

## How to use the Bugatti 3D-PDF building instructions

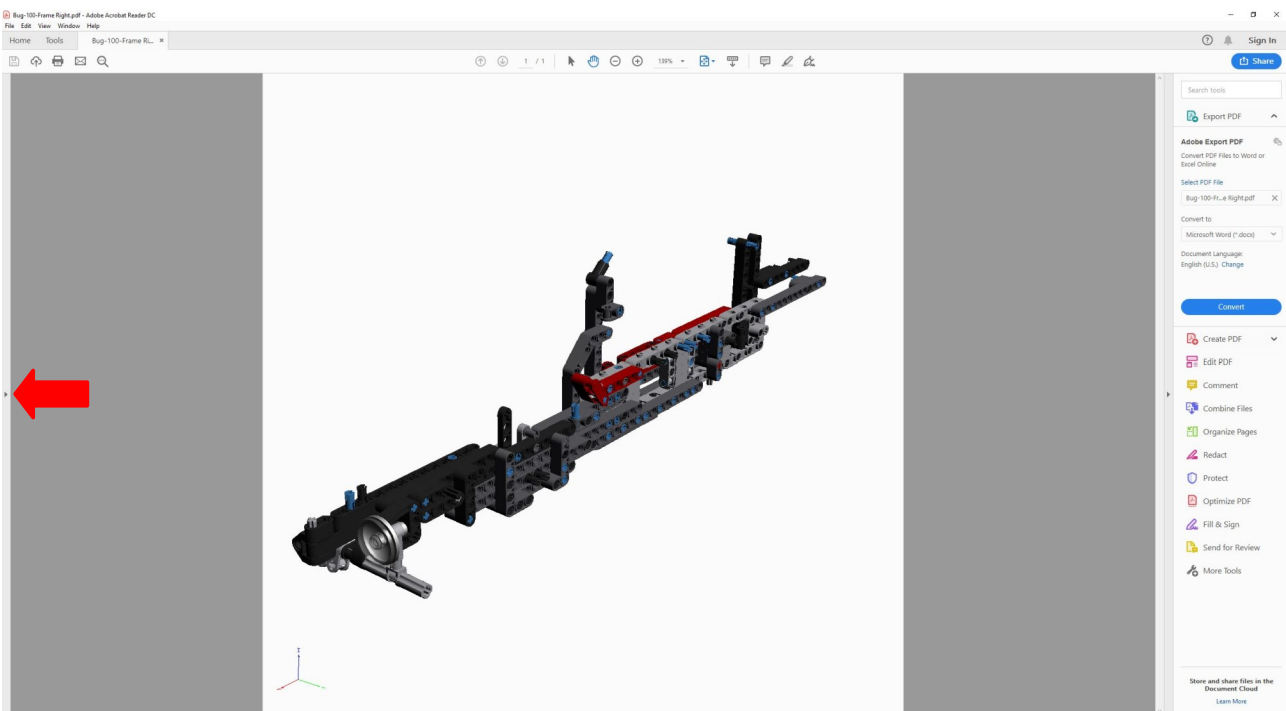
If you open a 3D-PDF in Acrobat Reader for the first time, then you have to follow the next steps:  
See also the PDF: Instructions how to open 3D files.

- Click *Options* to *Trust this document always*
- Click the Question mark
- Click *Edit* and then in the window click *Preferences*
- In the next window click *3D & Multimedia*
- Click the box in front of *Enable playing of 3D content*
- Click the Question mark again if screen stays empty
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Now you can start!

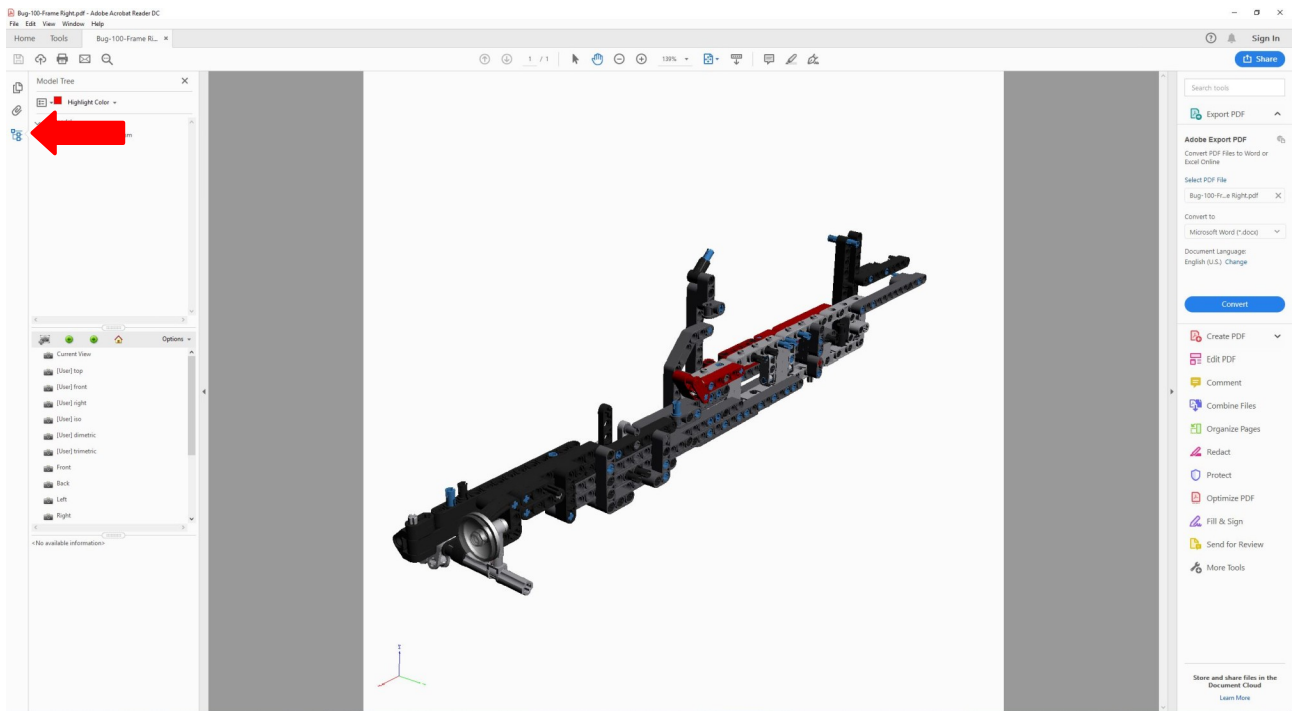
You will build the model in separate sub-assemblies and build those together in the proces.

