Software manual
Zünd Design Center v7.0

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

ZÜND
swiss cutting systems

Document type
Software manual

Version
7 Rev. 15.01.2024
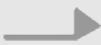
Language
en-US

Supplemental directives

General equal treatment

This manual 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. 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 damage to material or the environment.
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
[Approval] button	Operating elements such as buttons, switches, etc. ...
"Start"	Screen elements such as buttons, menu entries, etc. ...
Code	Representation of programming code or file paths

Trademark protection

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1 About this manual

1.1 Purpose

Identification

This manual describes the application of the following software:

- Zünd Design Center

The software is an Adobe Illustrator plug-in.

Goal

This manual enables you to install and use the software.

- You are able to install and license the software.
- You are able to create and export your own packaging and three-dimensional POS displays.
- You are able to create an output file for further processing in Cut Center.

Ask your local service partner about the latest version of the product documentation and changes or corrections released by the manufacturer.

Target group

This manual is addressed to the software user.

Feedback

All conceivable measures have been taken to ensure the correctness and completeness of this manual. Despite the utmost care, errors can never be completely avoided; therefore, we appreciate notes and suggestions at any time.

Send us an email if you would like to give us feedback: techkom@zund.com

1.2 Applicable documents

In addition to this manual, the following product documentation also applies, depending on the cutter.

Ask your local service partner for the latest version of the manuals.

- Software manual Cut Center

1.3 Contact data

Manufacturer

Zünd Systemtechnik AG
Industriestrasse 8
9450 Altstätten
Switzerland
Phone: +41 71 554 81 00
Email: info@zund.com
➥ https://www.zund.com

Customer service

Zünd Systemtechnik AG has a global service and sales network. Select your local partner.
➥ https://www.zund.com/contact

Webshop

Zünd Systemtechnik AG has a webshop for consumables and spare parts as well as software products. Visit the webshop.
➥ https://my.zund.com/shop

2 Installation

2.1 Downloading software

Target:
Here you will learn how to download software from MyZund.

Requirement:

- You are logged in to MyZund.

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 that Adobe Illustrator be installed. The plug-in is compatible with the following versions (operating system, Adobe Illustrator):

Operating system	CC 2022	CC 2023	CC 2024
Windows® 10 (from version 1903 up to version 22H2)	X	X	X
Windows® 11 (up to version 22H2)	X	X	X

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:

Here you will learn how to install ZDC on the computer.

Requirement:

■ Subscription is activated

■ Software is downloaded

■ Adobe Illustrator is closed

1. ▸ Check whether Adobe Illustrator is installed on the C: drive.

2. ▸ If Adobe Illustrator is not installed on the C: drive, contact customer service.

3. ▸ Double-click on the installation file.

4. ▸ 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.

5. ▸ Complete the installation with [Finish].

➡ The software is installed.

i *ZDC is installed on the C: drive automatically. The installation of Illustrator must also be located on this drive. If both programs are not on the same drive, then ZDC will not be displayed in Illustrator.*

– *Contact customer service if you have installed Illustrator on a different drive.*

2.3   macOS operating system

2.3.1   System requirements and compatibility

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

Operating system	CC 2022	CC 2023	CC 2024
OS 13	X	X	X
OS 13 (M1 native)	X	X	X
OS 14	—	X	X

ZDC 7.0 has native support for Apple M1 processors. Rosetta (Mac version) is only required when a hardware license dongle is used.

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 is activated
- Software is downloaded
- Adobe Illustrator is ended

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   Adjusting Adobe Illustrator

Target:

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

1. ⮞ Start Adobe Illustrator.

2. ⮞ Select: *"Window → Layers"*.

3. ⮞ In the "Layers" menu, activate the "Remember layers when pasting" option.

➡ The settings of Adobe Illustrator are now adapted.

2.4.2   Adjusting the Creative Cloud Desktop

ℹ️ *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 11*

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:

- Computer has an active Internet connection
- CodeMeter Control Center is installed
- Software to be licensed is installed

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. Check 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

- Computer has an active Internet connection
- CodeMeter Control Center is installed
- Software to be licensed is installed
- 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. Check 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.

Setting up the license server

1. Switch to the computer that you have defined as the license server.
2. Open the CodeMeter WebAdmin:
   ➡ http://localhost:22350.
3. Select: *"Settings → Servers → Server access"*.
4. Activate the "Activate network server" option.

   ➡ The server service can provide the license.

Setting up the license client

5. Switch to the computer that you have defined as the license client.
6. Open the CodeMeter WebAdmin:
   ➡ http://localhost:22350.
7. Select: *"Settings → Basic → Server search list"*.
8. Click on [Add new server].
9. Enter the server name or IP address.
10. Confirm the input with [Add].

   ➡ The client can obtain the license from the server.

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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, for example, if the computer must be replaced and the software is being used on the new computer. 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 Control Center are installed on the target computer.
- The software must be ended on all computers.

Return license(s)

1. ⌂ Switch to the source computer.
2. ⌂ Log in to MyZund:
   ➡ 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. ⌂ Check 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 a license".
   ➡ You have transferred the license(s) online.

3.4.2   Transferring a license by file (offline)

Target:

Here you will learn how to transfer the license to a different computer. This may be necessary, for example, if the computer must be replaced and the software is used on the new computer. A license can only ever be active on one computer.

Zünd always recommends transferring the license directly:

Requirement:

- The software to be licensed and CodeMeter Control Center are installed on the new target computer.
- Data can be exchanged between the two computers.
- A computer with an active Internet connection is available.
- The software must be closed on all computers.

Creating a request file

1. ▹ Switch to the source computer.

2. ▹ Start CodeMeter Control Center.

3. ▹ In the main window, select the "License update" function.

   ➡ The CmFAS wizard opens in a new window.

4. ▹ Click on [Next].

5. ▹ Select the "Generate license request" option.

6. ▹ Select a filename and storage location.

   ➡ A license request file has been created.

Requesting an 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 MyZund:
   ➡ 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. ▹ Check 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.

➡ Leave WebDepot open.

Importing an 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 Control Center".

23. ▸ In the main window, select the "License update" function.

➡ The CmFAS wizard opens in a new window.

24. ▸ Click on [Next].

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

26. ▸ Select a filename.

➡ A license update file has been imported.

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

➡ The CmFAS wizard opens in a new window.

Creating an acknowledgment file

28. ▸ Click on [Next].

29. ▸ Select the "Generate acknowledgment" option and click on [Next].

30. ▸ Select a filename and storage location.

➡ The acknowledgment file has been created.

