map, add the Mouse-Keyboard option to a Worldstart event for Camera01.
- 4) Press pre-view. You should now fall "forever".
- 5) Choose Resize/Center from the Tools menu and enter 20m in the X value field with "Constrain aspect ratio" checked. Uncheck "I want to get the object..." (The scene is originally 2x2m with Camera01 manually placed so that it looked OK with respect to the Door)
- 6) Press Pre-view again. You should now be able to use the Arrows to navigate in the scene.
- 7) Then add the reset function to a Keypress event, I used R,r, to be able to reset the scene if you fall off the floor, or if you would get lost in a larger environment.

The door opening/closing I just added the "normal" way, you can use the included C3P file, "AllWorksSmallRoom.c3p", as a reference.

Arrow Up, alternative key w,W - Walk Forward
Arrow Down, alternative key s,S - Walk Backward
Arrow Left - Turn Left
Arrow Right - Turn Right
a,A - Step Left
d,D - Step Right
Page Up - Look Up
Page Down - Look Down
c,C - Kneel
z,Z - Fast Movement
x,X - Slow Movement
r,R - Reset