Open the first Sub-Assembly: Bug-100-Frame Right.

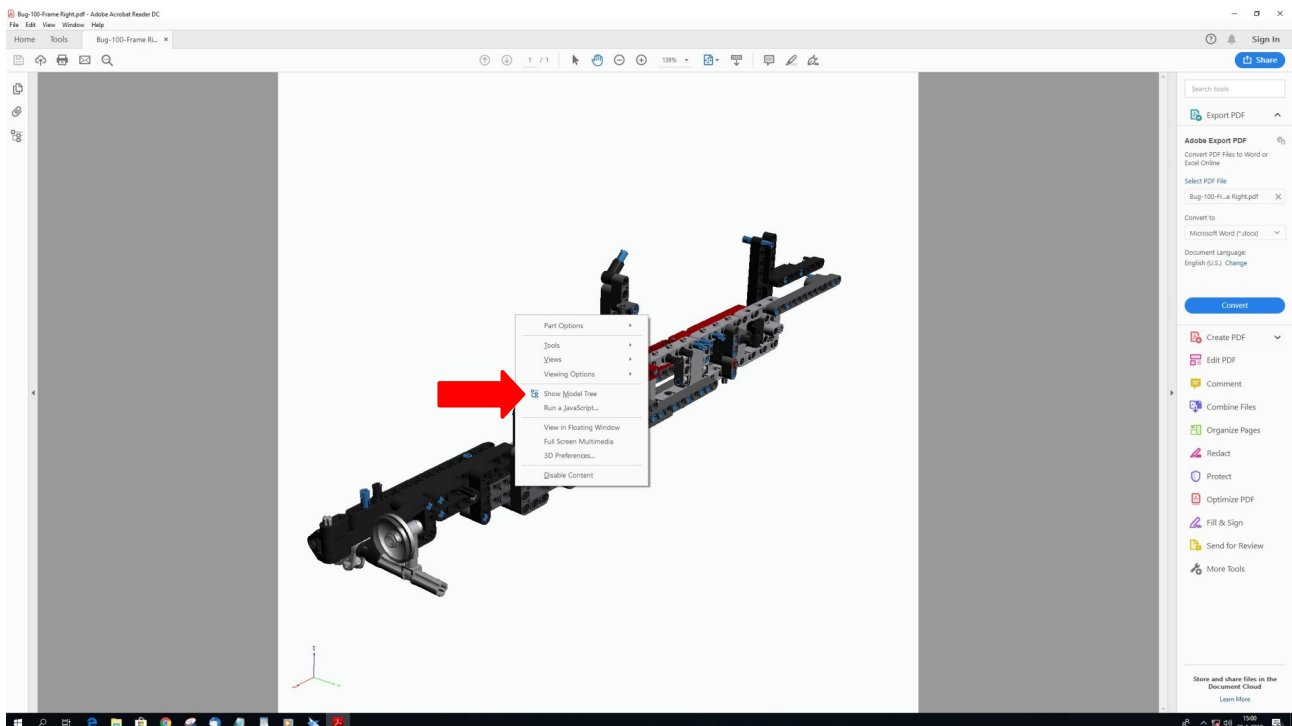


If the model at your screen looks different, then first go to the end of these instructions for different render modes. Sometimes you have to click in the screen again to show the model.

