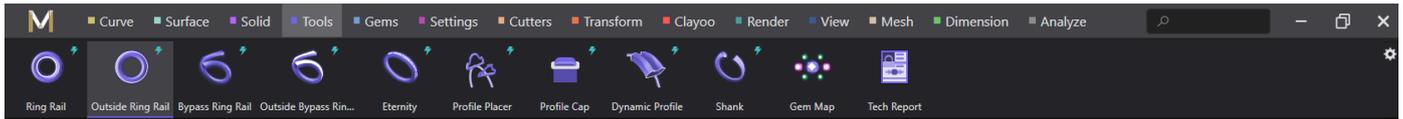


MATRIXGOLD™

QUICK START GUIDE

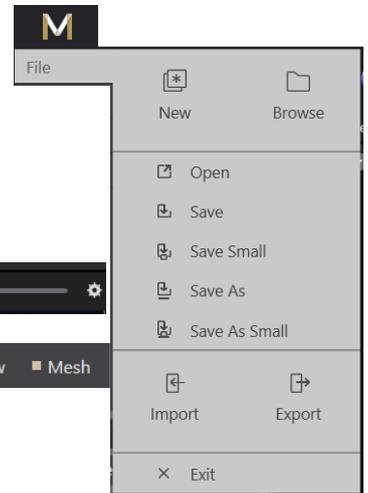
INTERFACE

After launching MatrixGold™ from the Gemvision Application Launcher, you will be greeted by the MatrixGold™ interface. This interface is flexible, allowing customization of the panel layout, item sizing, and feature visibility to suit each person's needs.

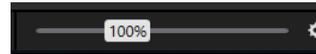


Across the top of the interface is the Ribbon Toolbar - this contains the Main Menu, Categories, Commands, Command Groups, Command Search, and Window Buttons.

The Main Menu is in the upper left corner, and can be accessed by left clicking on the M icon. Here you can create a new document, save a current job, open previous jobs, adjust what panels are visible, and much more.

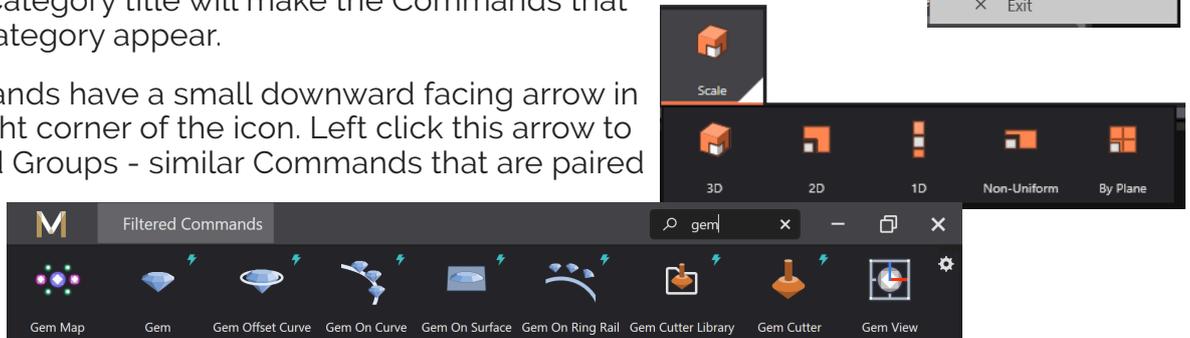


In the bottom right of the MatrixGold™ interface is our scaling slider. Left click and hold the sliding bar to adjust. Moving this bar to the left will scale down your icons and text, while moving it to the right will scale them up.

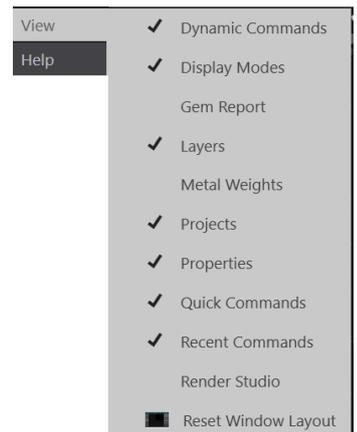


Along the top of the interface you'll see a series of Categories. Left clicking on a Category title will make the Commands that fall into that Category appear.

