Prithvi Akkiraju VSFX - 721 Exercise - 2

## **User Guide**

Procedural Table Tra	nsform Material Render Misc
Numbers	100
Font	Helvetica-Bold
Font Size	1
Oblique	1
X axis Spread	10
Y axis Spread	25
Rows	20
First Word	Fall
First Word Position	4
Second Word	Quarter
Second Word Positi	7
Color	1 1
Highlight	1 0.25 0
Highlighter Position	8 10

Numbers : Can change the amount of numbers in the veiwport.

Font : Helps you change the font in the scene

Font Size : Change the size of the font in the scene

**Oblique** : Makes the font go as 'slanted' as the user wants. (Italic)

X axis Spread : Controls the spacing in X axis.

Y axis Spread : Controls the spacing in Y axis.

**Rows** : Controls the number of rows in the scene.

First Word : The user can specify which word to use.

**First Word Position** : Can specify at which and what multiples to keep the first word.

**Second Word** : The user can specify which word to use.

Second Word Position : Can specify at which and what multiples to keep the word.

**Color** : Master color that is on all numbers in the scene.

Highlight: Main color that user can control to highlight the multiples.

Highlighter Position : User can control to position of the Highlighter.