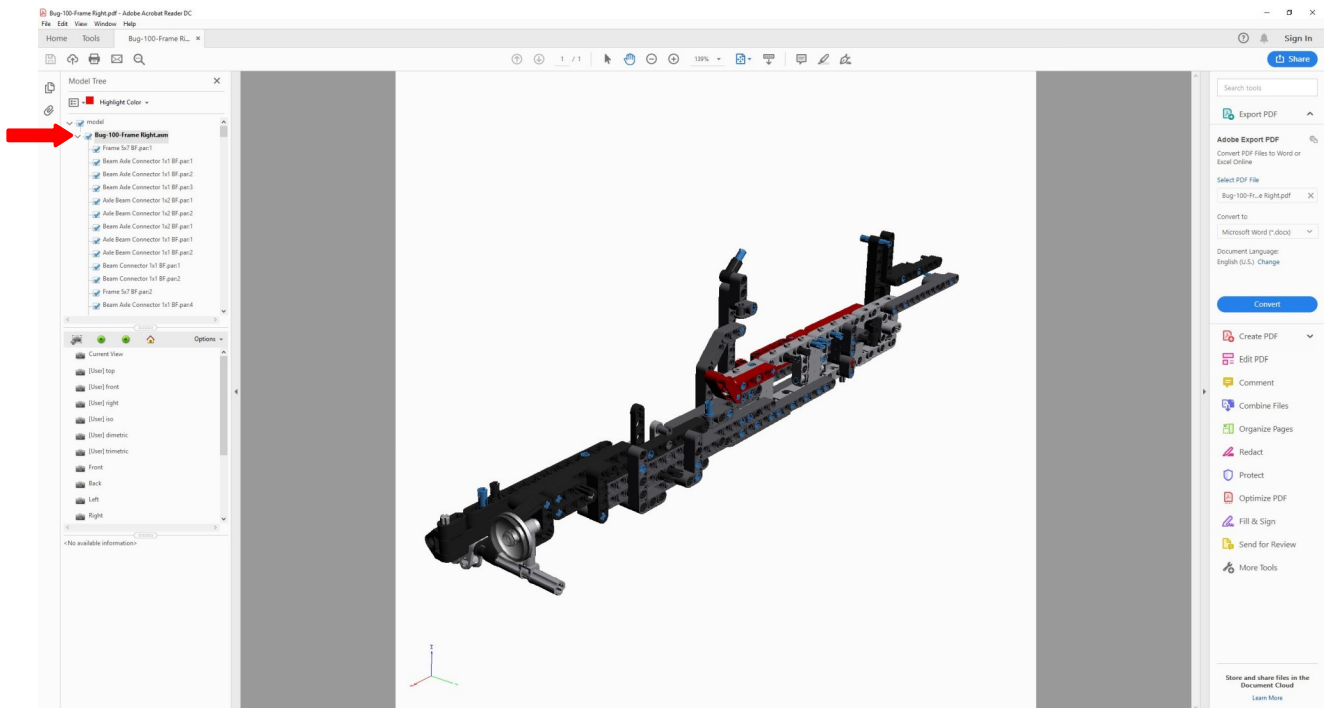
Click the small grey arrow to open the *Side-Bar*



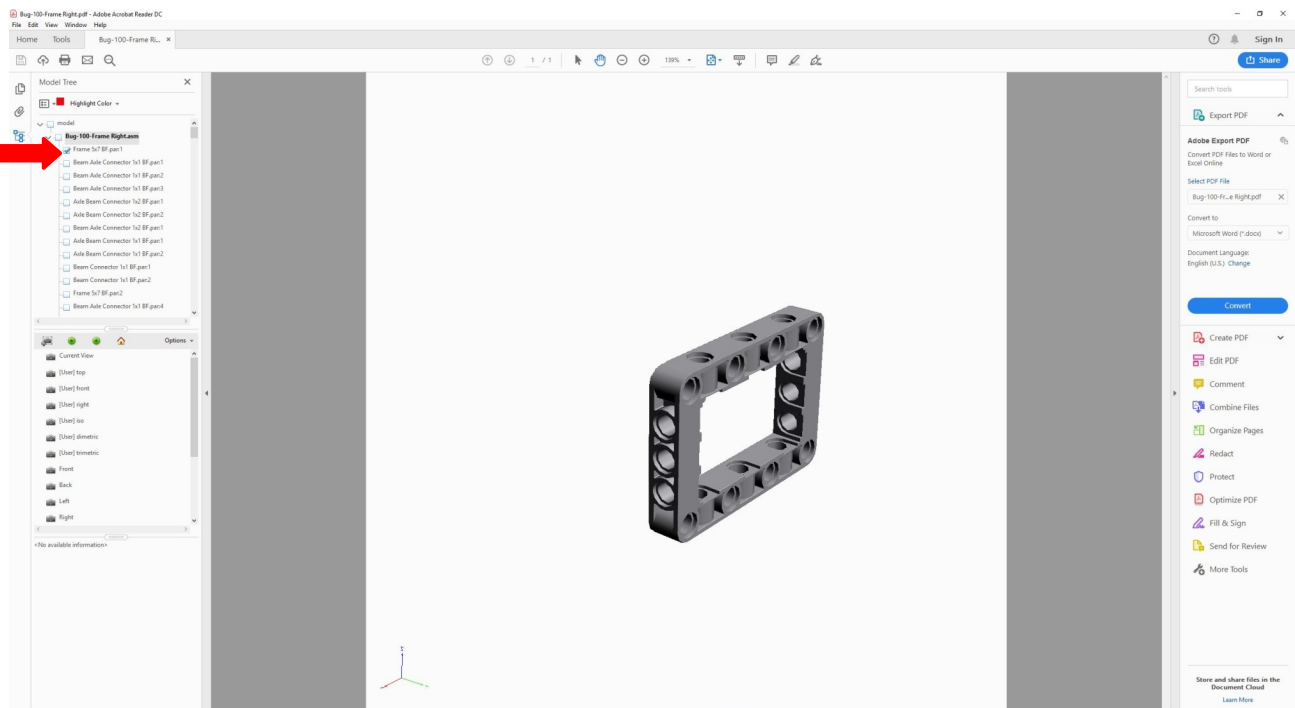
Click here to open the Model Tree. The Model Tree shows a list of all parts and sub-assemblies in the building sequence.