Select Commands have a small downward facing arrow in the bottom right corner of the icon. Left click this arrow to see Command Groups - similar Commands that are paired together.



In the upper right corner of the software you will also see a search window. This comes in handy if you aren't quite sure where a Command icon lives, but know the name. As you start to type you'll see the icons lessen to only icons that contain the search phrase. As you narrow your search results you will see that icons will initially remain in their respective Categories until the point where few enough Commands remain that match your search and they will all appear in the same

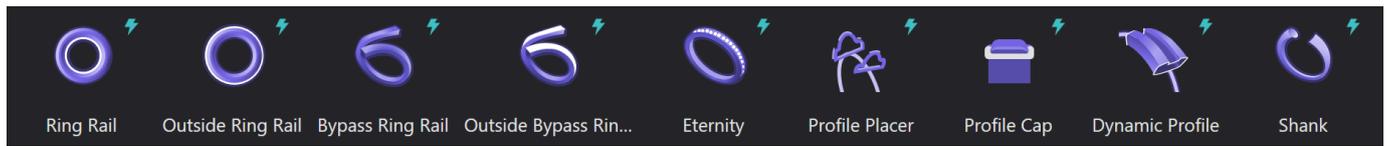


Along the left and right side are the default panels. To remove or add panels to the interface, navigate to the Main Menu, choose View, and select or deselect as desired. You can also Reset Window Layout to go back to the default layout.

All of the panels are movable, can be docked or left floating, and can also be tabbed if a clean and minimal interface is preferred. Included in this Quick Start page are detailed videos that further explain the full capabilities of the MatrixGold™ interface.

DYNAMIC COMMANDS

Dynamic Commands are designated by the small lightning symbol in the upper right corner of the icon.



These Dynamic Commands have adjustable parameters and develop a relationship when two or more are used to create a model. The resulting relationship maintains Parametric History, which allows adjustments that are made on one Dynamic Command reflect in all related Dynamic Commands.

PROJECTS

Create a new project by clicking the  icon in the upper right side of the Projects panel. The initial prompt will request a name for your new Project. You may save many Projects through the Projects panel and switch between them simply by left clicking on your selection. Once a Project is selected, you can then choose to save Master Job Bags or standard Job Bags as part of your workflow and storage practices.

Creating Master Job Bags is similar to using the 'Save As' function and will save the entire document as you have it laid out. Any visual changes that were made to the viewports will also save to a Master Job Bag and will be recreated once opened.

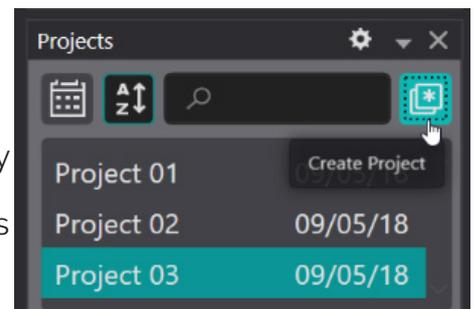
To save a new Master Job Bag left click on the Master Job Bag icon  with the green arrow. Previously saved Masters will also be signified by a green triangle in the upper left corner of the preview image. You can have multiple Master Job Bags in a Project and the recommended workflow is to create a Master Job Bag prior to using a Command or function that will break Parametric History. In order to remain organized you can change the name of saved Job Bags by right clicking on the preview image and choosing "Rename Job Bag".

To open a Master Job Bag left click on the preview image. Opening a Master is similar to using the 'Open' function and requires any already opened document to be closed before doing so. You will be prompted to save any current work.

Creating a standard Job Bag is similar to using the 'Export' function and will save only the geometry that is currently selected when the icon is pressed. This is recommended for saving aspects of a file that you may need to bring back occasionally into a working file since it will allow you to import it into existing work without closing it first.

To save a new Job Bag left click on the 'Save' icon  next to a Blank Job Bag. MatrixGold™ will always add a new Blank Job Bag when you do this.

To open a standard Job Bag left click on the preview image. Opening a standard Job Bag is similar to using the 'Import' function and will bring the saved geometry into whatever file you currently have open.

