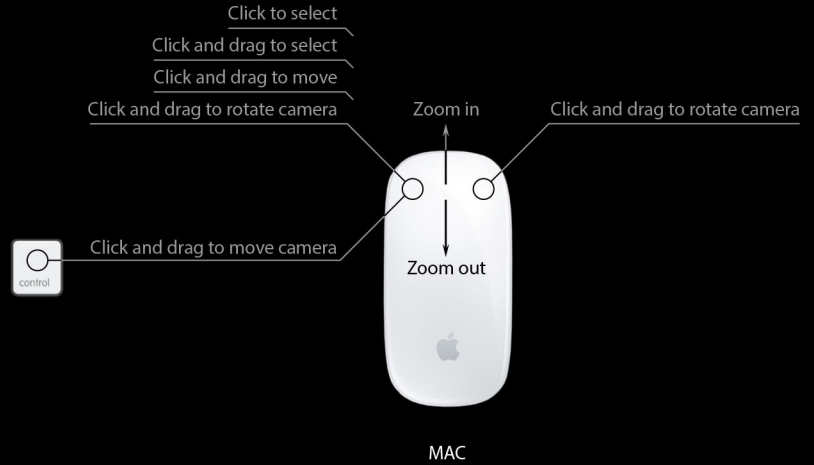
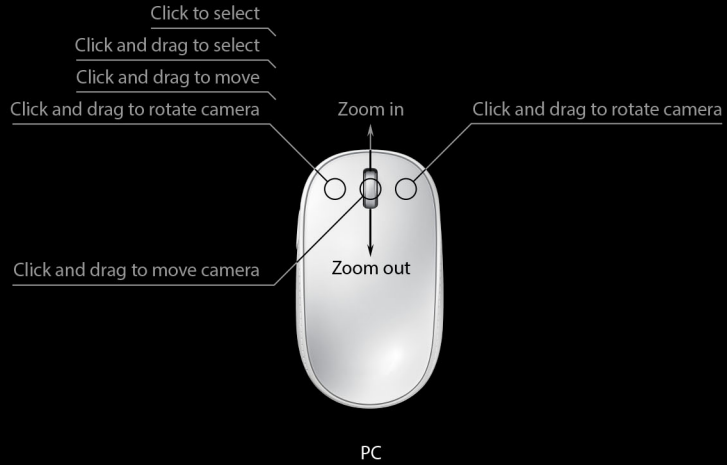


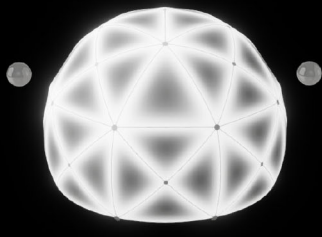
**INFINITYCONST** **evocad** Tutorial  
Modular exhibition system

# CONTROL



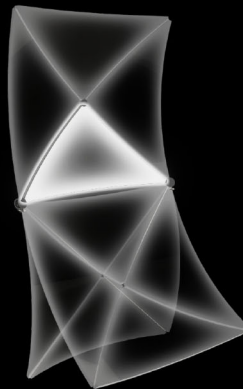
## MODELLING

The software includes 2 modelling modes:



SPHERE

Click and drag the handle



TRIANGLE

Select the triangle and activate the ghost triangle



Click the DELETE button to remove triangles

## SIZE

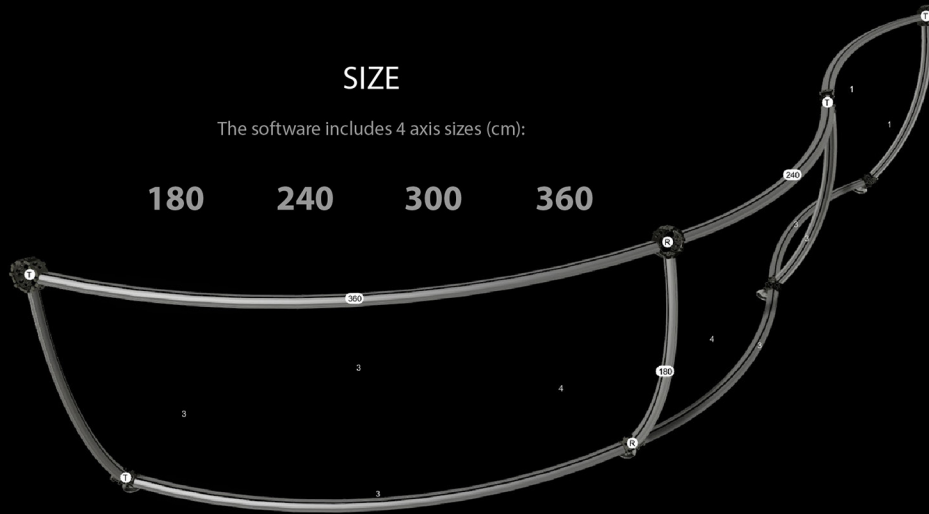
The software includes 4 axis sizes (cm):