Sending an acknowledgment file

31. ▸ Switch to the computer with WebDepot open.

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

33. ▸ Click on [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 will see the message "License transfer was completed successfully".

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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 → Window → Zünd Design Center"*.
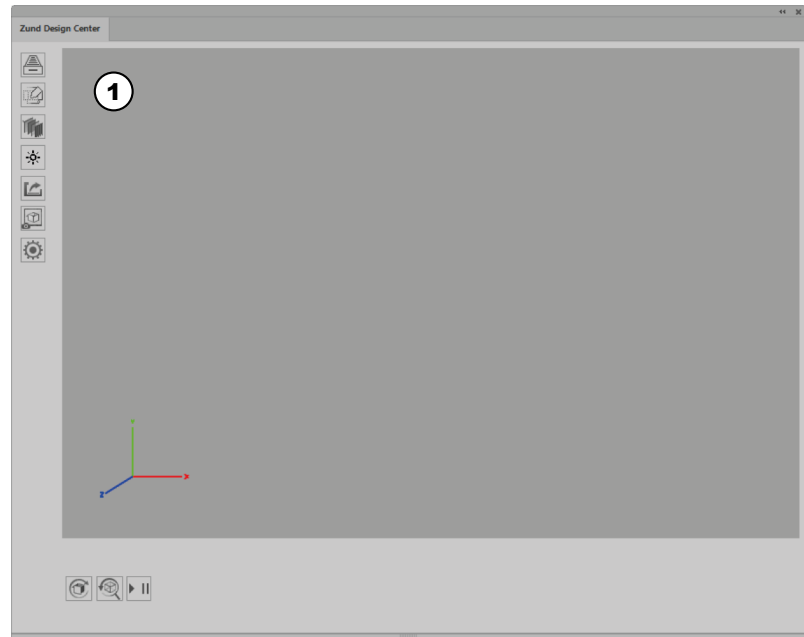
Fig. 1

1 Preview window with coordinate system
⬜ [Library]
⬜ [New template]
⬜ [Materials]
⬜ [Activate light]
⬜ [Export]
⬜ [Copy image]
⬜ [Settings]
⬜ [Update] an animation
⬜ [Reset] an animation
▸‖ [Player]

The size of all windows of "Zünd Design Center" can be adjusted by dragging a side or corner.

4.2 Processing methods

Fig. 2

1 ZDC toolbar
2 Layers
3 Spot colors

The paths are assigned in Adobe Illustrator to the respective 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.
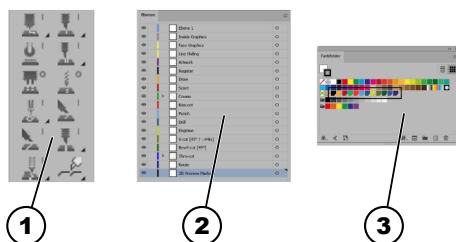
Using the ZDC toolbar in Adobe Illustrator, a path of the desired processing method can be created directly.

The following table gives an overview of the methods:

Symbol	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	-

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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 → Window → Zünd Design Center → Settings"*.
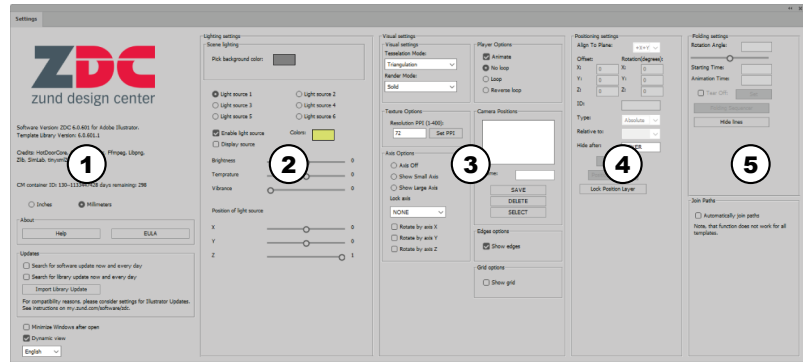

Fig. 3

1   General settings
2   Lighting settings
3   Visual settings
4   Positioning settings
5   Folding settings

4.4   Library

Via the [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 next steps in the design process.

You will find the [Library] area ⎙ under *"Adobe Illustrator → Window → Zünd Design Center → Library"*.
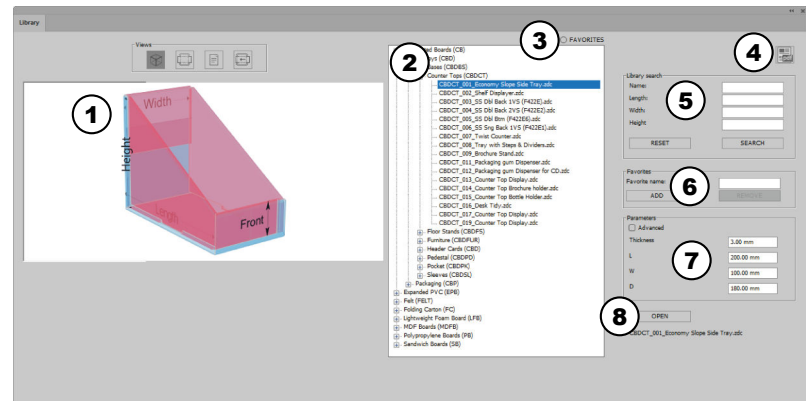
Fig. 4

1   View display
2   Library of templates
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 Setting 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 is open

1. Click on the [Settings] button ⚙.

➡ A window is opened.

2. Activate the [Minimize windows after open] 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 is open

1. Click on the [Settings] button ⚙.

➡ A window is opened.

2. Activate the [Dynamic view] checkbox.

➡ The "Dynamic view change" function is activated.

5.3 Changing the unit of measurement

Target:
The following describes how to change 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.

Requirement:

- "Zünd Design Center" main window is open

1. Click on the [Settings] button ⚙.

➡ A window is opened.

2. ▸ Mark the checkbox of the desired unit of measurement.

- ∎ [Inches]
- ∎ [Millimeters]

➡ The unit of measurement has been changed.

5.4 Changing the language

Target:

The following describes how to change the language.

Requirement:

- ∎ "Zünd Design Center" main window is open

1. ▸ Click on the [Settings] button ⚙.

➡ A window is opened.

2. ▸ Select the desired language from the drop-down list.

➡ The message for restarting the Adobe Illustrator window 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.

Defining 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?

