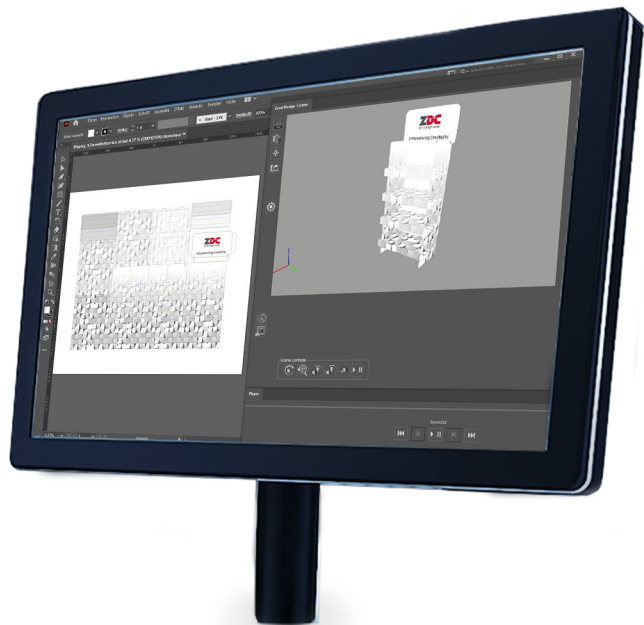


# Software manual

## ZDC 5.3



Translation of the original  
Read this manual prior to performing any task!

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## Supplemental directives

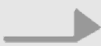


### General equal treatment

This guide uses the masculine grammatical form in a neutral sense to keep the text easier to read. It always addresses all genders in the same way.

### Storage and use of the manual

This manual enables the safe and efficient use of the software. This manual is an integral part of the software and must be kept accessible to the personnel, in the respective national language, in the latest version, and in the vicinity of the software. The personnel must read and understand this manual carefully before beginning any work. The illustrations in this manual are intended to provide a basic understanding and may differ from the actual design.

### General conventions

Marking	Explanation
DANGER	This signal word indicates an imminently hazardous situation which will result in death or serious injury.
WARNING	This signal word indicates an immediately hazardous situation which could result in serious injury.
CAUTION	This signal word indicates an imminently hazardous situation which may result in minor or slight injury.
NOTE	This signal word indicates material damage.
ENVIRONMENT	This signal word indicates environmental damage.
<i>i</i>	Tip, advice or summary of a topic
	Individual action step of an action instruction
	Intermediate or end result of an action
	Reference to further information
Button [Approval]	Operating elements such as buttons, switches, ...
"Start"	Screen elements such as buttons, menu entries, ...
Code	Representation of programming code or file paths

### Trademark protection

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# 1 Zünd Design Center (ZDC)

This software manual describes the “Zünd Design Center (ZDC)” software in version v5.1.

The Zünd Design Center is an Adobe Illustrator plug-in for the creation of packaging and three dimensional POS displays made from folding carton, corrugated cardboard, sandwich material and PP, PVC, MDF and lightweight foam boards.

An extensive template library forms the basis of the ZDC. All included designs are parameterized, which means that you only have to determine the relevant dimensions. All other dimensions are calculated automatically.

- Select a design from the template library and enter individual dimensions if needed.
- Complete the design in Adobe Illustrator with logos, templates, forms, text, and other design components.
- Check the three-dimensional folding result of your design at any time in the 3D view.
- Configure the desired material settings, such as transparency.
- Export the design to prepare a proposal or make presentations in the form of a 3D PDF, an image in .png format, an .mp4 video file or a three-dimensional object.
- Export the design to the Zünd Design Center.


The “Zünd Design Center (ZDC)” includes creations by well-known packaging designers as well as standard designs (FEFCO). You can also start with an optimized template and create your very own design.





## Zünd Cut Center import


*Every design is already formatted, so that you can import it directly into the Zünd Cut Center without any intermediate steps.*

## Design catalog

The design catalog  illustrates the available design templates of the template library. In the course of the design process you can start with an existing design template and adjust it to your individual parameters.

You will find the design catalog  in the template library window .

## Information about the software

You will find the following basic software information in the Settings area .

- Program version
- Information on the active license



- [Software help](#)
- [License agreement](#)

## **Trademark protection**

## 2 Installation

### 2.1 Downloading software

#### Target:

Here, you learn how to download a piece of software from MyZünd.

■ You are logged in to MyZünd.

1. ➤ Open the “Software” area.
2. ➤ Select the desired software product.
3. ➤ Select the “Installer” tab.
4. ➤ Click on the desired download package.

\*.pkg                      Apple OS  
 \*.exe                      Microsoft Windows

➡ The selected software package is downloaded.

### 2.2 Windows operating system

#### 2.2.1 System requirements and compatibility

The “Zünd Design Center” requires Adobe Illustrator to be installed. The plug-in is compatible with the following versions (operating system, Adobe Illustrator):

Operating system	CC 2020	CC 2021 (25.2)	CC 2022
Windows® 10 (up to version 21H1)	X	X	X
Windows® 11	X	X	X

The following versions are not supported on Windows® 10: 1507, 1511, 1607, 1703, and 1709.

#### 2.2.2 Uninstalling the old ZDC version

#### Target:

The following describes how the old version is deleted. Avoid version conflicts by uninstalling the old version.

1. ➤ Select: “Windows → Start → Settings → Programs”.
2. ➤ In the list, search for “ZDC”.
3. ➤ Mark “ZDC” in the search results. If “ZDC” is not listed, “ZDC” was not installed on the computer.

4. ➤ Select [*Uninstall*] and follow the instructions.  
➡ The old version is uninstalled.

### 2.2.3 Installing the ZDC

**Target:**

The following describes how to install ZDC on the computer.

**Requirement:**

- Subscription activated
- Software downloaded
- Adobe Illustrator is closed



1. ➤ Double-click on the installation file.
2. ➤ Follow the instructions of the installation routine.
  - Select the language
  - Confirm the license agreement
  - Select the installation components
  - ➡ The software is installed by the installation routine.
3. ➤ Complete the installation with [*Finish*].  
➡ The software is installed.

## 2.3 macOS operating system

### 2.3.1 System requirements and compatibility

The Zünd Design Center requires Adobe Illustrator to be installed. The plug-in is compatible with the following versions (operating system, Adobe Illustrator):

Operating system	CC 2020	CC 2021 (25.2)	CC 2022
OS X 10.15	X	X	X
OS 11 (M1 in Rosetta)	-	X	X
OS 12	-	-	X

ZDC 5.3 does not have native support for new Apple M1 processors. The plugin functions with macOS and Rosetta, also supplied by Apple; however, there may be compatibility problems. Zünd recommends testing on a non-production partition to ensure that ZDC 5.3 works flawlessly.

### 2.3.2 Deleting the old version

#### Target:

The following describes how the old version of ZDC is deleted. Avoid version conflicts by deleting the old version.