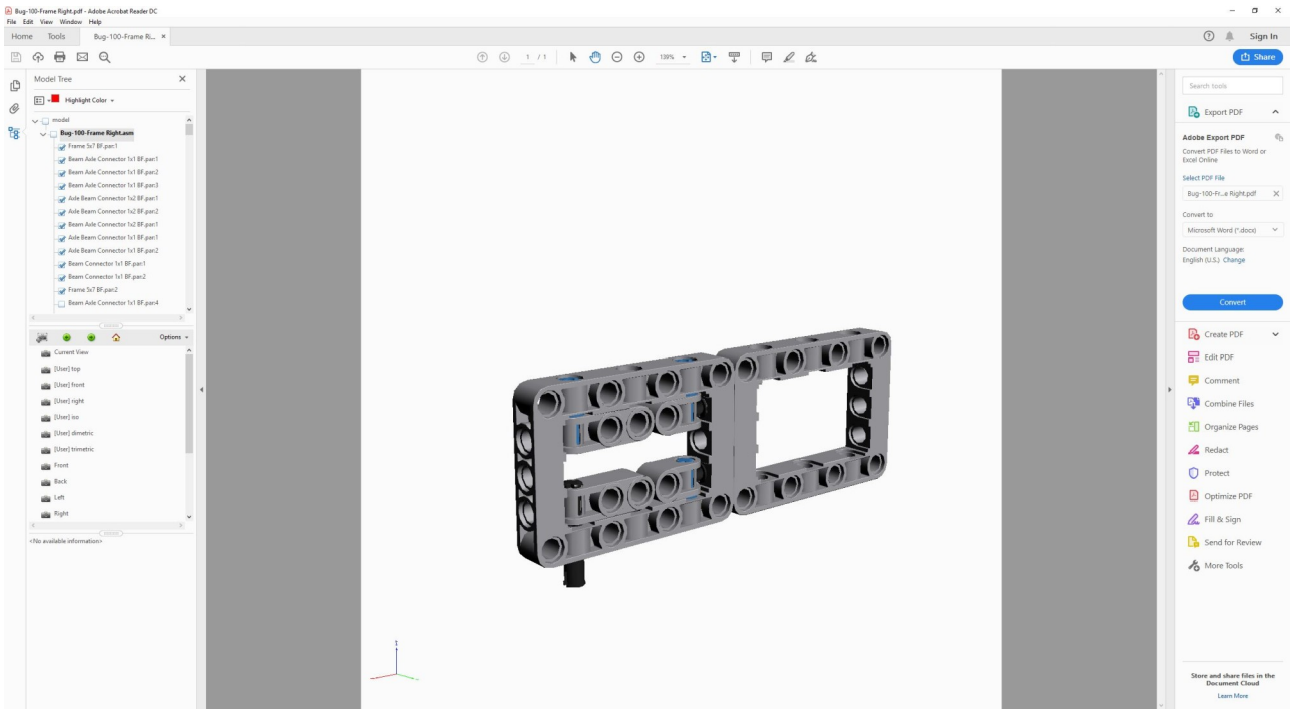
If the Model Tree does not show, then right-click somewhere in the screen and select *Show Model Tree*



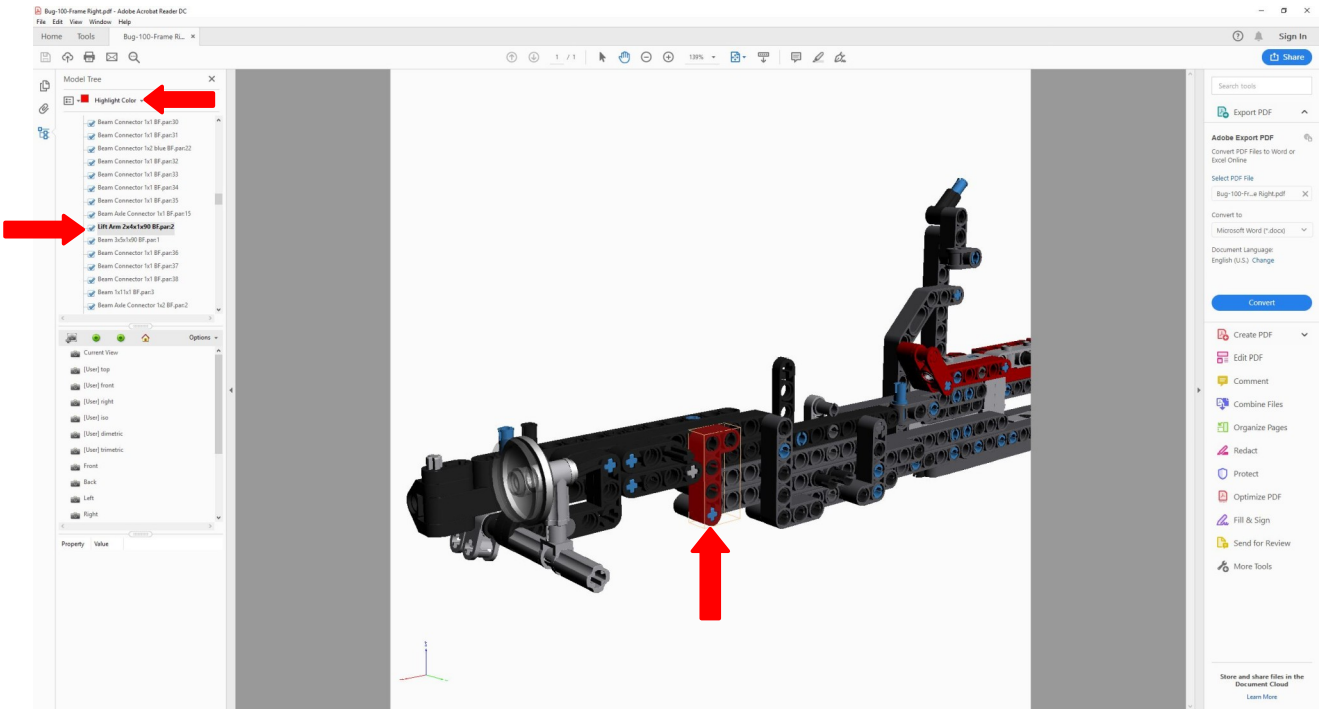
Click the small grey pointer to show all the parts of this sub-assembly. Now click the small blue pointer in front of *Bug-100-Frame Right* text to hide everything.