Searching the library

Open the library and search for a suitable template project. The library offers you an extensive selection of prefabricated designs.
➡ Chapter 6.3.1 "Filtering design templates" on page 28

Defining 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

Opening the design

Open the design in Adobe Illustrator.
➡ Chapter 6.3.4 "Opening the design template" on page 30

Adapting the design contour

Adapt the design contour, if necessary, to your individual wishes.
➡ Chapter 7 "Tips and tricks" on page 53

Designing interior and exterior areas

If you want to produce packaging, for example, you can customize the interior and exterior areas.
➡ Chapter 7 "Tips and tricks" on page 53

Exporting the design

Export your project in one of the following formats for presentation or production.
➡ Chapter 6.12 "Exporting the design" on page 47

6.2   Creating your own design

Target:

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

Using the [New template] ✐ function, a new Adobe Illustrator file is opened and you can create your own design.

Requirement:

■ "Zünd Design Center" main window is open

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

1. ◢ Click on the [New template] button ✐.

➡ A window is opened.

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:

■ "Zünd Design Center" main window is open

1. ◢ Click on the [Library] button 📚.

➡ A window is opened.

2. ◢ In the "Library search" area, enter the desired filters.

3. ◢ Click on the [Search] button.

➡ In the list, the filtered design templates are listed.

4. 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:

■ "Zünd Design Center" main window is open

i

– *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.*

1. Click on the [Library] button ⬚.

➡ A window is opened.

2. Select a design from the list.

3. Select the desired view.

[Static 3D view] ⬡

[Static 2D view] ⬚

[Info view] 🗏

[Dynamic 2D view] ⬚

➡ The selected view is displayed in the view display.

6.3.3 Selecting the design template

Target:

The following describes how to select a design template to edit the design for the next steps in the design process.

Requirement:

■ "Zünd Design Center" main window is open

1. Click on the [Library] button ⬚.

➡ A window is opened.

2. Select the desired design in the list.

➡ 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:

■ "Zünd Design Center" main window is open

1. ▶ Click on the [Library] button ⛁.

   ➡ A window is opened.

2. ▶ Mark a design template in the list.

3. ▶ Click on the [Open] button.

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

   i 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:

■ "Zünd Design Center" main window is open

i When entering individual parameters, observe the notes in the [Info view] display 📄 .

1. ▶ Click on the [Library] button ⛁.

   ➡ A window is opened.

2. ▶ Select a design template.
   ➡ Chapter 6.3.3 "Selecting the design template" on page 29

3. ▶ In the "Parameter" area, enter the desired parameters.

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

6.3.6 Updating the library

Target:

The following describes how to import the updated library into ZDC.

Requirement:

■ "Zünd Design Center" main window is open

■ Updated library available

1. ▸ Click on the [Settings] button ⚙.

    ➡ A window is opened.

2. ▸ Click on the [Import library update] button.

    ➡ A window is opened.

3. ▸ Select the new library from the directory.

4. ▸ Confirm with [Open].

    ➡ The library is now updated.

6.4 Managing design favorites

6.4.1 Saving a design as a favorite

Target:
Here you will learn how to mark a design as a favorite.

Requirement:

- "Zünd Design Center" main window is open

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

1. Click on the [Library] button ⬚.
   ➡ A window is opened.
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:
Here you will learn how to display designs marked as favorites.

Requirement:

- "Zünd Design Center" main window is open
- At least one design has been marked as a favorite

1. Click on the [Library] button ⬚.
   ➡ A window is opened.
2. Activate the [FAVORITES] option above the designs.
   ➡ You only see designs marked as favorites in the list.

6.4.3 Deleting favorite marking

Target:
Here you will learn how to delete the marking as a favorite for a design.

Requirement:

- "Zünd Design Center" main window is open
- At least one design has been marked as a favorite

1. ▸ Click on the [Library] button ⬚.

   ➡ A window is opened.

2. ▸ Activate the [FAVORITES] option above the designs.

   ➡ Only designs marked as favorites are displayed.

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:

- ▪ "Zünd Design Center" main window is open
- ▪ 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.
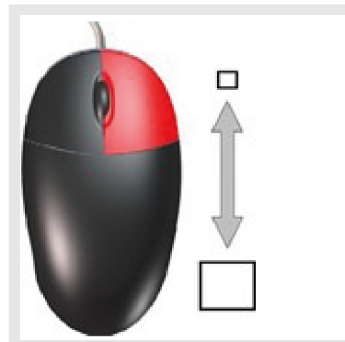
	Zoom design in/out While holding down the right mouse button, move the mouse up and down.
	Rotate design While holding down the left mouse button, rotate the 3D model to the desired 3D view.
	Position design While holding down the left and right mouse buttons, position the 3D model in the desired position in the view window.
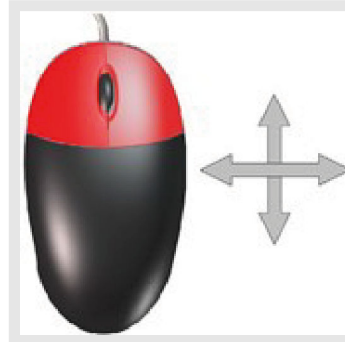
2. ▸ Save the desired view as a Scene or set the desired camera position.

➡ The desired view was set.