180

240

300

360



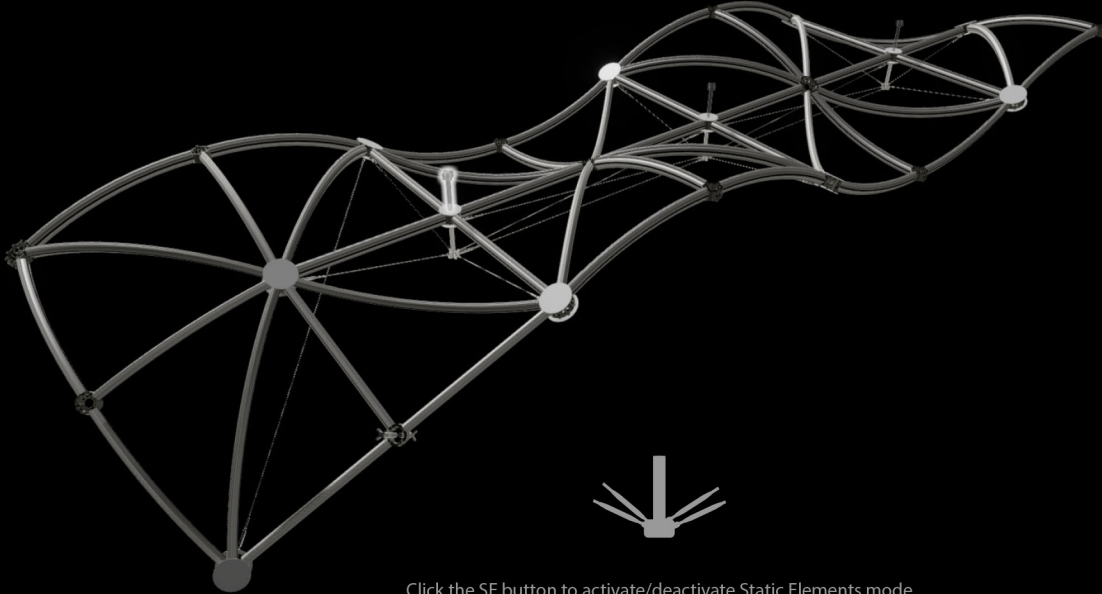
Assign a default size for all triangles or create a custom size for selected triangles



Click the RESET SIZE button to reset all triangles to the default settings

# STATIC ELEMENTS

The software includes a Static Elements mode

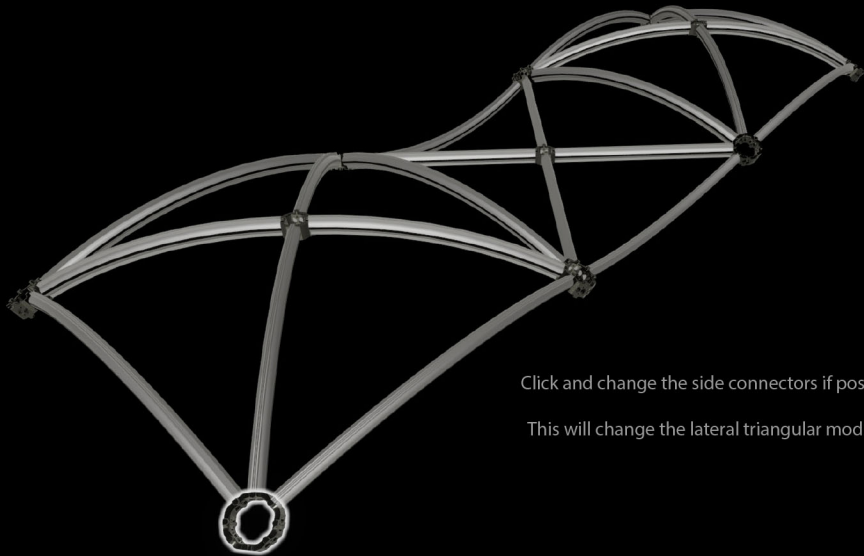


Click the SE button to activate/deactivate Static Elements mode

Select and activate/deactivate the ghost static elements

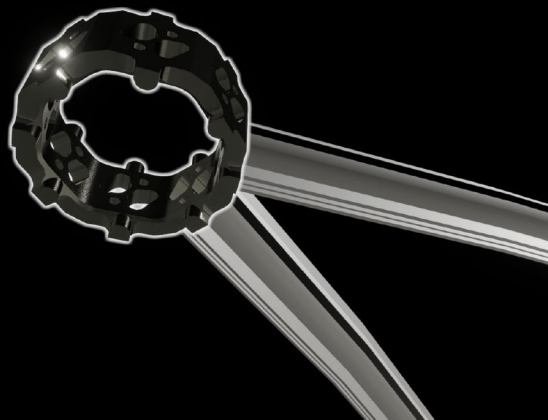
# CONNECTORS

Connector switch mode



Click and change the side connectors if possible

This will change the lateral triangular modules



# FABRIC

The software includes 6 fabric filling options

INDOOR

OUTDOOR



F



FH



EMPTY



FK



FKSE



FL

Assign a default filling option for all triangles or create a custom option for selected triangles