1. ➤ Open the “*Finder*”.
2. ➤ Select: “*Programs → Adobe Illustrator → Plug-ins*”
3. ➤ Move the “*ZDC.aip*” file to the recycle bin.
4. ➤ Move the “*ZundDesignCenter*” folder to the recycle bin.
5. ➤ Empty the recycle bin.
  - ➡ Zünd Design Center is deleted.

### 2.3.3 Installing the ZDC

**Target:**

The following describes how to install ZDC.

**Requirement:**

- Subscription activated
- Software downloaded
- Adobe Illustrator is closed



1. ➤ Double-click on the downloaded installation file.
2. ➤ Follow the instructions of the installation routine.
  - ➡ The software is installed by the installation routine.
3. ➤ End the installation routine with [Close].
  - ➡ The software is installed.

## 2.4 Adjusting Adobe

### 2.4.1 Adobe Illustrator Adjusting

**Target:**

The following describes how the settings in Adobe Illustrator are adapted for ZDC.

1. ➤ Start Adobe Illustrator.
2. ➤ Select: “Fenster → Ebenen”.
3. ➤ In the “Layers” menu, activate the “Remember layers when pasting” option.
  - ➡ The settings of Adobe Illustrator are adjusted.

### 2.4.2 Adjusting the Creative Cloud Desktop



*Compatibility between Adobe Illustrator and the ZDC*

*Before each update or new version of Adobe Illustrator, check its compatibility with the ZDC. If the ZDC is incompatible with the new version of Adobe Illustrator, this can result in malfunctions. ➡ [Chapter 2.2.1 “System requirements and compatibility” on page 10](#)*

*In this regard, also observe the available settings in the “Creative Cloud Desktop”. The following settings are possible:*

- *Import previous settings and default settings when updating Adobe Illustrator.*
- *Keep earlier versions of Adobe Illustrator.*

## 3 Licensing








### 3.1 Activating the license

**Target:**

The following describes how the software is enabled with a valid license.

**Requirement:**

- The software to be licensed and the CodeMeter Control-center are installed.
- The computer has an active Internet connection.

1.  Log in to MyZund: ➔ <https://my.zund.com>.
2.  Select: “MyAssets → Software”.
3.  Select the software to be licensed in the list.
4.  Read and confirm the “Zünd Software Conditions”.
5.  Select the “Activate and manage software” function.
  - ➔ The web portal opens.
6.  Mark the checkbox for the desired license.
7.  Select the [Activate selected licenses now] function.
  - ➔ The selected software is enabled according to your subscription.







### 3.2 Extending the license


**Target:**

The following describes how to activate a subscription extension.

**Requirement**

- The software to be licensed and the CodeMeter Control-center are installed.
- The computer has an active Internet connection.
- The license to be extended was purchased in MyZund.

1.  Log in to MyZund: ➔ <https://my.zund.com>.
2.  Select: “MyAssets → Software”.
3.  Select the software to be licensed in the list.
4.  Select the “Renew license” function.
  - ➔ The web portal opens.
5.  Mark the checkbox for the desired license.
6.  Select the [Auto-update] function.

7.  Select the *[Transfer license update now]* function.
  - ➡ The software is enabled according to the subscription you have selected.

### 3.3 Sharing the license

#### Target:

The following describes how a license can be shared within an organization over a network. Depending on the software product, it can be shared as follows:

- A valid license can be used at multiple computers at staggered times.
- Multiple licenses can be used simultaneously on multiple computers. The number of licenses defines the number of available computers for the software.

#### Requirement:

- You have defined a computer as a license server.
- The license server and the license client are in the same network.
- The license in question is already activated on the license server.
- CodeMeter Runtime must be installed on the license server with the “*Network server*” option.
- The software to be shared and CodeMeter Runtime are installed on the license client.

#### *Set up license server*

1. ➤ Switch to the computer which you have defined as the license server.
2. ➤ Open the CodeMeter WebAdmin: ➔ <http://localhost:22350>.
3. ➤ Select: “*Einstellungen* → *Server* → *Server-Zugriff*”.
4. ➤ Activate the “*Activate network server*” option.
  - ➔ The server service can provide the license.

#### *Set up license client*

5. ➤ Switch to the computer which you have defined as the license client.
6. ➤ Open the CodeMeter WebAdmin: ➔ <http://localhost:22350>.
7. ➤ Select: “*Einstellungen* → *Basis* → *Server-Suchliste*”.
8. ➤ Click on [*Add new server*].
9. ➤ Enter the server names or IP address.
10. ➤ Confirm the input with [*Add*].
  - ➔ The client can obtain the license from the server.



### 3.4 Transfer the license

#### 3.4.1 Transferring the license directly (online)

**Target:**

The following describes how to transfer a license to a different computer. This may be necessary if the computer must be replaced and the software is being used on the new computer, for example. A license can only ever be active on one computer.

**Requirement**

- The source and target computers have an active Internet connection.
- The software and CodeMeter Controlcenter are installed on the target computer.
- The software must be closed on all computers.

***Return license(s)***

1. ➤ Switch to the source computer.
2. ➤ Log in to the customer portal: ➔ <https://my.zund.com>.
3. ➤ Select: “MyAssets → Software”.
4. ➤ Select the corresponding software.
5. ➤ Select the “Activate and manage software” function.
  - ➔ A WebDepot window opens.
6. ➤ Select the “Move licenses” function.
7. ➤ Mark the checkbox for the desired license.
8. ➤ Select the “Return selected licenses now” function.
  - ➔ You have returned the license to CodeMeter.

***Activate license(s)***

9. ➤ Activate the license as described under “Activating the license”.
  - ➔ You have transferred the license(s) online.

### 3.4.2 Transferring a license by file (offline)

#### Target:

The following describes how to transfer the license to a different computer. This may be necessary if the computer must be replaced and the software is being used on the new computer, for example. A license can only ever be active on one computer.

Zünd always recommends transferring the license directly:  
 ➔ [Chapter 3.4.1 “Transferring the license directly \(online\)” on page 17](#)

#### Requirement

- The ZPC software and CodeMeter Controlcenter are installed on the new target computer.
- The data can be exchanged between the two computers.
- A computer has an active Internet connection.
- The software must be closed on all computers.

#### Create request file

1. ➔ Switch to the source computer.
2. ➔ Start CodeMeter Controlcenter.
3. ➔ In the main window, select the “*License update*” function.
  - ➔ The CmFAS wizard opens in a new window.
4. ➔ Click [*Next*].
5. ➔ Select the “*Generate license request*” option.
6. ➔ Select a file name and storage location.
  - ➔ A license request file has been created.