6.6 Materials

6.6.1 Managing material
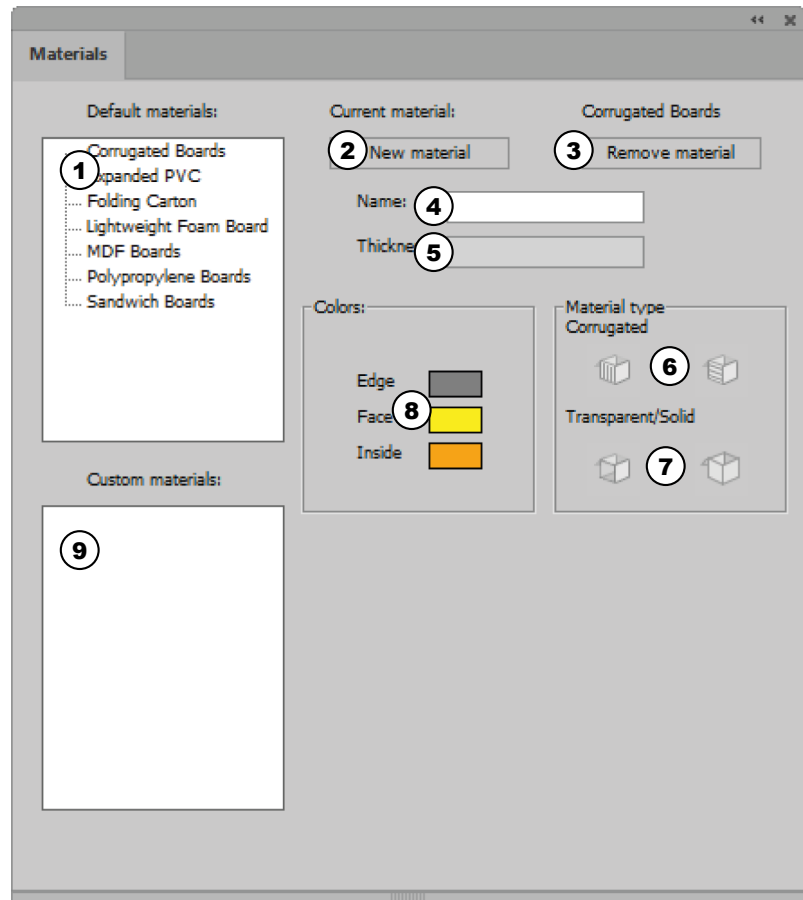
Fig. 5

1 Default 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 solid
8 Color settings
9 Customer materials

In the [Materials] area 🝖, you can define and manage the materials and material properties. You can choose from the pre-installed default materials or add your own customer materials.

You can find the [Materials] area 🝖 under *"Adobe Illustrator → Window → Zünd Design Center → Materials"*.

6.6.2 Selecting material

Target:

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

Requirement:

■ "Zünd Design Center" main window is open

■ 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. ▸ Click on the [Materials] button 🗦.

   ➡ A window is opened.

2. ▸ Select the desired material from the "Default 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:

■ "Zünd Design Center" main window is open

1. ▸ Click on the [Materials] button 🗦.

   ➡ A window is opened.

2. ▸ In the "Default materials" list, mark the desired 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 36

5. ▸ Click on the [Add material] button.

   ➡ The new material is displayed in the "Customer materials" list.

6.6.4 Processing material

Target:

The following describes how to adjust customer 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 "Library" window using the "Parameter setting".
Light 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:

- "Zünd Design Center" main window is open
- A customer material is created

1. ▸ Click on the [Materials] button 🗚.

   ➡ A window is opened.

2. ▸ Select a customer material.

3. ▸ Select the desired "light color" for the [edge], [outside] and [inside].

4. ▸ For "corrugated cardboard", click on the button of the desired corrugation direction to set the corrugation direction.

5. ▸ For "transparent/solid", click on the button of the desired setting, if necessary.

   ➡ The material change has been edited.

6.6.5   Deleting material

Target:
Here you will learn how to delete materials that are not required from the "Customer materials" area.

Requirement:

- "Zünd Design Center" main window is open

i *Pre-installed materials in the "Default materials" area cannot be deleted.*

1. ▸ Click on the [Materials] button 🗚.

   ➡ A window is opened.

2. ▸ Mark the material to be deleted in the "Customer materials" list.

3. ▸ Click on the [Remove material] button.

➡ The material is deleted from the "Custom materials" list.

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6.7   Setting light
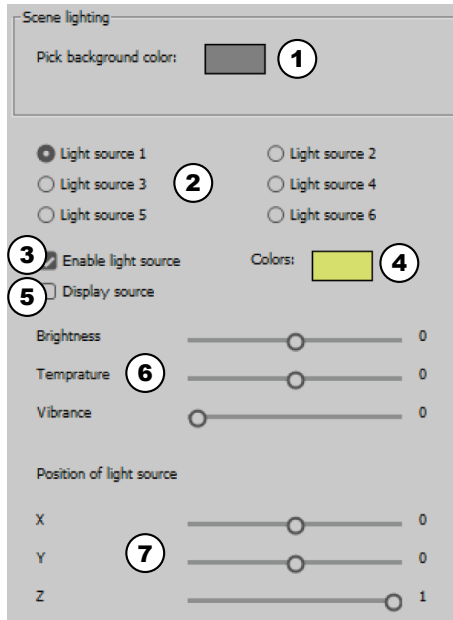
Fig. 6

1 Background color
2 Select light source
3 Activate and deactivate light source
4 Light colors
5 Display light source in preview 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 [Enable light source] 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.

Requirement:

- "Zünd Design Center" main window is open

1. ▸ Click on the [Settings] button ⚙.

➡ A window is opened.

2. ▸ Select a background color for the preview window in the "Lighting settings" area.

3. ▸ Select a light source.

𝒊 If multiple light sources are to be active, each light source must be activated separately.

4. ▸ Activate the [light source].

5. ▸ Select a [light color].

6. ▸ 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.

7. ▸ Set the values for brightness, temperature, and ambiance of the light.

8. ▸ Set the position of the light source.

9. ▸ 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
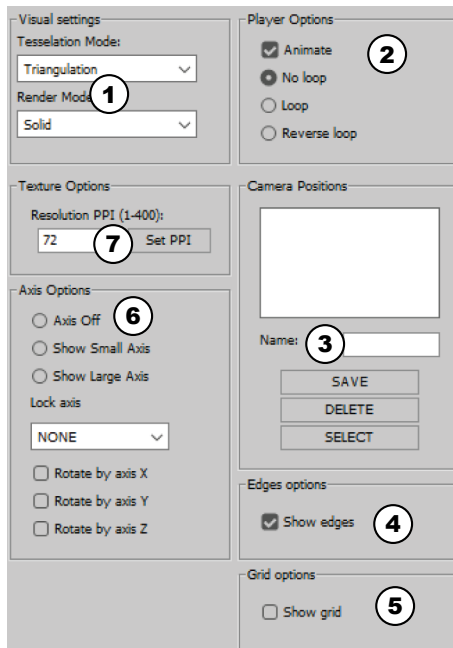
You can change the view of the 3D model in the "Zünd Design Center" main window individually according to your wishes. The 3D model is displayed in the preview window according to the visual settings list.

You will find the "Visual settings" area under *"Adobe Illustrator → Window → Zünd Design Center → Settings"*.

Fig. 7

1 "Visual settings"
2 "Player Options"
3 "Camera Positions"
4 "Edges options"
5 "Grid options"
6 "Axis Options"
7 "Texture Options"

6.8.2 Setting representation variants

Target:
The following describes how to set the model overlap and model representation of the 3D model for presentation in the preview window.

Requirement:

■ "Zünd Design Center" main window is open

1. Click on the [Settings] button ⚙.

   ➡ A window is opened.