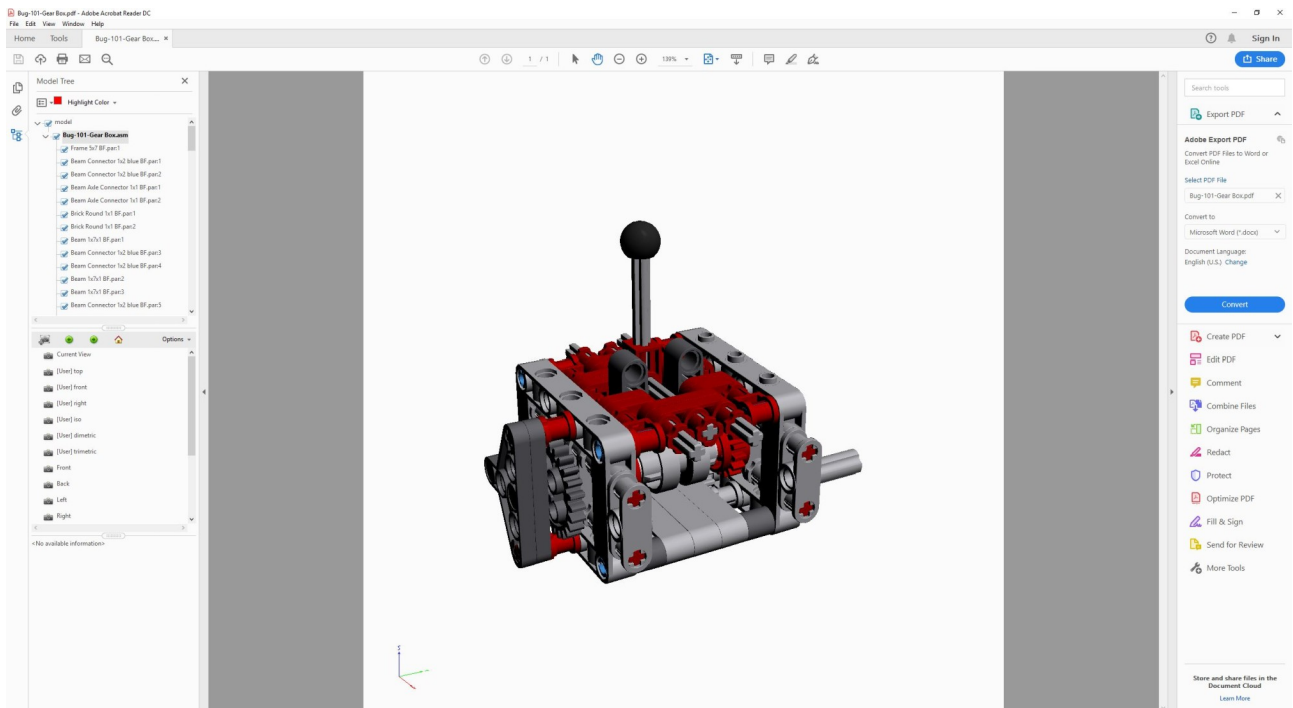
Then click the box in front of the first part to show it again on the screen. Here it is also zoomed-in. By clicking the next boxes you can start building, because all the parts will show in the right sequence!



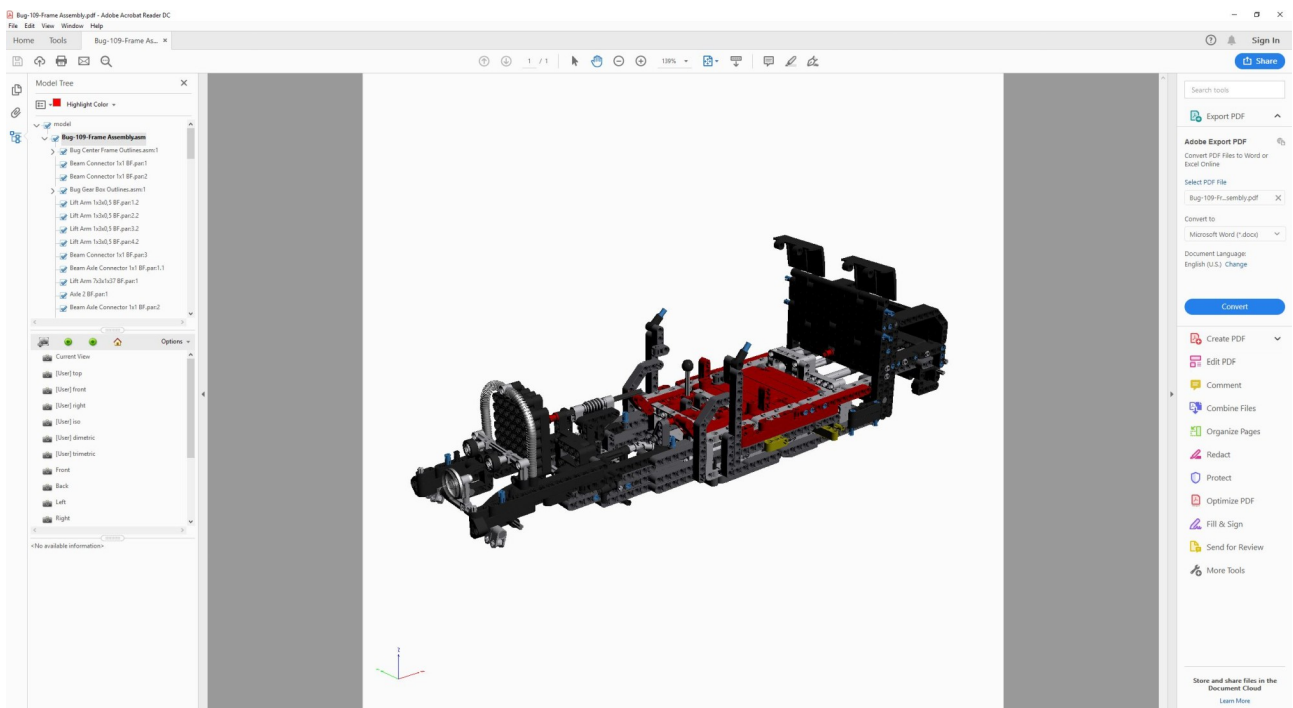
For example, here you see the first 12 parts assembled.  
With the mouse keys and the control key you can zoom, rotate and move the model.