#### Request update file

7. ➔ Switch to a computer with an active Internet connection.
8. ➔ Copy the request file to the computer with the active Internet connection.
9. ➔ Log in to the customer portal: ➔ <https://my.zund.com>.
10. ➔ Select: “*MyAssets* → *Software*”.
11. ➔ Select the corresponding software.
12. ➔ Select the “*Activate and manage software*” function.
  - ➔ A WebDepot window opens.
13. ➔ Select the [*Move licenses*] function.
14. ➔ Select the [*File-based license transfer*] function.
15. ➔ Mark the checkbox for the desired license.
16. ➔ Select the [*Select file*] function

**17.** Select the license request file created in the previous section and confirm with *[Ok]*.

**18.** Select the *[Upload request now and continue]* function.

➡ The request is processed. This generally only takes a few seconds.

**19.** Select the *[Download the license update file now]* function.

➡ The license update file is downloaded.

➡ Open WebDepot.

### ***Import update file***

**20.** Switch to the computer on which you want to activate the software.

**21.** Copy the update file to the computer on which you want to activate the software.

**22.** Start “CodeMeter Controlcenter”.

**23.** In the main window, select the “License update” function.

➡ The CmFAS wizard opens in a new window.

**24.** Click *[Next]*.

**25.** Select the *[Install the license update]* option and click on *[Next]*.

**26.** Select a file name.

➡ A license update file was imported.

**27.** In the main window, select the *[License update]* function.

➡ The CmFAS wizard opens in a new window.

### ***Generate acknowledgment file***

**28.** Click *[Next]*.

**29.** Select the “Generate acknowledgment” option and click on *[Next]*.

**30.** Select a file name and storage location.

➡ The acknowledgment file is created.

### ***Send acknowledgment file***

**31.** Switch to the computer with WebDepot open.

**32.** Copy the acknowledgment file to the computer with WebDepot open.

**33.** Click *[Next]*.

**34.** Select the “Select file” function.

**35.** Select the acknowledgment file created in the previous section and confirm with *[Open]*.

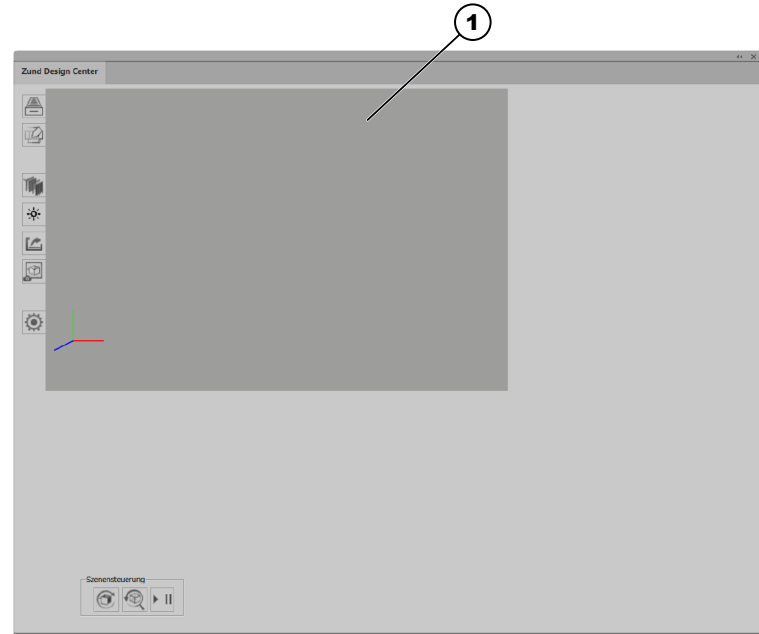
- 36.** Select the *“Upload acknowledgment now”* function.
- ➡ If the transfer was successful, you get the *“License transfer was completed successfully”* message.

## 4 Orientation

### 4.1 Main window

On the “Zünd Design Center” main window, you can navigate to all the functions of the Zünd Design Center.

You can find the main window under “Adobe Illustrator → Fenster → Zünd Design Center”.



*Fig. 1*

- 1 Preview window with coordinate system
- Template library
- New template
- Material
- Activate light
- Export
- Copy image
- Settings
- Update scene
- Reset scene
- Player

## 4.2 Processing methods

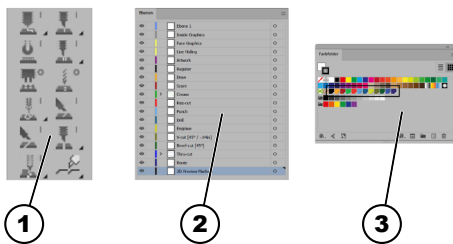













Fig. 2

- 1 ZDC toolbar
- 2 Layers
- 3 Spot colors

The paths are assigned in Adobe Illustrator to the respective processing methods. A layer with a spot color is assigned to each processing method. Created paths can be assigned to the desired processing methods using the layers or the spot colors.

The ZDC toolbar in Adobe Illustrator can be used to create a path for the desired processing method directly.

The following table gives an overview of the processing methods:

Symbol	Processing method	Spot color
-	Inside graphics	-
-	Face graphics	-
-	Line hiding	-
-	Artwork	-
-	Register	■ R0-G0-B0
	Draw	■ R250-B165-G44
	Score	■ -R169-B29-G34
	Crease	■ R25-G178-B75
	Kiss-cut	■ R238-G50-B43
	Punch	■ R96-G158-B213
	Drill	■ R29-G90-B133
	Engrave	■ R207-G217-B53
	V-cut	■ R103-G108-B46
	Bevel-cut	■ R20-G87-B44
	Thru-cut	■ R57-G83-B164
	Route	■ R50-G43-B112
-	3D preview markers	-

## 4.3 Settings

Via the “Settings” area, you can define the individual settings for general and specific functions of the Zünd Design Center.

You will find the “Settings” area under “Adobe Illustrator → Fenster → Zünd Design Center → Einstellungen”.

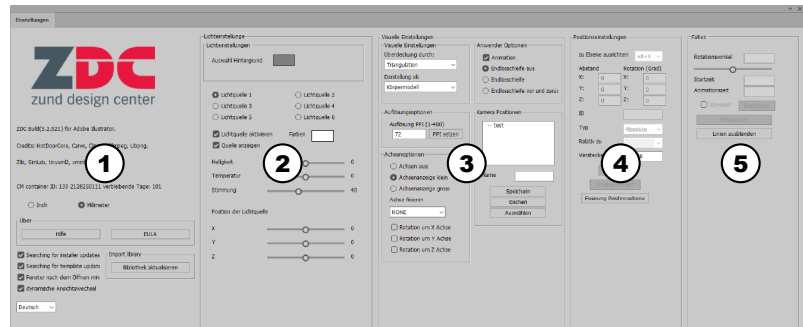


Fig. 3

- 1 General settings
- 2 Light settings
- 3 Visual settings
- 4 Position settings
- 5 Fold settings

## 4.4 Template library

Via the “Template library” area, you can select existing design templates, edit them individually and define settings for general and specific functions of the Zünd Design Center for the further design process.