2. In the "Visual settings" area, select a model overlap from the drop-down list [Tessellation Mode].

3. From the [Render Mode] 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:

■ "Zünd Design Center" main window is open

1. ▸ Click on the [Settings] button ⚙.

   ➡ A window is opened.

i The resolution can be set from 1 – 400 ppi.
– *The higher the set resolution value, the higher the resolution of the 3D preview and the required rendering time.*

2. ▸ In the "Texture Options" area, enter the desired resolution in the [Resolution PPI] entry field.

3. ▸ Click on 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:

■ "Zünd Design Center" main window is open

1. ▸ Click on the [Settings] button ⚙.

   ➡ A window is opened.

2. ▸ In the "Axis Options" area, set the desired display.

[Axis Off]	Do not display any coordinate axes
[Show Small Axis]	Show small coordinates axis
[Show Large Axis]	Show large coordinates axis

3. ▸ From the [Lock axis] drop-down list, select the axis that should be locked.

4. ▸ 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:

■ "Zünd Design Center" main window is open

1. ▸ Click on the [Settings] button ⚙.

➡ A window is opened.

2. ▸ In the "Player Options" area, activate the [Animate] checkbox to switch on the animation.

3. ▸ Select the desired playback option.

■ [No loop]

■ [Loop]

■ [Reverse loop]

➡ 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:

■ "Zünd Design Center" main window is open

■ 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. ▸ 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 33

2. ▸ Click on the [Settings] button ⚙.

➡ A window is opened.

3. ▸ In the "Camera Positions" area, enter the desired name in the [Name] entry field.

4. ▸ Click on 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:

■ "Zünd Design Center" main window is open

1. ▸ Click on the [Settings] button ⚙.

   ➡ A window is opened.

2. ▸ In the "Camera Positions" area, mark the desired view in the list.

3. ▸ Click on 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:

■ "Zünd Design Center" main window is open

1. ▸ Click on the [Settings] button ⚙.

   ➡ A window is opened.

2. ▸ In the "Camera Positions" area, mark the desired view in the list.

3. ▸ Click on the [Select] button.

   ➡ The view is displayed in the preview window of the "Zünd Design Center" main window.

6.8.9 Showing edges

Target:
The following describes how to show the edges of the design in the model view as a thin line in the preview window of the "Zünd Design Center" main window.

Requirement:

■ "Zünd Design Center" main window is open

■ 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 [Settings] button ⚙.

   ➡ A window is opened.

2. ▸ In the "Edges options" area, activate the [Show edges] checkbox.

   ➡ The edges are displayed in the model view.

6.8.10   Showing the grid

Target:

The following describes how to show a grid in the preview window of the "Zünd Design Center" main window.

Requirement:

- ■ "Zünd Design Center" main window is open

1. ▸ Click on the [Settings] button ⚙.

   ➡ A window is opened.

2. ▸ In the "Grid options" area, activate the [Show grid] checkbox.

   ➡ The grid is displayed.

6.9   Setting folding parameters
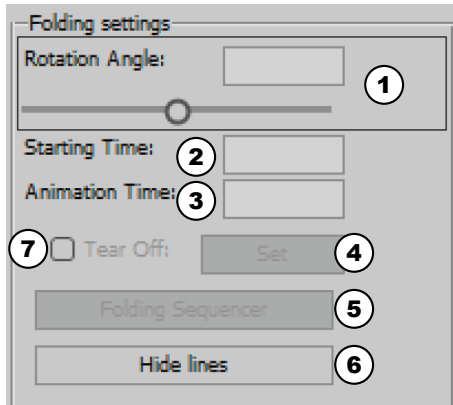
Fig. 8

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

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.

Requirement:

■   "Zünd Design Center" main window is open
■   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

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

1. ▷ In the Adobe Illustrator file, mark the desired path.

2. ▷ Click on the [Settings] button ⚙.

    ➡   A window is opened.

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

Fig. 9

3. ▷ In the "Folding settings" area, set the desired [rotation angle] for the marked path.

4. ▷ Enter the [starting time] of the animation in seconds.

5. ▷ Enter the [animation time] in seconds.

6. ▶ Activate the [Tear Off] checkbox if the material should be torn along the selected path.

7. ▶ Click on the [Folding Sequencer] button.

➡ The "Folding Sequencer" 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.
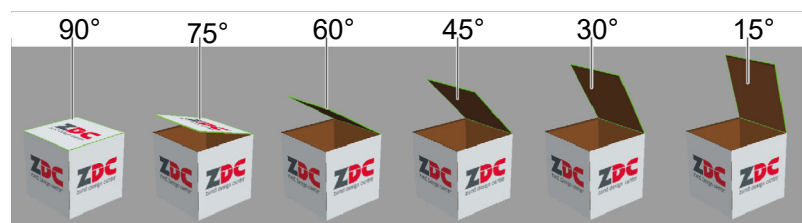
10. ▶ Click on the [Confirm] button

➡ The fold settings made for the marked path are saved.

6.10   Joining paths
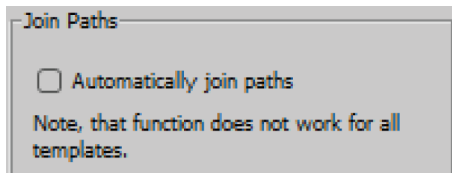
Fig. 10

Target:
The following describes how to join paths automatically. Activate the function before opening the design.

Designs with joined paths shorten the processing time and increase the processing quality, since the tool has to be lifted and lowered less frequently. Closed paths only can also be nested.

For some designs, the paths must not be closed for correct production, such as for cutout flaps. The function is not effective there.

Requirement:

■ "Zünd Design Center" main window is open

1. ▶ Click on the [Settings] button ⚙.

➡ A window is opened.

2. ▶ In the "Join Paths" area, activate the [Automatically join paths] checkbox.

3. ▶ Open the desired design.

➡ Open paths in the design are joined.

6.11   Controlling the 3D animation

Target:

The following describes how to control the animation of the 3D model in the preview window of "Zünd Design Center".

Requirement:

- ■ "Zünd Design Center" main window is open
- ■ 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] button ⊙.

   ➡ The animation is updated.

2. ▸ Click on the [Reset] button ⊙.

   ➡ The animation is reset.

3. ▸ Click on the [Player] button ▸ Ⅱ.

   ➡ The "Player" window for individual control of the animation is opened.

6.12   Exporting the design

6.12.1   Defining a HotFolder

Target:

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

Requirement:

- ■ "Zünd Design Center" main window is open

1. ▸ Click on the [Export] button ⌂.

   ➡ A window is opened.