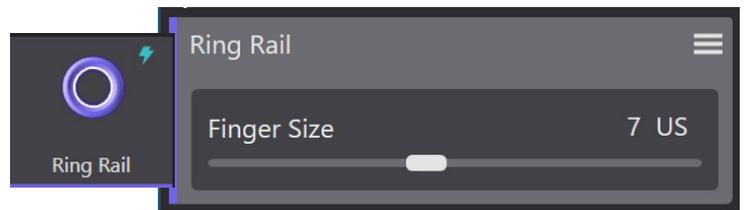


MODELLING WITH DYNAMIC COMMANDS

Follow this walk through to become familiar with modeling with Parametric History. For more detail, please watch the video on the Quick Start page.

1 CREATE A RING RAIL

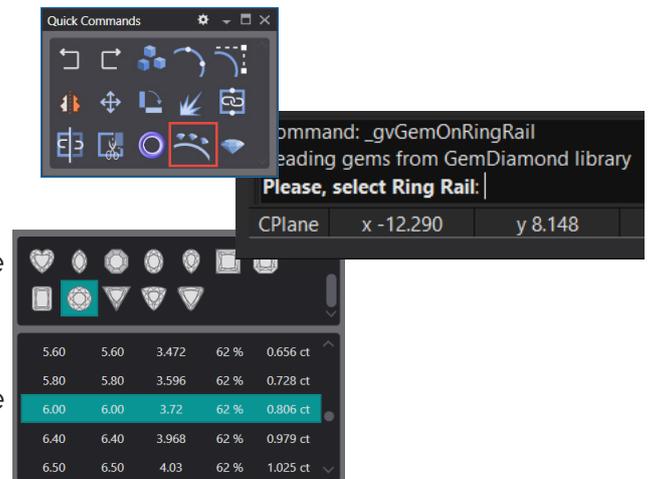
Under the Tools Category, left click on the Ring Rail icon. This will open a Ring Rail Command in your Dynamic Command panel.



We will keep this fingersize for now, so just press your 'Enter' key to commit the command.

2 ADD CENTER GEM

Select Gem on Ring Rail from the Quick Command panel. The Command Line will prompt you to select a Ring Rail for the Gem to follow. Left click on the Ring Rail in the viewport and you will see a Gem appear above the Ring Rail in the viewport.



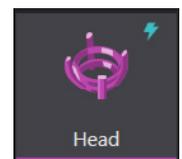
Make changes to the stone using the Dynamic Command panel. Use the size chart to change to a 6mm Round.

Adjust the stone to be approximately 1.5mm away from ring rail using the "Z Offset" slider and the viewport grid lines for reference. By default there are major grid lines every 5mm and minor grid lines every 1mm. Press the 'Enter' key to commit the Command.



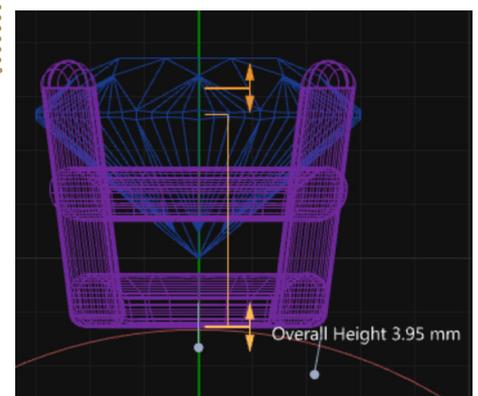
3 ADD HEAD SETTING

Navigate to the Settings Category and select the icon for Head. The command line will prompt you to select the Gem you'd like to place the head on. Left click on your gem in the viewport and press 'Enter'.



- TIP** Often Dynamic Commands allow you to adjust parameters in 3 different ways:
1. Use the sliders found in the Dynamic Command panel to increase or decrease values by sliding left or right.
 2. Type a value directly into the input box in the Dynamic Command panel.
 3. Use the View Port Control Handles (VPCH) to adjust values.

Use the View Port Control Handles (VPCH) to pull the head to sit right above the ring rail by using the *Overall Height* handle. Press 'Enter' to commit the command.



4 ADD PROFILES TO RING RAIL

Navigate to the Tools Category, select the ring rail in your viewport and click on the Profile Placer icon to begin the Command.