You will find the “Settings” area under “Adobe Illustrator → Fenster → Zünd Design Center → Vorlagenbibliothek”.

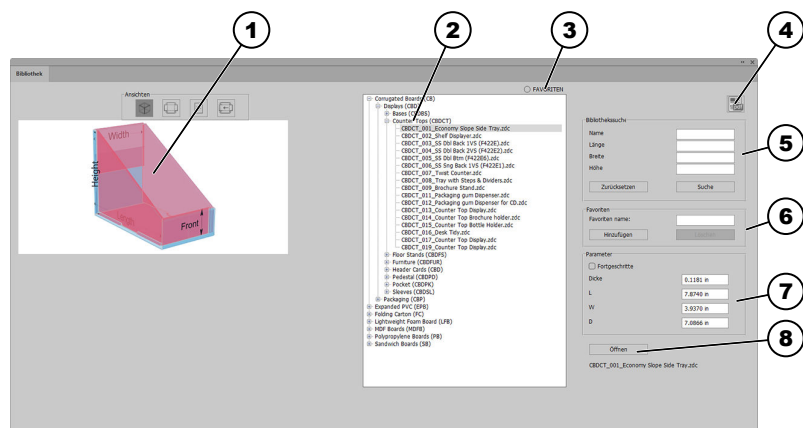






Fig. 4

- 1 View display
- 2 Template library
- 3 [Show favorites] or [do not show favorites]
- 4 Design catalog as PDF
- 5 Library search
- 6 [Add] or [Delete] favorites

- 7 Edit parameter settings
- 8 *[Open]* or *[Cancel]* design template
  -  Static 3D view
  -  Static 2D view
  -  Info view
  -  Dynamic 2D view



## 5 Set up


### 5.1 Minimizing windows

**Target:**

The following describes how to activate automatic minimization of unnecessary windows after actions have been carried out.

**Requirement:**

- “Zünd Design Center” main window open

1. ➤ Press the Settings button .
2. ➤ Activate the [Minimize the window after opening] checkbox.

➡ The “Minimize window” function is activated.


### 5.2 Dynamically changing the view

**Target:**

The following describes how to activate dynamic view changes.

**Requirement:**

- “Zünd Design Center” main window open


1. ➤ Press the Settings button .
2. ➤ Activate the [dynamic view change] checkbox.

➡ The “dynamic view change” function is activated.

### 5.3 Changing the unit of measurement


**Target:**

The following describes how to change the units of measurement. The selected unit of measurement is suggested for each input field. If you enter values with a different unit of measurement, these values are automatically converted in the input field.

The units of measurement are changed between “Inch” and “Millimeter” in the settings area .


**Requirement:**

- “Zünd Design Center” main window is open

1. ➤ Click on the Settings button .
2. ➤ Mark the checkbox of the desired unit of measurement.

➡ The unit of measurement is changed.

## 5.4 Changing the language





The language settings are changed in the settings area .

### Target:

The following describes how to change the language settings.

### Requirement:

- “Zünd Design Center” main window is open

1.  Click on the Settings button .
2.  Select the desired language from the drop-down list.
  - ➡ The message to restart Adobe Illustrator is displayed.
3.  Restart Adobe Illustrator.
  - ➡ The language is changed.

## 6 Operation

### 6.1 Working with the ZDC

The basic design process is described here. The ZDC can be used with or without the extensive design library. This description provides you with an overview of the basic workflow.

#### Define a goal

Your thoughts on the goal set the basic framework conditions for your project. The framework conditions help you during later implementation with the ZDC. Possible questions are:

- Which material do you want to use?
- Do you want to create packaging or a POS display?
- Should the material also be printed?

#### Search the template library

Open the template library and search for a suitable template project. The template library offers you an extensive selection of prefabricated designs.

➔ [Chapter 6.3.1 “Filtering design templates” on page 28](#)

#### Define design parameters

Select a design proposal and set the parameters such as thickness, length, width, height.

➔ [Chapter 6.3.5 “Managing design parameters” on page 30](#)

#### Open the design

Open the design in Adobe Illustrator.

➔ [Chapter 6.3.4 “Opening the design template” on page 29](#)

#### Adapt the design contour

Adapt the design contour, if necessary, to your individual wishes.

➔ [Chapter 7 “Tips and tricks” on page 50](#)

#### Designing inside and outside areas

If you want to produce packaging, for example, you can customize the interior and exterior areas.


➔ [Chapter 7 “Tips and tricks” on page 50](#)

#### Export the design

Export your project in one of the following formats for presentation or production.

➔ [Chapter 6.11 “Exporting the design” on page 45](#)

## 6.2 Creating your own design

You can use the New template  function to open a new Adobe Illustrator file and create your own design.



*Use predefined layers and/or spot colors!*







*Use the ZDC's predefined layers and spot colors to assign the desired processing method to your design. This enables the fold preview and the optimized export to the advanced "Zünd Cut Center" software.*

### Target:

The following describes how to create an individual design for the design process.

### Requirement:

- "Zünd Design Center" main window is open

1.  Click on the New template button .  
➔ The "New template" window is displayed.
2.  Select the desired material.
3.  Enter the desired dimensions and the material thickness.
4.  Confirm the input.  
➔ A new Adobe Illustrator file is opened.
5.  Create your own design and assign the paths to the possible processing methods.  
➔ Your own design is created.





## 6.3 Creating a design from a template

### 6.3.1 Filtering design templates

#### Target:

The following describes how to limit the selection of design templates via the library search. The library search can be filtered by name and dimensions.

#### Requirement:


- Template library area  is open
1.  In the "Library search" area, enter the desired filter.
  2.  Click on the [Search] button.  
➔ In the "Design templates" list, the filtered design templates are listed.
  3.  Click on the [Reset] button if you want to reset the filter settings.  
➔ The filter settings in the "Library search" area are deleted.



### 6.3.2 Defining the view

**Target:**

The following describes how to display the designs of the design library in different views.

**Requirement:**

- Template library area  is open

1.  Select a design from the “Design templates” list.
2.  Select the desired view.

3D view (static)



2D view (static)



Info view



2D view (dynamic)



- ➡ The selected view is displayed in the view display.



- *Light blue areas indicate the surface of the design.*
- *Pink folded areas are not visible or are not located on the inside of the packaging when folded.*
- *Green lines indicate the folding lines of the design.*


### 6.3.3 Selecting the design template

**Target:**

The following describes how to select a design template to be able to process the design for the further design process.

**Requirement:**

- Template library area  is open

-  In the “Design templates” list, select the desired design.

- ➡ The design was selected.

### 6.3.4 Opening the design template

**Target:**

The following describes how to open the design once you have made your desired design selection.

**Requirement:**

- Template library area  is open

1.  Mark a design template in the list.

2. ➤ Click on the [Open] button.

➡ The design opens in the Zünd Design Center and Adobe Illustrator.