2. ▸ Click on the [Set HotFolder] button to set a HotFolder.

   ➡ The Windows prompt "Select path" is displayed.

3. ▸ Select a HotFolder and confirm this with [Select folder].

   ➡ The folder is defined as a HotFolder.

6.12.2   Sending a design to a HotFolder as AI

Target:

Here you will learn how to send an Adobe Illustrator file to the hotfolder.

Requirement:

- ■ "Zünd Design Center" main window is open
- ■ A hotfolder is defined

1. ⮡ Click on the [Export] button 🗁.

➡ A window is opened.

2. ⮡ Click on the [Send .ai to hotfolder] button.

3. ⮡ Set the Illustrator options and confirm them with [Ok].

➡ The design is sent to the hotfolder.

6.12.3   Exporting to the PNG format

Target:

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

Requirement:

- ■ "Zünd Design Center" main window is open

1. ⮡ Position the design as desired.

2. ⮡ Click on the [Export] button 🗁.

➡ A window is opened.

3. ⮡ In the drop-down list, select the "PNG" format.

4. ⮡ Click on [Save].

5. ⮡ Select a path and confirm this with [Save].

➡ The design is exported to the desired format.

6.12.4   Exporting to the 3D PDF format

Target:

Here you will learn how to export the design to the 3D PDF format.

Requirement:

- ■ "Zünd Design Center" main window is open

1. ⮡ Position the design as desired.

2. ⮡ Click on the [Export] button 🗁.

➡ A window is opened.

3. ⮡ Select the "3D PDF" format from the drop-down list.

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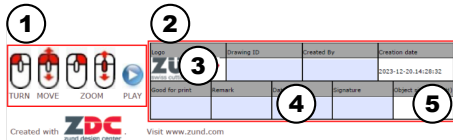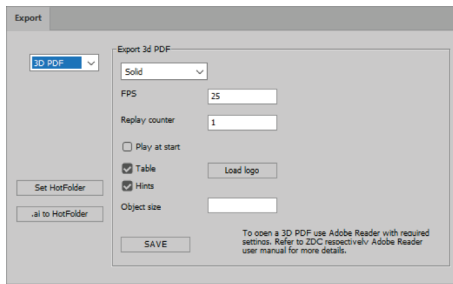
Fig. 11

4. ▶ Define the export parameters:

Selection	"Solid model" or "wireframe model"
[FPS] (frames per second)	Frame rate of the animation
[Replay counter]	Number of repetitions of the animation
[Play at start]	Start animation upon opening
[Table]	Insert table with basic information (2)
[Hints]	Insert control information (1)
[Load logo]	Load and insert logo (3) Format: jpg or png, maximum size: 30 px x 100 px, no transparent background
[Object size]	Insert length x width x height as information on the size of the object (5)

5. ▶ Click on [Save].

6. ▶ Select a path and confirm this with [Save].

➡ The design is exported to the desired format.

➡ The blue form fields (4) can be filled in.

ℹ Always open a 3D PDF with the "Adobe Reader" program and activate playback of 3D contents.

− *"Adobe Reader → Edit → Default settings... → 3D & Multimedia → Activate playback of 3D contents"*

6.12.5 Exporting to the DAE format

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

Requirement:

■ "Zünd Design Center" main window is open

1. ▶ Position the design as desired.

2. ▶ Click on the [Export] button 📤.

➡ A window is opened.

3. ▶ In the drop-down list, select the "DAE" format.

4. ▶ Click on [Save].

5. ▶ Select a path and confirm this with [Save].

➡ The design is exported to the desired format.

6.12.6 Exporting to the MP4 format

Target:

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

Requirement:

■ "Zünd Design Center" main window is open

1. ▸ Position the design as desired.

2. ▸ Click on the [Export] button 📤.

➡ A window is opened.

3. ▸ In the drop-down list, select the "MP4" format.

4. ▸ Define the export parameters:

■ [Start time]

■ [End time]

■ [Frame rate]

5. ▸ Click on [Save].

6. ▸ Select a path and confirm this with [Save].

➡ The design is exported to the desired format.

6.12.7 Exporting to the OBJ format

Target:

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

Requirement:

■ "Zünd Design Center" main window is open

1. ▸ Position the design as desired.

2. ▸ Click on the [Export] button 📤.

➡ A window is opened.

3. ▸ In the drop-down list, select the "OBJ" format.

4. ▸ Click on [Save].

5. ▸ Select a path and confirm this with [Save].

➡ The design is exported to the desired format.

6.12.8 Exporting to the STL format

Target:

Here you will learn how to export the design to the STL format.

Requirement:

■ "Zünd Design Center" main window is open

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1. ↘ Select the [Export] button 🖆.

     ➜ A window is opened.

2. ↘ Select the "STL" format from the drop-down list.

3. ↘ Click on [Save].

4. ↘ Select a path and confirm this with [Save].

     ➜ The design is exported to the desired format.

6.12.9 Exporting to the ZCC format

Target:

Here you will learn how to export the design to the ZCC format.

i

When exporting from ZDC to the ZCC format, the artboard is interpreted as the material size.

Requirement:

- ■ "Zünd Design Center" main window is open

1. ↘ Click on the [Export] button 🖆.

     ➜ A window is opened.

2. ↘ Select the "ZCC" format from the drop-down list.

3. ↘ For "ZCC export", select the material type in 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.

     ➜ One ZCC file is exported per artboard.

6.12.10 Exporting to the DXF format

Target:

Here you will learn how to export the design to the DXF format.

Requirement:

- ■ "Zünd Design Center" main window is open

1. ↘ Click on the [Export] button 🖆.

     ➜ A window is opened.

2. ↘ Select the "DXF" format from the drop-down list.

3. ↘ Click on [Save].

4. ↘ Select a path and confirm this with [Save].

     ➜ The design is exported to the desired format.

     ➜ One DXF file is exported per artboard.

6.12.11 Exporting PDF format for PrimeCenter

Target:

Here you will learn how to export the design to the PDF PrimeCenter format.

Designs with a cover page and an inside page are displayed on two separate PDF pages, which are suitable as input for double-sided printing.

i *Observe the rules for contours in PrimeCenter and the restrictions of the "Automatically join paths" function in ZDC.*

Requirement:

■ "Zünd Design Center" main window is open

1. ▸ Click on the [Export] button ⬚.

   ➡ A window is opened.

2. ▸ Select the "PDF PrimeCenter" format from the drop-down list.

3. ▸ If necessary, enter a recipe name.

   ➡ The recipe name is placed in front of the filename, separated by an underscore.