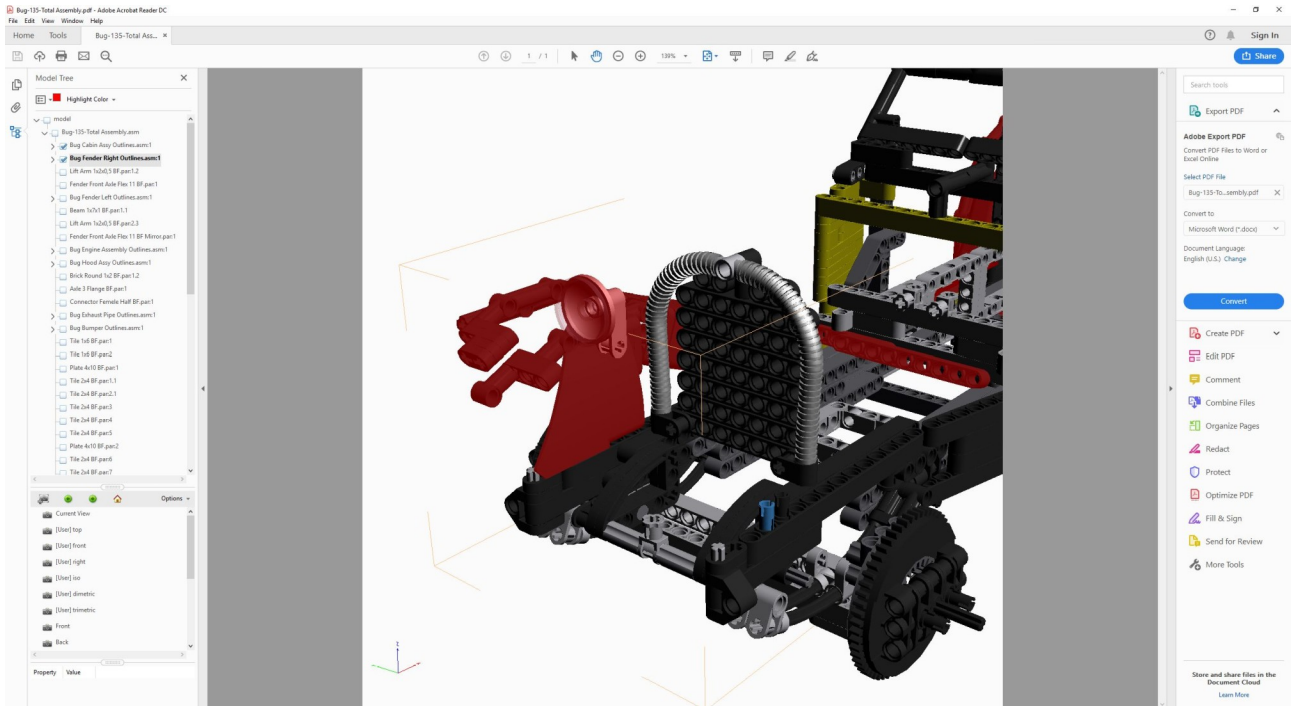
Sometimes it can be difficult to see where a certain part is, then click at the part in the Model Tree and it will highlight in the model. You can also change the *Highlight Color*.



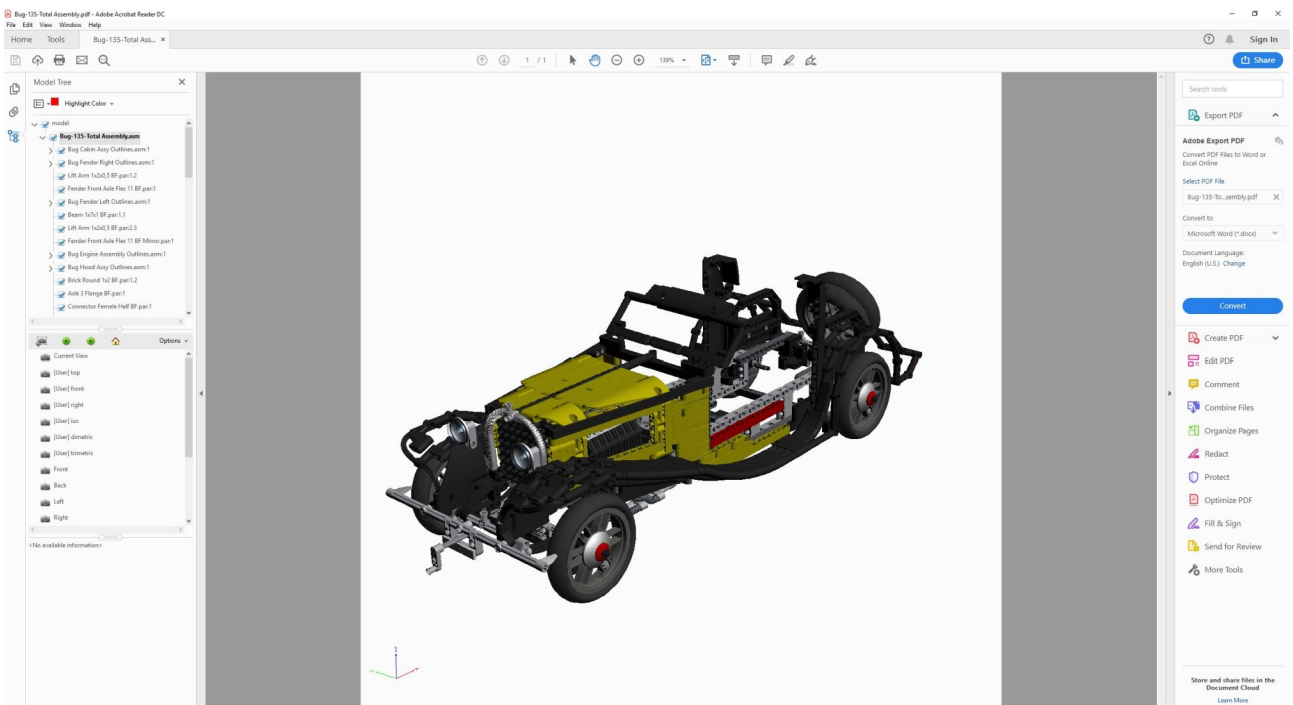
After finishing the first assembly you can start with the next, Bug-101-Gear Box, and so on.