*! If the design consists of multiple parts, you can determine whether the design should be placed in one or more artboards in Adobe Illustrator.:*


### 6.3.5 Managing design parameters

#### Target:


The following describes how to adjust the selected design to individual parameters.

#### Requirement:

- Design template selected ➡ [Chapter 6.3.3 “Selecting the design template” on page 29](#)
- Template library area  is open

*! When entering individual parameters, observe the notes in the Info view display .:*

➤ In the “Parameter settings” area, enter the desired parameter.


➡ In the View display, a dynamic 2D view  is displayed with the changed parameters.

### 6.3.6 Updating the template library

#### Target:

The following describes how to import the updated design catalog into the ZDC.

#### Requirement:

- Settings area  is open
- Updated template library is available

1. ➤ Click on the [Update template library] button.

2. ➤ Select the new template library from the directory.

➡ The template library is updated.

## 6.4 Managing design favorites

### 6.4.1 Saving a design as a favorite



*Favorite with customized parameters*

*A design can be saved as a favorite with customized parameters or name.*

**Target:**

The following describes how to mark a design as a favorite.

**Requirement:**

- “Zünd Design Center” main window is open

1. Open the template library.
2. Deactivate the “FAVORITES” option above the designs.
3. Mark a design in the list.
4. Adjust the parameters as you want.
5. Switch to the “Favorites” field and enter a name.
6. Click on the [Add] button.
  - ➡ The marked design with the associated parameters is marked as a favorite.
  - ➡ The favorite name is added to the marked design.

### 6.4.2 Showing favorites

**Target:**

The following describes how to show favorites.

**Requirement:**

- At least one design has been marked as a favorite.
  - “Zünd Design Center” main window is open
1. Open the template library.
  2. Activate the “Favorites” option above the designs.
    - ➡ You only see designs marked as a favorite in the list.

### 6.4.3 Deleting favorite marking

**Target:**

The following describes how to delete the marking as a favorite for a design.

**Requirement:**

- “Zünd Design Center” main window is open
1. Open the template library.
  2. Activate the “Favorites” option above the designs.

3. ➤ Mark a design in the list.
4. ➤ Click on the “Delete” button.
  - ➡ The design is no longer marked as a favorite.

## 6.5 Controlling 3D view

### Target:

The following describes how to rotate, scale, and position the 3D model for scene management and camera positioning.

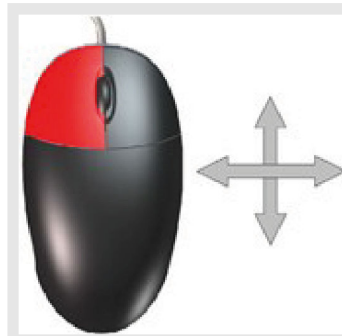
### Requirement:

- Your own design or a design from a design template is open
  - ➡ [Chapter 6 “Operation” on page 27](#)
  - ➡ [Chapter 6.2 “Creating your own design” on page 28](#)
- 1. ➤ Transform the 3D model in the Preview window of the “Zünd Design window” main window into the desired view.



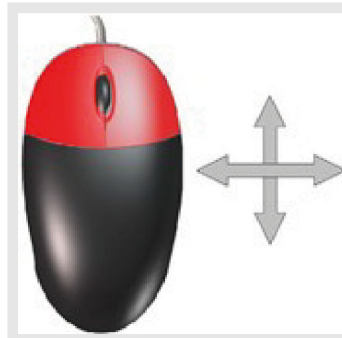
#### Zoom design in/out

While holding down the right mouse button, move the mouse up and down.



#### Rotate design


While holding down the left mouse button, rotate the 3D model to the desired 3D view.



#### Position design

While holding down the left and right mouse buttons, position the 3D model in the desired position in the view window.



2.  Save the desired view as a Scene or set the desired camera position.
  - ➡ The desired view was set.

## 6.6 Materials

### 6.6.1 Managing material

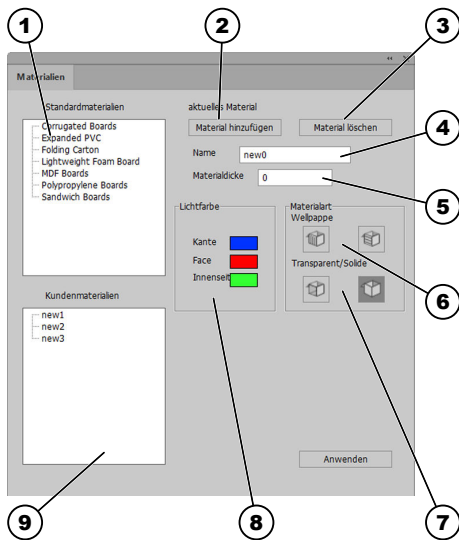


Fig. 5


- 1 Standard materials
- 2 Add material
- 3 Delete material
- 4 Material name
- 5 Material thickness
- 6 Material type: Corrugated cardboard with longitudinal or transverse ridges
- 7 Material type: Transparent or opaque
- 8 Color settings
- 9 Customer materials

### 6.6.2 Selecting material

#### Target:

The following describes how to assign the desired material to the open design.

#### Requirement:


- Your own design or a design opened from a design template
    - ➔ [Chapter 6 “Operation” on page 27](#)
    - ➔ [Chapter 6.2 “Creating your own design” on page 28](#)
1. ➔ Press the Materials button .
  2. ➔ Select the desired material from the “Standard materials” or “Customer materials” list.
  3. ➔ Press the [Apply] button.
    - ➔ The desired material is selected.






### 6.6.3 Adding material

#### Target:

The following describes how to add individual materials to the “*Customer materials*” list.

#### Requirement:

- Materials area  open

1.  Press the *[Add material]* button.
2.  In the “*Customer materials*” list, mark the added material.
3.  In the “*Name*” entry field, enter the desired material names.
4.  Set the desired settings on the added material.  
➔ [Chapter 6.6.4 “Processing material” on page 35](#)
5.  Press the *[Apply]* button.  
➔ The new material is displayed in the “*Customer materials*” list.




### 6.6.4 Processing material

#### Target:

The following describes how to adjust materials to your individual requirements. The following settings are possible:

Material thickness	Display of the material thickness of the design. The material thickness is set in the “ <i>Template library</i> ” window using the “ <i>Parameter setting</i> ”.
Material color (edges, outside, inside)	Setting of the color for the border (edge), the inside and outside (face) of the design
Corrugated cardboard (horizontal/vertical)	Indication of the corrugation direction for corrugated cardboard
Transparency	Activate the transparency for translucent materials

#### Requirement:

- Material selected in the Material area  ➔ [Chapter 6.6.2 “Selecting material” on page 34](#)
1.  Select the desired colors for the edge, outside and inside.
  2.  Activate the *[Corrugated cardboard]* checkbox if desired.

