

SINCLAIR  
ZX Spectrum

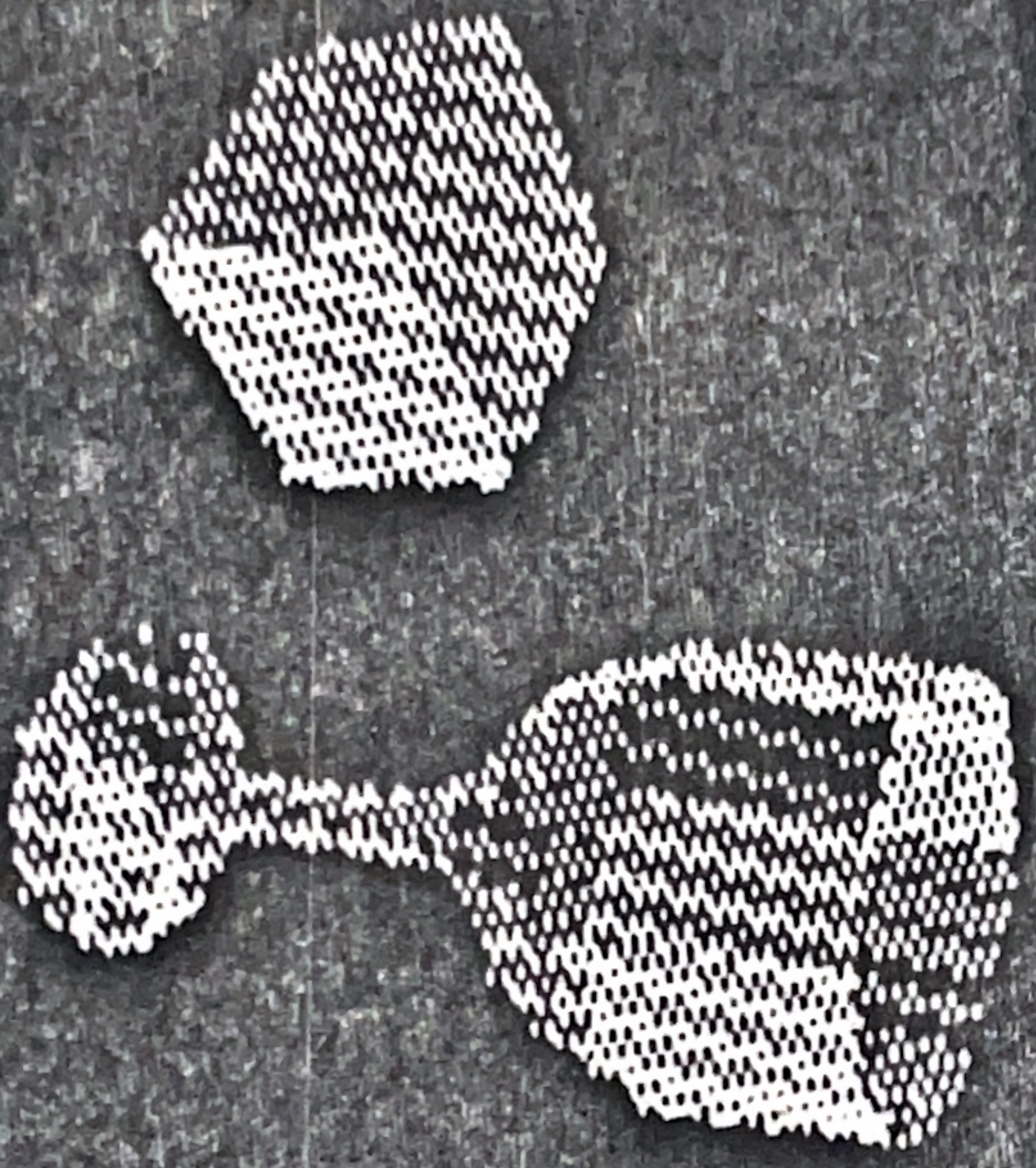
# VU-3D


VU-3D is a design and modelling program in three dimensions. From an image in the mind, create an object on the screen, rotate and view it in three dimensions, zoom in and zoom out and display the object in high resolution colour in different perspectives.

B3/S

# SINCLAIR ZX Spectrum VU-3D

REDA  
EOLLOU  
KAPP



SOFTWARE BY **PSION**  —48K RAM

Sinclair  
ZX Spectrum

# VU-3D

from **PSION** 

Load and Run by typing LOAD "vu3d"

VU-3D is a sophisticated three-dimensional design and display program. Using simple commands, the user may create a solid object or set of objects in three-dimensional space, observe, modify, print and store such displays. Of course on a television screen, just like the retina of the eye, only a two-dimensional representation or image of the three-dimensional world can be portrayed. As people we get a sense of the three-dimensionality of the world by moving around and looking at objects from different directions. VU-3D portrays the three-dimensional world of its data structure, like a software camera, in exactly the same way as the eye observes the three-dimensional world. And, just like an individual can walk round an object and look at it from far and near and from different directions, so VU-3D includes commands to allow you, the user, to move round the object and look at it from different distances and directions. In this way, we can design a solid object and obtain a sense of its reality in the three-dimensional world.

After loading VU-3D from cassette, the user is asked if he wishes to create a new design or set of objects, or whether he wishes to load a data file from cassette. If this is the first time you have used VU-3D, press the option "1".