Here you see sub-assemblies and parts together in the Bug-109-Frame Assembly. The sub-assemblies you have build before, so you don't have to see their parts now. To prevent the computer from getting slow, there are a great number of parts removed from the sub-assemblies before placing them here.

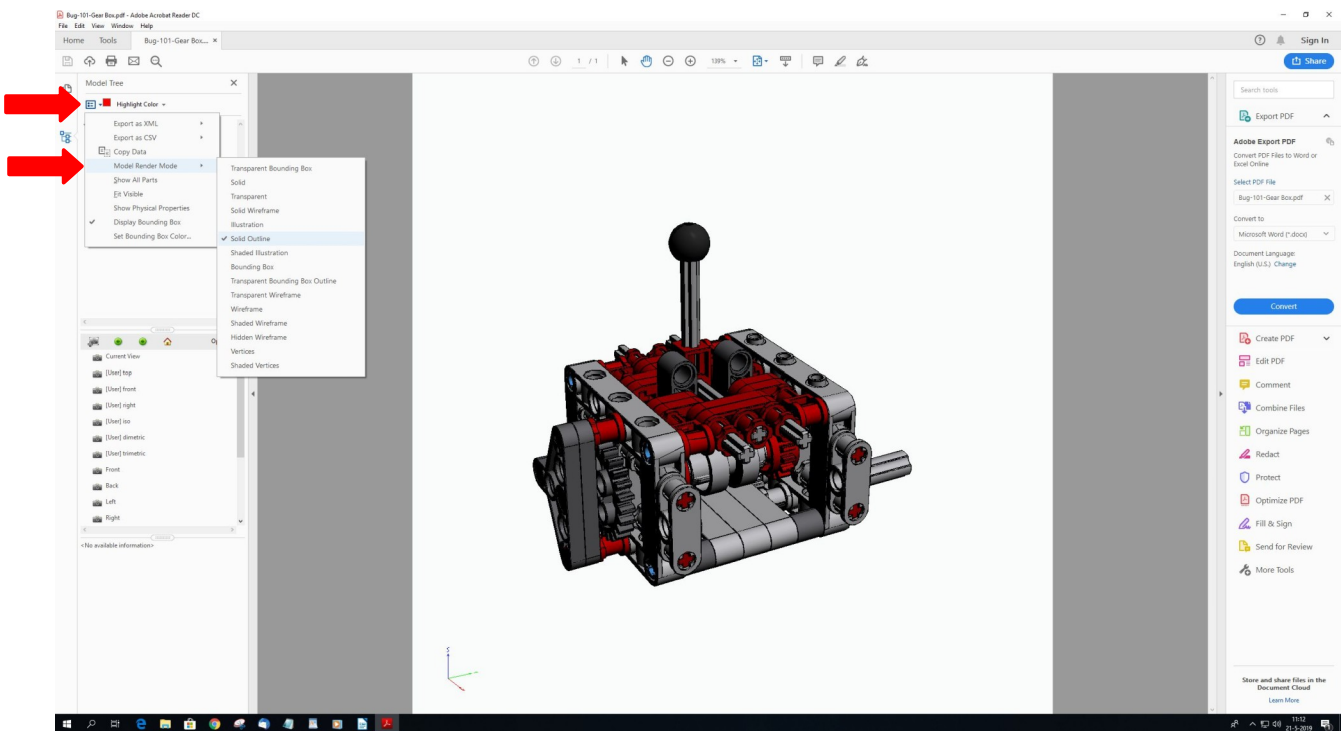
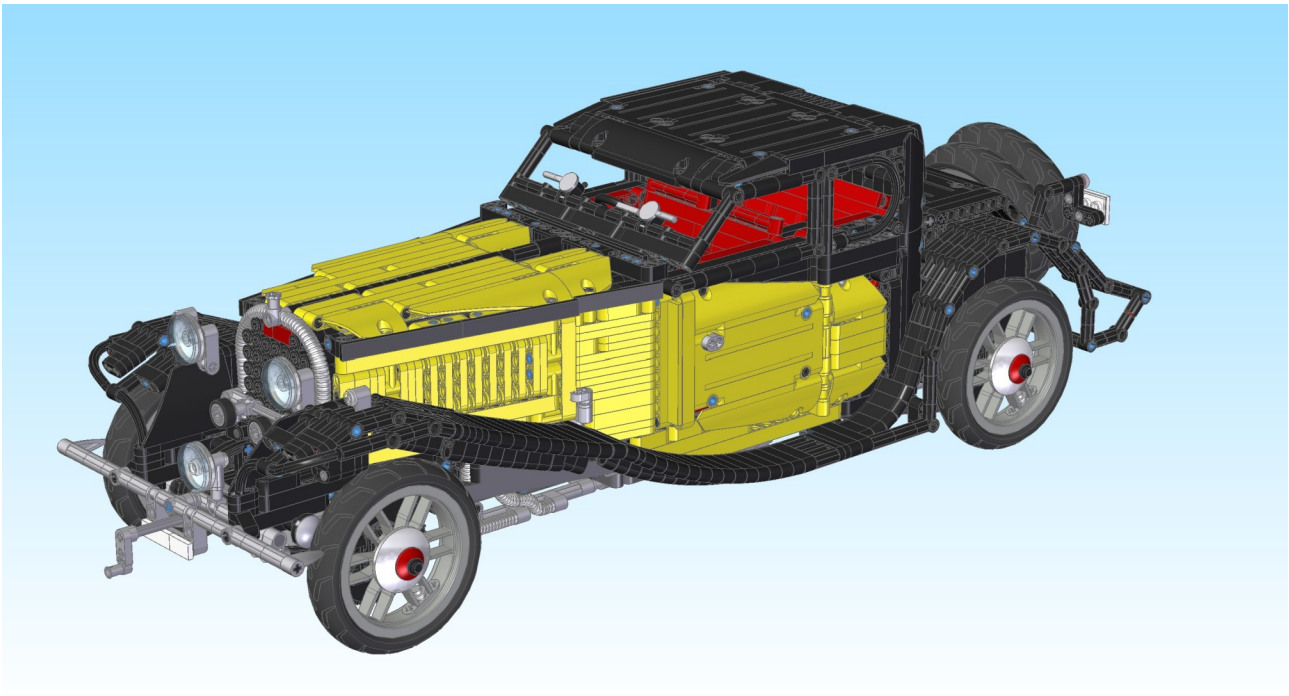