3. ➤ Click on the button of the desired corrugation direction to set the corrugation direction.
4. ➤ Activate the *[Transparency]* checkbox if necessary.
5. ➤ Click on the *[Apply]* button.
  - ➡ The material change is saved.

### 6.6.5 Deleting material


#### Target:

The following describes how to delete materials that are not required from the “*Customer materials*” area.



*Pre-installed materials in the “Standard materials” area cannot be deleted.*

#### Requirement:

- Materials area  open

1. ➤ Mark the material to be deleted in the “*Customer materials*” list.
2. ➤ Press the *[Delete material]* button.
  - ➡ The material is deleted from the “*Customer materials*” list.

## 6.7 Setting light

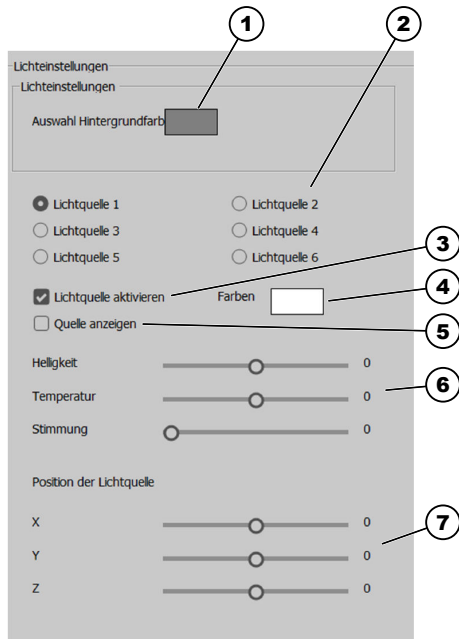


Fig. 6


- 1 Background color
- 2 Select light source
- 3 Activate and deactivate light source
- 4 Light colors
- 5 Display light source in pre-view window
- 6 Light parameters
- 7 Position of the light source in the preview window


### Target:

The following describes how to activate, deactivate and adjust the light sources for the presentation of the 3D model to the individual requirements.

You can optimize the presentation of the 3D model in the “Zünd Design Center” main window using light sources. By adjusting various light sources, you can change the mood of the model rendering in the 3D view in the preview window.


You can activate or deactivate the light using the light button  in the “Zünd Design Center” main window.


You can individually adjust the settings of the different light sources in the settings area .


In the settings area , you can activate and deactivate the different light sources and adjust the individual light settings for the presentation to the corresponding design.


You will find the “Light settings” area under “Adobe Illustrator → Fenster → Zünd Design Center → Einstellungen”.

### Requirement:


- Settings area  is open.


1.  Select a background color for the preview window.

2.  Select a light source.

3.  *If multiple light sources are to be active, each light source must be activated separately.:*

Activate the light source.

4.  Select a light color.

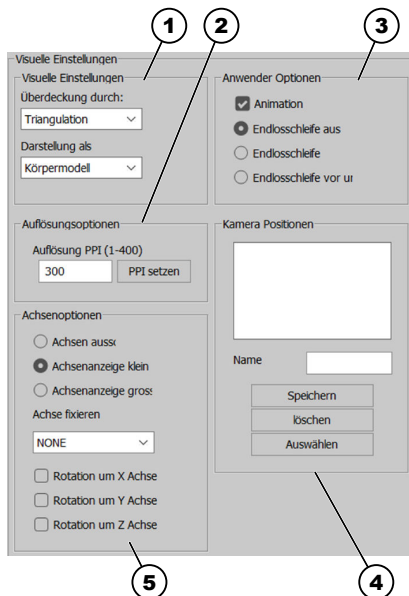
5.  Activate the display of the light source in the preview window, if desired.

➡ The light source is shown in the preview window with a cross symbol in the selected light color.

6. ➤ Set the values for brightness, temperature, and  
ambiance of the light.
7. ➤ Set the position of the light source.
8. ➤ Repeat steps 3 – 8 for each additional light source  
selected.
  - The light sources are set.

## 6.8 Visual settings

### 6.8.1 Adjusting visual settings



You can change the view of the 3D model in the “Zünd Design Center” main window individually according to your wishes. The 3D model is displayed in the preview window according to the visual settings list.

You will find the “Visual settings” area under “Adobe Illustrator → Fenster → Zünd Design Center → Einstellungen”.

Fig. 7

- 1 Representation variant (model overlap and model representation)
- 2 Resolution options
- 3 User options
- 4 Camera positions
- 5 Axis options

### 6.8.2 Setting representation variants

#### Target:

Learn how to set the model overlap and model representation of the 3D model for presentation in the preview window.

#### Requirement:

- Settings area open


1. From the [Overlap by] drop-down list, select a model overlap.
2. From the [Representation as] drop-down list, select a model representation.
  - ➡ The representation variant is set.



### 6.8.3 Setting the resolution

#### Target:

The following describes how to set the resolution for the display of the 3D model.

**Requirement:**

- Settings area  open


1.  ***i** The resolution can be set from 1 – 400 ppi. :  
The higher the resolution value, the higher the resolution of the 3D preview and the required rendering time.*  
  
Enter the desired resolution in the [Resolution PPI] entry field.
2.  Press the [Set PPI] button.  
➡ The resolution is set.


## 6.8.4 Setting axes



**Target:**

The following describes how to define the settings of the coordinate axes of the 3D model.

**Requirement:**

- Settings area  open

1.  Set the desired display of the coordinate axes.  


Axes off	Do not display any coordinate axes
Small axis display	Show small coordinates axis
Large axis display	Show large coordinates axis
2.  From the [Fix axis] drop-down list, select the axis that should be locked.
3.  Select the axis around which the 3D model should rotate.  
➡ The axes are set.


## 6.8.5 Setting playback options

**Target:**

The following describes how to define the animation settings of the 3D model.

**Requirement:**

- Settings area  open

1.  Activate the [Animation] checkbox to switch on the animation.




2. ➤ Select the desired playback option.
  - Continuous loop off
  - Continuous loop
  - Continuous loop forward and back
- ➡ The playback options are set.

## 6.8.6 Saving camera positions

### Target:

The following describes how to save the current model view in the preview window of the “Zünd Design Center” main window for quick re-display later.

### Requirement:


- Your own design or a design created from a design template.
1. ➤ In the preview window of the “Zünd Design Center” main window, set the 3D model to the desired view.  
➡ [Chapter 6.5 “Controlling 3D view ” on page 32](#)
  2. ➤ Press the Settings button .
  3. ➤ In the “Camera position” area, enter the desired name in the [Name] entry field.
  4. ➤ Press the [Save] button.
    - ➡ The entered name is displayed in the “Camera positions” list.

## 6.8.7 Deleting camera positions

### Target:

The following describes how to delete a saved model view from the “Camera positions” area.

### Requirement:


- Settings area  open
1. ➤ In the “Camera positions” list, mark the desired view.
  2. ➤ Press the [Delete] button.
    - ➡ The view is deleted from the “Camera positions” list.

