

3D Mouth Help

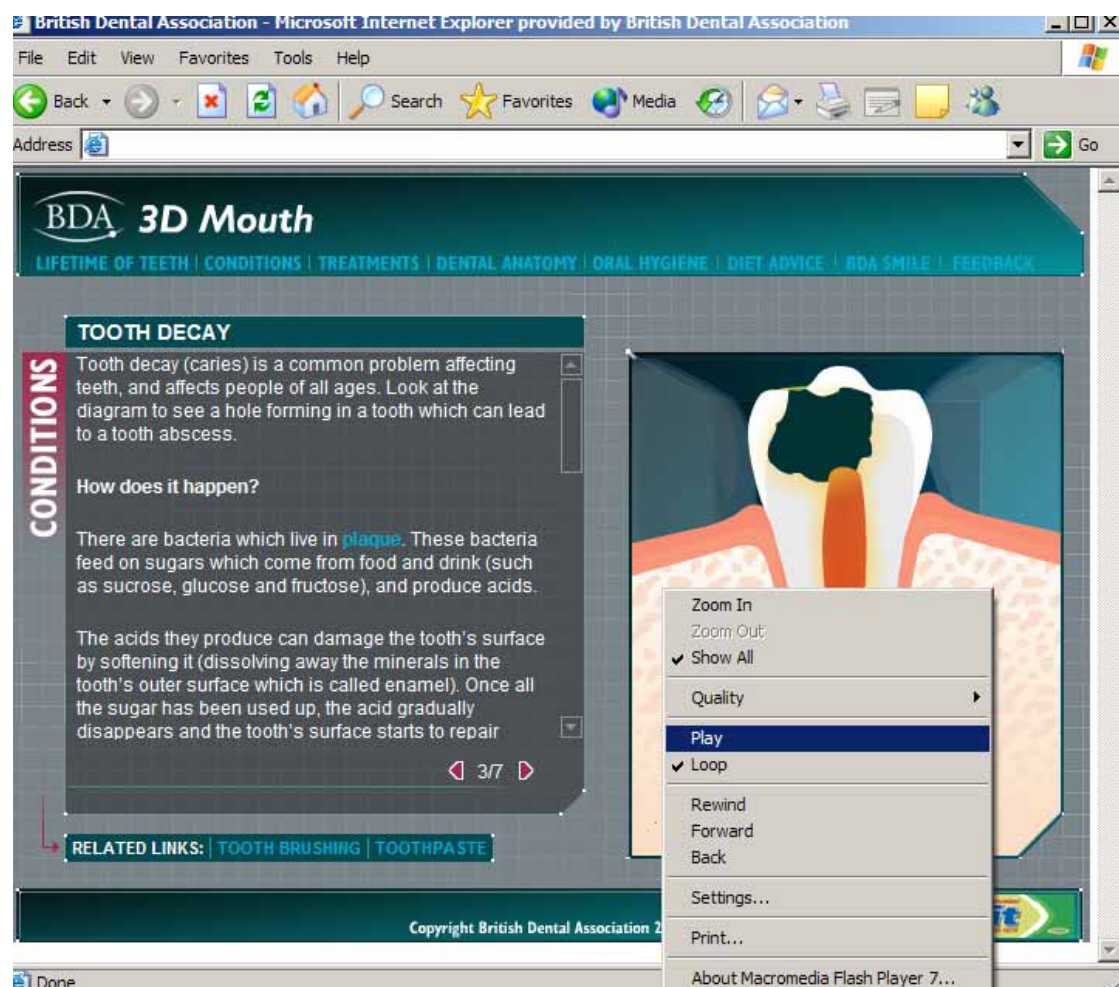
Introduction

The BDA 3D Mouth utilises the latest cutting edge software for the Internet. To fully use and explore the site you will need to have the Flash plugin which you can download for free from

http://www.macromedia.com/shockwave/download/download.cgi?P1_Prod_Version=ShockwaveFlash and the Shockwave plugin which is available from http://www.macromedia.com/shockwave/download/download.cgi?P1_Prod_Version=Shockwave

2D Animations

2D Animations are built in Flash. To replay a 2D animation right click on your mouse and select play from the drop down box.



3D Animations

3D interactive animations are built in Shockwave. If you do not have Shockwave, your browser should automatically begin to download it for you. If this does not happen please follow the link at the top of this help document.

The BDA 3D mouth is a cutting edge tool which allows you to manipulate and interact with the 3D models.



To rotate the models either click on the “rotate” arrows or hold down the left mouse button whilst moving the cursor. You can zoom in or out by clicking on the “+ / -“ buttons. You can reset the position of the model by clicking the reset button.

On some models there is a 3D animation e.g “Removal Of Teeth” shows how a tooth is removed by your dentist. You can start the animation by clicking on the “play” button. You can pause the animation at any time by selecting the “pause” button. You can rotate zoom and interact with the animation at anytime.

Please Note: This site has been optimised for broadband connection, dial up users may experience some delay in downloading the 3D models

Please Note: Users with late P11 or early P111 processors may find the 3D animations slow and difficult to interact with. You can improve the performance of the animations by right clicking on the animation (mac user ctrl and click) select “3D Renderer” from the menu and then select “always use hardware – DirectX 7”(Mac user “always use hardware – Open GL).

To learn further tips on how to change your settings to improve the performance of the animations [click here](#)

Printing:

You will not be able to print off the explanatory text directly from the webpages very easily, so links to printable PDF's of the text are available on every page.

Minimum Specifications:

3D MINIMUM PLAYBACK SYSTEM

Windows:

- Pentium II-class 500 MHz (without hardware accelerated 3D graphics card)
- Pentium II-class 400 MHz (with a current hardware accelerated 3D graphics card)
- Windows 98 (or newer)
- DirectX version 7 (or newer)
- 128MB System RAM
- A current, second-generation 3D graphics card with 8MB or more of video RAM
- DirectSound-compatible Sound card

Macintosh:

- G3 333MHz
- OS 9 or newer
- Open GL 1.1.2 (or newer)
- 128MB System RAM
- A current, 2nd generation 3D graphics card with 8MB or more of video RAM

Supported browsers:

Windows: IE5.5, IE6

Macintosh: IE5.2, Safari 1.2

Recommended Configurations

Windows XP SP1 with IE6.x

MAC OS 10.3 with Safari 1.2

Note for Mac users running Safari: A bug in the 3D implementation of the Safari Shockwave plug-in causes the 3D content to be shifted 10 pixels higher on the screen than it should be. 'Hotspots' (mouse over zones) are not shifted making interaction / rollovers seem slightly out of place.

This error can be corrected by taking the following action: Place your mouse over the 3D image, press Ctrl and Click on the movie. Select '3D Renderer' and then select 'Always Use Software Renderer'.