Click the RESET FABRIC button to reset all triangles to the default settings

# LED

The software includes programmable LED lighting simulation



Assign a default colour for all triangles or create a custom one for selected triangles

Add or remove animation steps; set FADE and HOLD time

Press PLAY and enjoy the result



Click the RESET LED button to reset all triangles to the default settings





## VIEW

Display Settings



FLOOR



REFLECTIONS



SHADOWS

HQ

DETAIL



ARTICLES



DRAFT

Customise the display settings according to your preferences



UNDO or REDO

all your actions

# FILE

File options



NEW



OPEN



SAVE



GALLERY



SCREENSHOT



PHOTO HQ



EXPORT

Create new, save or open an EVOCAD file, find it in the Gallery

Export it to OBJ format with Hi or Low Quality detail

Take a PNG screenshot or HQ 6K photo

# DEMO

Demonstration settings



Click the ORBIT button to activate/deactivate Orbit mode



Click the ENVIRON button and chose hdri 360 panorama to create an environment for your project

**INFINITYCONST** **evo**  
Modular exhibition system

Click the logo to hide/show the interface

Press Alt+Enter to activate/deactivate full-screen mode (PC version)



VR

oculus

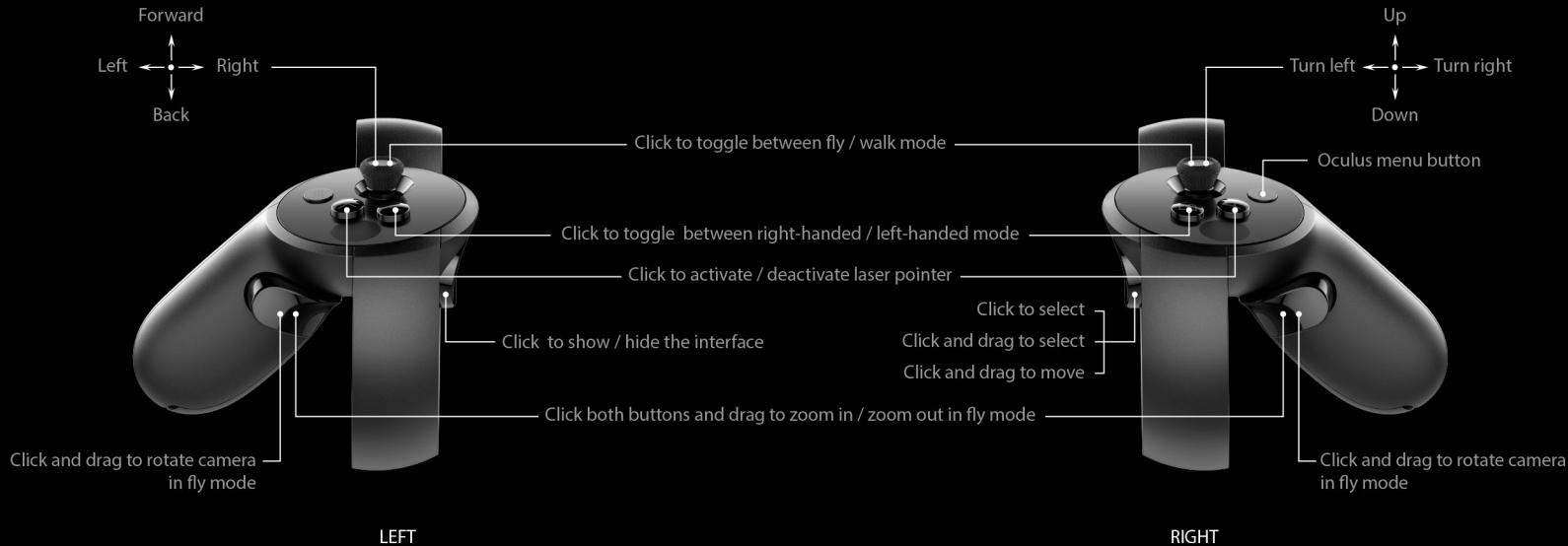
The software PC version includes Virtual Reality mode

Put on an OCULUS RIFT CV1 headset with OCULUS TOUCH

and build your INFINITYCONSTevo in Virtual Reality

# OCULUS TOUCH CONTROLLERS

Your touch controllers let you use hands to interact in VR



Let's start infinity constructive evolution...