Removing parts from the sub-assemblies makes it also more clear how to place the next parts: here you see the placement of the Right Fender for example.

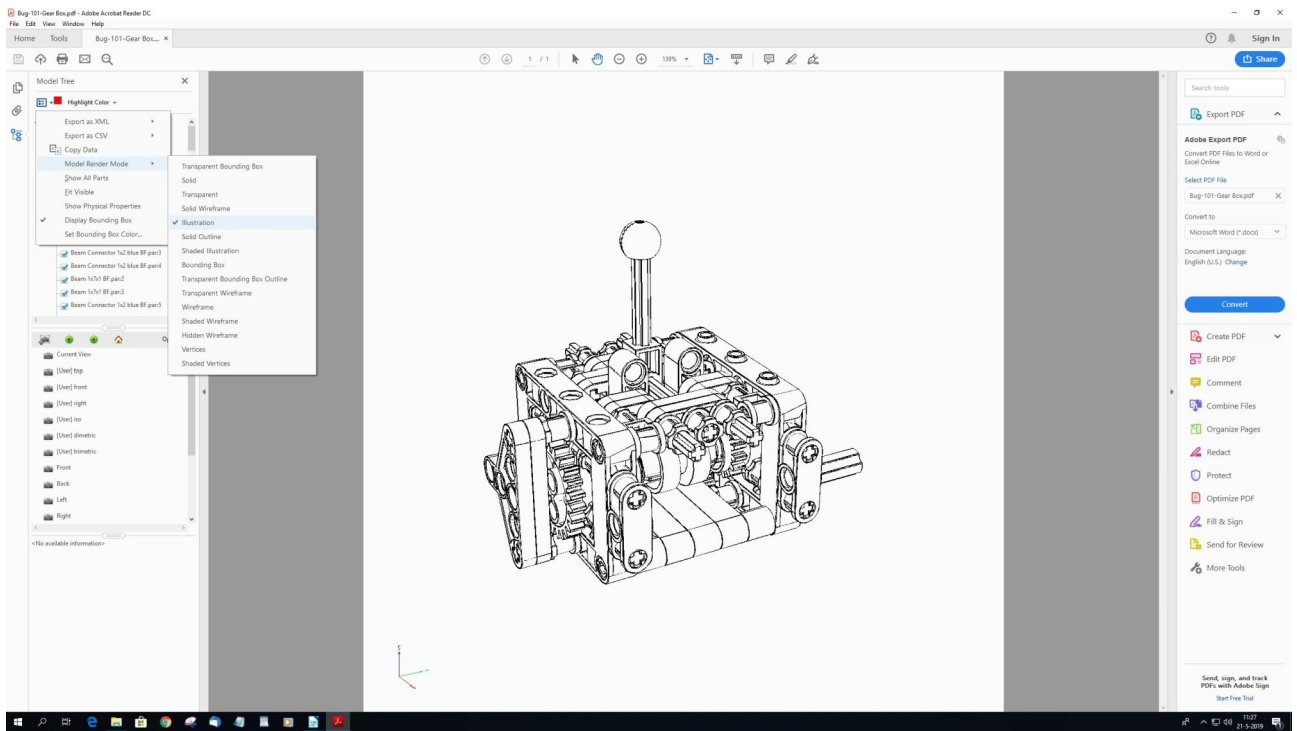


This is the finished model at the screen, but at your working table it looks like the next picture:





If your model appears different on the screen, you can change that by first clicking the symbol at the left top in the Model Tree window and then choose Model Render Mode. In the next window you do have a choice of renderings. Here you see the Solid Outline view.



Here you see the Illustration view for example.

Wish you succes in building the Bugatti!

Martin