



Short Amapi tutorial

...or how to get yourself out with easy examples with the good Dr Amapi

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Introduction



2 years ago, before I use Amapi, the modeling was for me the most with constraints and I was eager to work with the textures and the lights. Now, it is the reverse, and I have somewhere into my hard disk some models without textures which were made only for the fun of the modeling.

The target of the following indications is to help you to learn the Amapi modeling basis and allow you to build the models you have into your head. All the Amapi functions are not described here (see your user's manual), but some of them are explained with details, with many illustrations and some examples to be done step by step for training.

Keep your chin up!

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Thanks to Blaise Zapparata for his help (I'm not very good in translating in english !)

Basics : the interface



At first, you will have to find the appropriate tools in the three main toolboxes.

These toolboxes are located at the upper right corner of your screen. They appear when you move the cursor against the right side of the screen.

The Amapi 4 new interface allows you to toggle between the Amapi original "workshop" interface to another one, a floating tools palette, that looks like more ordinary softwares.

I prefer the "workshop" interface which is the most intuitive and faster.

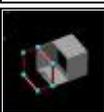
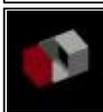
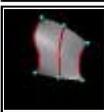
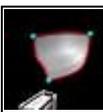
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The Construction Tools

The first one is the construction tools palette, which use is to set the basis of our model.

The tools described with details have hypertext links. For the other tools... try by yourself!

			
Primitives	Draw	Text Tool	
			
Curve extract	Surface extract	Extrusion	
			
Sweep	Double sweep	Ruled Surface	Hull Surface

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The Modeling Tools

The second one is the modeling tools palette. We will use it to modify, adjust our model.

The tools described with details have hypertext links. For the other tools... try by yourself!

			
MetaNurbs	Mold	Bend	Stretch
			
Delete	Smooth	Filet	
			
Thickness	Boolean and punch tools		

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The Assembling Tools

The third one is the assembling tools palette. We will use it to place our objects into the scene, control their scale, their number...

The tools described with details have hypertext links. For the other tools... try by yourself!

			
Duplicate	Mirror 3D	Rotate	Move
			
Proportional scale	Snap	Lay on	
			
Weld	Unfold		

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The Control Panel

The Control Panel appears at the bottom of the screen. It can appears only when the

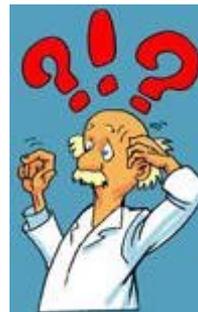
mouse pointer comes to the bottom of the screen or always displayed, depending your interface preferences choice. It will be useful, while the modeling to zoom on the model, hide the unused shapes or unhide them when necessary.

			
Group	Ungroup	Show or Hide	Scene manager
			
Zoom in	Zoom out	Hidden faces/Visible faces	Perspective/Plan
			
Point of view	Measures	Textures editor	Infos

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Amapi's "magic" keys and shortcuts



Space Bar

It has many toggling effects.

The Duplicate, Hull surface or Sweb tools, for instance, will offer different solutions if you hit the space bar.

With Single Axis Scale Tool, you can lock your modifications onto one axis.

Arrow keys

Use them to adjust the view incrementally. The left arrow shifts the view toward the left, the up arrow shifts the view up, and so on.

To achieve a panning effect, use the control key with the arrows.

Number Pad :

5 : Top view

2, 4, 6 : front view, left view, right view

8: rear view

+, - allows you to increase or decrease the accuracy of an action (with Smoothin tool for example)

3 : zoom in

. : zoom out

Option key (for Mac) , control key (for PC) :

It allows you to access sub-tools that are available with the currently selected tool. For example, when the Wand Tool is showing, the selection tools (Lasso and Bull's Eye) can be accessed using the Option Key.

shift

If you hold the shift key and move the cursor around, the cursor will snap to the nearest point.

Delete :

It allows you to ... delete the current object.

Hit the delete key at any time to undo your last action when you are inside a tool.

Tab :

Use the tab key to access data boxes that appear at the lower corner of the screen.

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