Some Commands allow you to pre-select the input objects before running the Command. By selecting the Ring Rail in the viewport, the Profile Placer Command assumes that is the input object you want to use. Optionally, you could have run the Profile Placer in the same fashion as the Gem on Ring Rail or Head Commands and followed the subsequent instructions from the Command Line instead of pre-selecting.

Left click and hold the white dot at the center of your VPCH and pull it out to be centered in the prongs from your front view; Once at the desired location, let go of your left click.

Select 'Profile Picker' in the viewport and change your profile to 02.3DM by left clicking the image and then left click on the Apply button.

Click on the toggle next to "Profile Mirror" in the Dynamic Command panel.

Using the VPCH, pull the Profile Height arrow upwards to increase the height of your Profile to 2.4mm. Since the Profile is mirrored, you will only see controls on your original curve but the changes will be made on both. Press the 'Enter' key to commit the Command.



5 ADD TAPERED PROFILE

Repeat the same steps to run a second instance of the Profile Placer using your Ring Rail. You will place this Profile at the bottom of the Ring Rail, so no mirror is needed.

To place the Profile exactly centered at the bottom of the Ring Rail, use the Command panel to change the Profile Position to 0.5.

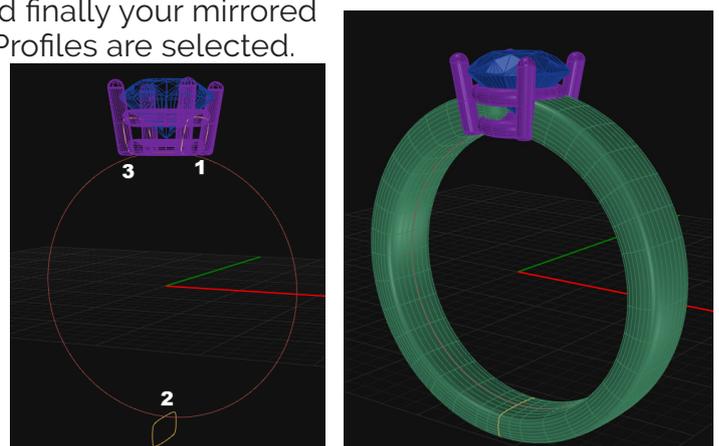
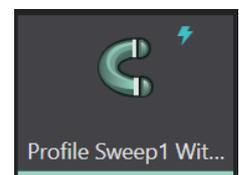


Change the Profile through the Profile Picker to match the same Profiles used at the top, 02.3DM. Use your VPCH to adjust the Profile to be 1.7mm high to give our ring a taper. Press 'Enter' to commit the Command.

6 SWEEP PROFILES

Under the Surface Category, select Profile Sweep 1 with End Caps icon.

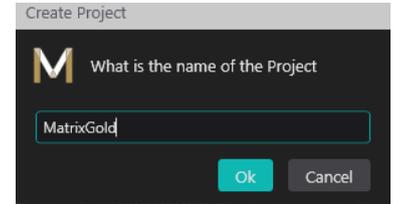
Following the Command Line's prompts, select your Ring Rail then select the Profiles starting with the original top Profile, followed by the Profile at the bottom of your Ring Rail and finally your mirrored Profile at the top. Press 'Enter' when all Profiles are selected. Press 'Enter' again to commit the Command.



7 SAVE YOUR WORK

To create a new project, click on the  icon. Use the prompt to name your project whatever you'd like.

Save the current model as a Master Job Bag by clicking on the  icon.



Up to this point, we have built our model with Dynamic Commands. If we edit any part of the model at this point, all other items related to this part will adjust appropriately.

8 ADJUST THE FINGER SIZE

Select your ring rail in the viewport. Choose the "Edit" icon for the Ring Rail in the Dynamic Command panel.

Change the "Finger Size" with the slider to size 9.

As you make adjustments, the center Gem lifts up to keep the same distance away from the Ring Rail as originally chosen. The Head and Profiles will also adjust to follow your changes.

Press 'Enter' to commit changes.



9 ADJUST THE GEM

Select your gem. Choose the "Edit" icon for the Gem on Ring Rail Command.

Select Oval as your shape, and change the dimensions to 8.50mm x 6.50 mm.

Since our Dynamic History is still intact, the head will adjust automatically to properly fit your new center stone shape and size.

Press 'Enter' to commit changes.