## 6.8.8 Selecting camera positions

### Target:

The following describes how to select the saved model view for display in the preview window of the “Zünd Design Center” main window.

### Requirement:

- Settings area  open

1. ➤ In the “*Camera positions*” list, mark the desired view.

2. ➤ Press the [Select] button.

- ➡ The view is displayed in the preview window of the “*Zünd Design Center*” main window.

## 6.9 Setting folding parameters

### Target:

The following describes how to set the folding settings of the animation of the 3D model in the preview window of the “Zünd Design Center” main window.

The animation of the fold preview can be individually set for each path of the “Crease” and “V-cut” layers. You can set the sequence of the folding and the angle of the folding surfaces via the folding settings.

You will find the “Fold settings” area under “Adobe Illustrator → Fenster → Zünd Design Center → Einstellungen”.

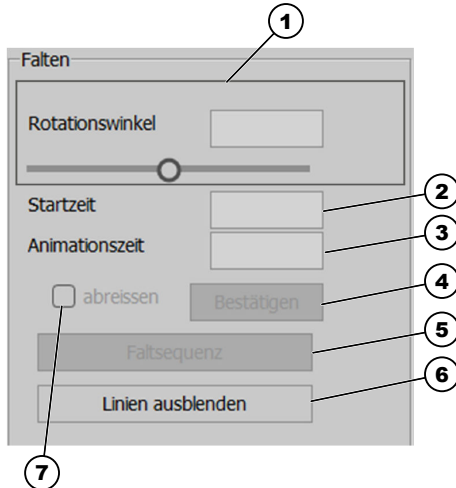


Fig. 8:

- 1 Define rotation angle
- 2 Starting time of the animation in seconds
- 3 Animation duration in seconds
- 4 [Confirm] button
- 5 Open folding sequence menu
- 6 [Hide lines] button
- 7 Tear the material along the selected path

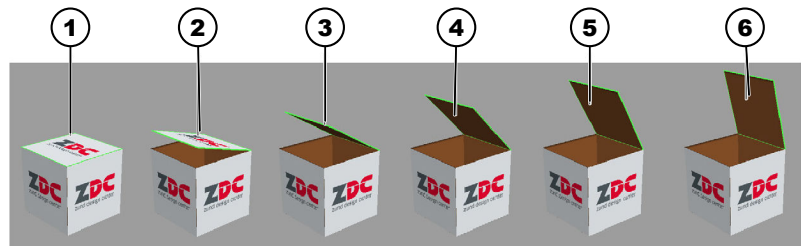
### Requirement:

- Your own design or a design created from a design template.

*i Only the paths of the “Crease” and “V-cut” layers can be set with individual folding parameters.:*

1. ➤ Mark the desired path in the Adobe Illustrator file.
2. ➤ Click on the Settings button ⚙.

***i** If you do not change the preset rotation angle values, all folds will be made simultaneously at a 90° angle.:*



**Fig. 9:**

- 1 90° angle
- 2 75° angle
- 3 60° angle
- 4 45° angle
- 5 30° angle
- 6 15° angle

3. Set the desired rotation angle for the marked path.
4. Enter the starting time of the animation in seconds.
5. Enter the animation duration in seconds.
6. Activate the *[Tear]* checkbox if the material should be torn along the selected path.
7. Click on the *[Folding sequence]* button.
  - ➡ The “Folding sequence” window is displayed.
8. Enter the desired folding sequence values.
9. Click on the *[Hide lines]* button if the overlap of construction, bending, V-cut, and intersection lines should be displayed with a white area.
10. Click on the *[Confirm]* button
  - ➡ The fold settings made for the marked path are saved.

## 6.10 Controlling the 3D animation

### Target:




The following describes how to control the 3D model animation.

In the Scene control area, the 3D model animation can be controlled in the “Zünd Design Center” view window.

You will find the Scene control area under “Adobe Illustrator → Fenster → Zünd Design Center”.

### Requirement:

- Your own design or a design created from a design template
  - ➔ [Chapter 6 “Operation” on page 27](#)
  - ➔ [Chapter 6.2 “Creating your own design” on page 28](#)

1. Click on the Update scene button .
  - ➔ The animation is updated.
2. Click on the Reset scene button .
  - ➔ The animation is reset.
3. Click on the Player button .
  - ➔ The “Player” window for individual control of the animation is opened.


## 6.11 Exporting the design

### 6.11.1 Defining a Hotfolder

#### Target:

The following describes how to define a folder as a Hotfolder. A Hotfolder is needed for exporting \*.ai.

#### Requirement:

1. Select the Export button .
  - ➔ The “Export” window is displayed.
2. Click on the [Set Hotfolder] button to set a hot folder.
  - ➔ The Windows prompt “Select path” is displayed.
3. Select a Hotfolder and confirm this with [Select folder].

### 6.11.2 Sending a design to a Hotfolder as AI

#### Target:

The following describes how to send the Adobe Illustrator file to the Hotfolder.

#### Requirement:


- A Hotfolder is defined.

1. ➤ Save the ZDC project locally.
2. ➤ Select the Export button .
  - ➡ The “Export” window is displayed.
3. ➤ Click the [Send .ai to Hotfolder] button.
4. ➤ Set the Illustrator options and confirm them with [Ok].
  - ➡ The design is sent to the Hotfolder.

### 6.11.3 Exporting to the PNG format

**Target:**


The following describes how to export the design to the PNG format.

1. ➤ Switch to the main window of the Zünd Design Center.
2. ➤ Position the design as desired.
3. ➤ Select the Export button .
  - ➡ The “Export” window is displayed.
4. ➤ Select the “PNG” format from the drop-down list.
5. ➤ Click on [Save].
6. ➤ Select a path and confirm this with [Save].
  - ➡ The design is exported to the desired format.

### 6.11.4 Exporting to the 3D PDF format

**Target:**

The following describes how to export the design to the 3D PDF format.

1. ➤ Switch to the main window of the Zünd Design Center.
2. ➤ Position the design as desired.
3. ➤ Select the Export button .
  - ➡ The “Export” window is displayed.
4. ➤ Select the “3D PDF” format from the drop-down list.

5. ➤ Define the export parameters:
  - Selection: Solid model or wireframe model
  - Input: Frame rate (FPS)
  - Number of repetitions
  - Start the animation upon opening: Yes/No
  - Insert a table with basic information: Yes / No
  - Insert a logo: Yes / No
  - Insert control tips: Yes / No

6. ➤ Click on [Save].

7. ➤ Select a path and confirm this with [Save].

➡ The design is exported to the desired format.



#### *Opening a 3D PDF*


*Always open a 3D PDF with the “Adobe Reader” program and activate playback of 3D contents.*

*“Adobe Reader → Bearbeiten → Voreinstellungen... → 3D & Multimedia → Wiedergabe von 3D-Inhalten aktivieren”*

### 6.11.5 Exporting to the DAE format

#### **Target:**


The following describes how to export the design to the DAE format.