   ➡ When a hotfolder is being imported into PrimeCenter, the design is assigned to the recipe of the same name.

4. ▸ Click on [Save].

5. ▸ Select a path and confirm this with [Save].

   ➡ The design is exported to a PDF file.

   ➡ One PDF page is created for each artboard.

   ➡ A separate PDF page is created for each cover page and inside page.

7 Tips and tricks

7.1 Adjusting the material parameters for animation

Target:
Here you will learn how to assign other material parameters to an existing ZDC project. New material parameters can lead to a completely new folding result.

Requirement:

■ Adobe Illustrator is closed.

■ An existing ZDC project is available.

1. ⮡ Start Adobe Illustrator.

2. ⮡ Open the ZDC project as an Adobe Illustrator file.

3. ⮡ Open the main window of "Zünd Design Center".

4. ⮡ Click on the [Update] button ◉.

➡ The assigned material parameters are reset.

5. ⮡ Click on the [Materials] button 🗊.

6. ⮡ Adjust the parameters of the current material.

■ Material thickness
■ Color of the edge
■ Color of the internal surface area
■ Color of the external surface area

7. ⮡ Click on the [Update] button ◉.

➡ The new material parameters are assigned to the 3D model.

8. ⮡ Create an export format of the new folding result.
➡ Chapter 6.12 "Exporting the design" on page 47

7.2 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. 12

Fig. 13

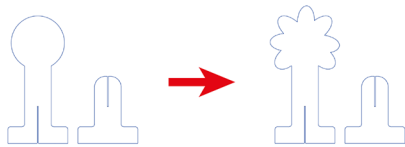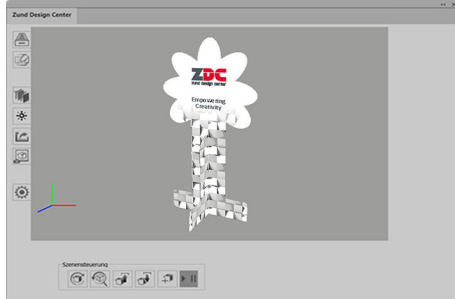
Fig. 14

2. ▸ Change to the corresponding layer in Adobe Illustrator.

3. ▸ Adapt the paths in the desired layers.

4. ▸ Check the change.

➡ An existing design was adapted.

7.3   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.
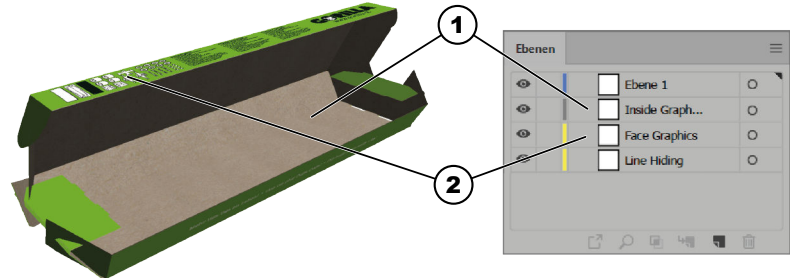
Fig. 15
1 Inside graphics (interior)
2 Face graphics (exterior)

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.

7.4   Creating cut-outs

Target:
The following describes how to design cutouts in packaging.
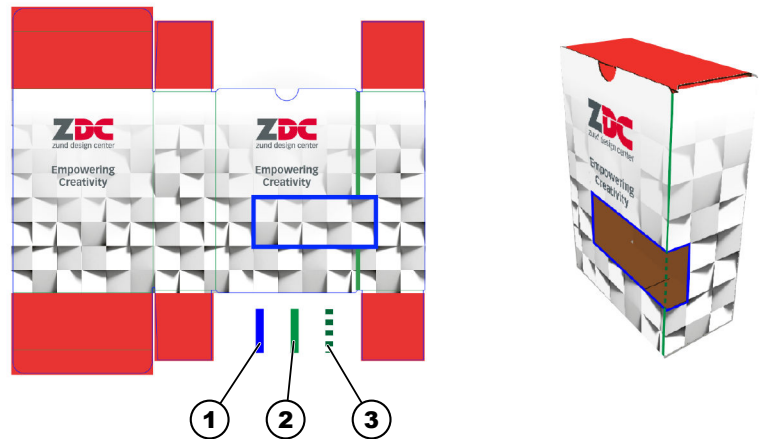
Fig. 16

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.

7.5   Creating a 3D animation from multiple cut shapes
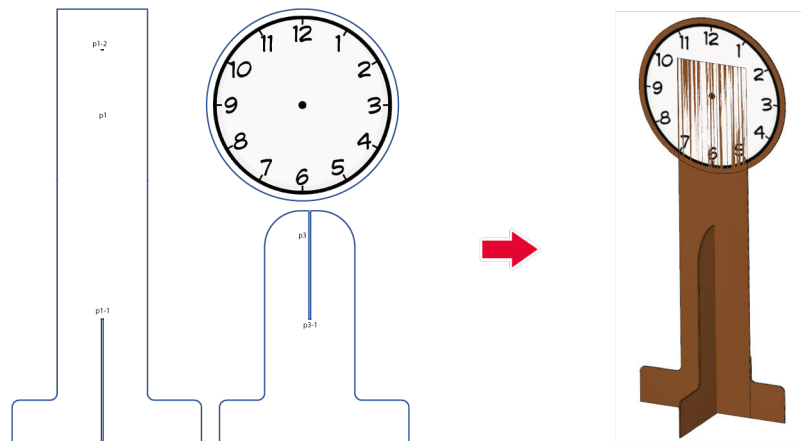
Fig. 17

Target:

The following describes how to create an animated 3D graphic from a 2D design. A standee for displaying the next presentation time is used as an example.

i   *Move the open window of the "Zünd Design Center" to a second screen to quickly access the functions while editing the design in Adobe Illustrator.*

i   *You can select markers as follows:*

– *Click in the selection column for the marker layer in the layer control panel.*

– *Select the marker on the working area of Adobe Illustrator.*

Requirement:

■ "Zünd Design Center" main window is open

■ [Settings] window ⚙ is open

■ Design has been created

■ Cut paths are assigned the "Thru-cut" method

Naming cut shapes

1. ▸ Remove the groupings of the design.

