

# \_3D

## Objective

Change the default settings of the software in User Settings. Designated settings will become the default after the program is restarted. Shortcut keys, menus, graphics options, view controls, default files, font settings, and other miscellaneous properties can be set in User Settings. In the 3D section, configure settings related to 3D features.

## Location

Main Menu Settings User Settings 3D

## Operation

1. Adjust the settings below as needed:

Main Menu Settings User Settings 3D

<b>Mesh</b>	Set the default mesh setting to Triangle or Quad.	
<b>Arrangement</b>	Default Arrangement Shape Type	Arrange the pattern as curved or flat around the bounding volume of the Avatar when placing patterns around the avatar with arrangement points.
	Default Arrangement Point Size	Modify the default arrangement point size (radius). For smaller avatars, the default arrangement point size may hinder pattern arrangement, so decrease the size of the arrangement points for efficient pattern arrangement.
	Sync Fold Arrangement Angle	When using the Fold Arrangement tool, change the selected Internal Line or Pattern Outline's Fold Angle accordingly.
<b>Gizmo</b>	Unified Gizmo: Select, move, and rotate with a single Gizmo tool.	
	Divided Gizmo: Select (Q), Move (W), Rotate (E) are divided into separate Gizmo tools.	
	The Divided Gizmo tool automatically reassigns the Pin shortcut key from W to P on the keyboard. If P is already in use as a shortcut key, a shortcut key will not be applied to Pin.	