1. ➤ Switch to the main window of the Zünd Design Center.
2. ➤ Select the Export button .
  - ➡ The “Export” window is displayed.
3. ➤ Select the “DAE” format from the drop-down list.
4. ➤ Click on [Save].
5. ➤ Select a path and confirm this with [Save].
  - ➡ The design is exported to the desired format.

### 6.11.6 Exporting to the MP4 format

#### **Target:**

The following describes how to export the design to the MP4 format.


1. ➤ Switch to the main window of the Zünd Design Center.
2. ➤ Position the design as desired.
3. ➤ Select the Export button .
  - ➡ The “Export” window is displayed.

4. ➤ Select the “MP4” format from the drop-down list.
5. ➤ Define the export parameters:
  - Start time
  - End time
  - Frame rate
6. ➤ Click on [Save].
7. ➤ Select a path and confirm this with [Save].
  - ➡ The design is exported to the desired format.

#### 6.11.7 Exporting to the OBJ format

**Target:**


The following describes how to export the design to the OBJ format.

1. ➤ Switch to the main window of the Zünd Design Center.
2. ➤ Select the Export button .
  - ➡ The “Export” window is displayed.
3. ➤ Select the “OBJ” format from the drop-down list.
4. ➤ Click on [Save].
5. ➤ Select a path and confirm this with [Save].
  - ➡ The design is exported to the desired format.

#### 6.11.8 Exporting to the STL format

**Target:**

The following describes how to export the design to the STL format.


1. ➤ Switch to the main window of the Zünd Design Center.
2. ➤ Select the Export button .
  - ➡ The “Export” window is displayed.
3. ➤ Select the “STL” format from the drop-down list.
4. ➤ Click on [Save].
5. ➤ Select a path and confirm this with [Save].
  - ➡ The design is exported to the desired format.

#### 6.11.9 Exporting to the ZCC format

**Target:**



The following describes how to export the design to the ZCC format.

1. ➤ Switch to the main window of the Zünd Design Center.
2. ➤ Position the design as desired.
3. ➤ Select the Export button .
  - ➔ The “Export” window is displayed.
4. ➤ Select the “ZCC” format from the drop-down list.
5. ➤ Define the export parameters:
  - Material type
6. ➤ Click on [Save].
7. ➤ Select a path and confirm this with [Save].
  - ➔ The design is exported to the desired format.



*Artboard for export to \*.zcc*

*The artboard in ZDC is interpreted as material size in ZCC.*

## 7 Tips and tricks

### 7.1 Adapting the design contour

**Target:**

The following describes how to adapt the design contour on the basis of an existing design.

1. ➤ Open the desired design from the design catalog.



Fig. 10

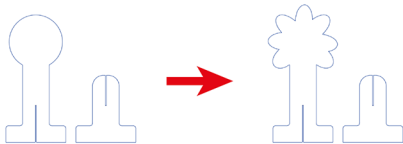


Fig. 11

2. ➤ Change to the corresponding layer in Adobe Illustrator.
3. ➤ Adapt the paths in the desired layers.

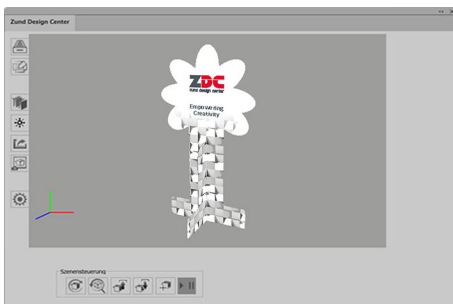


Fig. 12

4. ➤ Check the change.  
➡ An existing design was adapted.

## 7.2 Placing design elements

### Target:

The following describes how to design the external and internal surface areas of packaging. You can present the design as a video or 3D PDF or directly produce it.

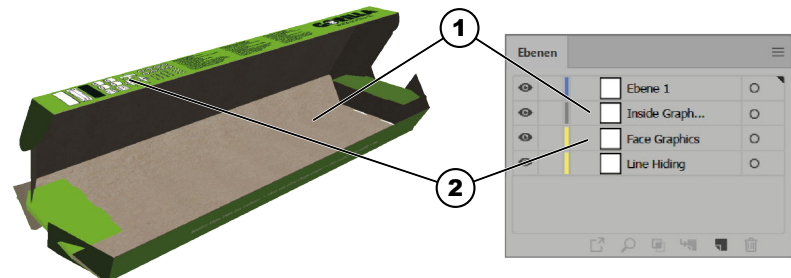


Fig. 13

- 1 Inside graphics (interior)
- 2 Face graphics (exterior)

### *Designing the outer shell*

1. ➤ Activate the “Face graphics” layer.
2. ➤ Activate other layers such as “Crease” or “Thru-cut”
  - ➡ The paths along which the cutting or folding is done are visible.
3. ➤ On the “Face graphics” layer, place texts, logos, images etc.
  - ➡ The outer shell of the box is designed.

### *Designing the inside*

4. ➤ Activate the “Inside graphics” layer.
5. ➤ Activate other layers such as “Crease” or “Thru-cut”.
  - ➡ The paths along which the cutting or folding is done are visible.
6. ➤ On the “Inside graphics” layer, place texts, logos, images etc.
  - ➡ The inside of the box is designed.

## 7.3 Creating cut-outs

### Target:

The following describes how to design cut-outs in the packaging.

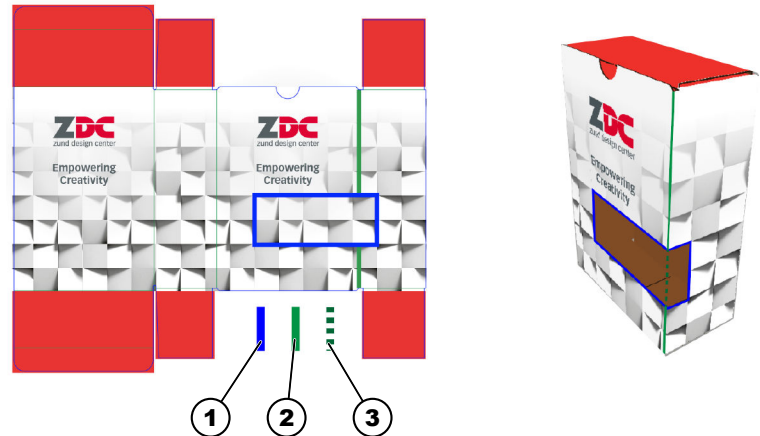


Fig. 14

- 1 Path of the “Thru-cut” layer
- 2 Path of the “Crease” layer
- 3 Path of the “Crease” layer from cutout

1. ➤ Open a design in which you wish to create a cutout.
2. ➤ Activate the “Thru-cut” layer.
3. ➤ Create the paths in the “Thru-cut” layer for the cutout.

➡ A cutout was created in the box.