2. ▸ Activate the "Draw" method.
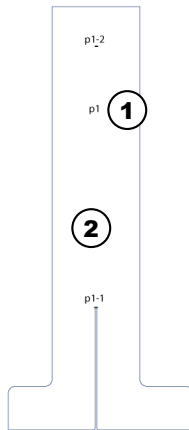
Fig. 18
1 Name of the cut shape
2 Base cut shape

Adding markers
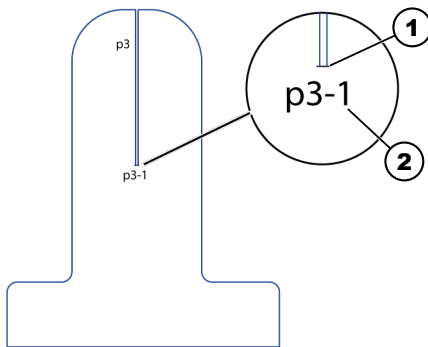
Fig. 19
1 Marker
2 Marker name
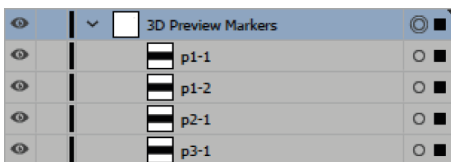
Fig. 20

3. Drag a text field onto the base cut shape of the design and label it "p1".

4. Drag other text fields onto any cut shape of the design and label them "p2", "p3" and so on.

➡ The cut shapes have been named.

5. Activate the "3D Preview Markers" method in the layer control panel.

ℹ *The marker must overlap the connection lines of the cut shapes that are to be connected.*

6. Manually create a marker at any connection line of the cut shapes by drawing a black line over the connection line.

7. In the "layers", double-click on the created marker and rename it like the cut shape names:
   - Marker 1 on cut shape "p1" as "p1-1".
   - Marker 2 on cut shape "p1" as "p1-2".
   - Marker 1 on cut shape "p2" as "p2-1".
   - Marker 1 on cut shape "p3" as "p3-1".

Defining markers of the base shape

Fig. 21

Connecting markers of different cut shapes

Fig. 22

8. ▸ Select marker "p1-1".

9. ▸ Under _"Settings → Positioning settings"_ enter the marker settings.

[ID:]	"p1-1"
[Type:]	"Absolute" to define the base cut shape
Rotation angle [Y:]	180°

ℹ _If the rotation angle of the Y-axis is set to 180°, the cut shape is rotated 180° along the Y-axis._

10. ▸ Click on [Apply].

➡ The marker of the base cut shape is now saved.

11. ▸ Select marker "p2-1".

12. ▸ Under _"Settings → Positioning settings"_ enter the marker settings.

[ID:]	"p2-1"
[Type:]	"Relative"
[Relative to:]	"p1-2"
Rotation angle of all axes	0°

➡ Marker "p2-1" is aligned with marker "p1-2".

ℹ _If the rotation angle of all axes is set to 0°, the cut shape is not rotated._

13. ▸ Click on [Apply].

➡ The marker is now saved.

Fig. 23

Defining markers of the same cut shapes

Fig. 24

Showing and exporting the 3D graphic

14. ▸ Select marker "p3-1".

15. ▸ Under *"Settings → Positioning settings"* enter the marker settings.

[ID:]	"p3-1"
[Type:]	"Relative"
[Relative to:]	"p1-1"
Rotation angle of all axes	90°

➡ Marker "p3-1" is aligned with marker "p1-1".

ℹ *If the rotation angle of all axes is set to 90°, the cut shape is rotated 90° along all axes.*

16. ▸ Click on [Apply].

➡ The marker is now saved.

17. ▸ Select marker "p1-2".

18. ▸ Under *"Settings → Positioning settings"* enter the marker settings.

[ID:]	"p1-2"
[Type:]	"Connection"
[Relative to:]	"p1-1"
Rotation angle of all axes	0°

➡ Marker "p1-2" is aligned with marker "p1-1".

ℹ *If the rotation angle of all axes is set to 0°, the cut shape is not rotated.*

19. ▸ Click on [Apply].

➡ The marker is now saved.

20. ▸ Click on the [Update] button ⟳.

➡ The 3D graphic is loaded and displayed in the display window.

21. ▸ Rotate the 3D graphic to the desired position.
➥ Chapter 6.5 "Controlling 3D view " on page 33

22. ▸ Click on the [Export] button ⛶.

➡ A window is opened.

23. ▸ In the drop-down list, select the "3D PDF" format.

<table>
<tr><td>**24.**▸</td><td>Define the export parameters and save the 3D PDF file.
➡ Chapter 6.12.4 "Exporting to the 3D PDF format" on page 48</td></tr>
</table>

➡ The design is exported to the desired format.

➡ The 3D animation has been created.

i   *If the 3D graphic is exported as a PDF document, the PDF document must be accepted as "trustworthy" in Adobe Reader. 3D graphics are only displayed in PDF documents that are defined as trustworthy.*

7.6   Positioning settings for 3D animations

Fig. 25

Using the positioning settings, you can convert 2D designs into animated 3D graphics.

You will find the [Positioning settings] area under *"Adobe Illustrator → Window → Zünd Design Center → Settings"*.

Settings		Description
(1) Axis settings	[Align To Plane]	Select axes for alignment of the 3D graphic.
	"Offset"	[Z], [Y], [X]: Define value in mm by which the 2D cut shape is to be moved on the corresponding axis.
	"Rotation (degrees)"	[Z], [Y], [X]: Define angle by which the 2D cut shape is to be rotated on the corresponding axis.
(2) Marker settings	[ID]	Enter the marker name that is to be assigned.

Settings		Description
	[Type]	Define the connection type of the marker: [Absolute]: Define the base cut shape [Relative]: Connection of markers of different cut shapes [Connection]: Connection of markers of the same cut shapes
	[Relative to]	Define the marker that is to be referenced.
	[Hide after]	Enter the cut shape that is to be in front.
(3) [Apply]		Save and apply the defined axis settings and marker settings.
(4) [Position Sequencer]		Open settings for the sequences of the animation sequence. At least two sequences must be defined.
	[Time]	Define the time in milliseconds [ms] by which the entered sequence is to be reached.
	Axis settings	Left column [Z], [Y], [X]: Define angle by which the 2D cut shape is to be rotated on the corresponding axis. Right column [Z], [Y], [X]: Define value in [mm] by which the 2D cut shape is to be moved on the corresponding axis.
	[View Sequence]	View sequence setting
	[Add Sequence]	Add a new sequence
	[Reset]	Reset settings
	[Close]	Close the window. To view the animation in the main window, the window must be closed.
(5) [Lock Position Layer]		Lock marker in the layer position for editing.

Software manual - Zünd Design Center v7.0 (v7-15.01.2024-en)