

Softwaremanual

ZDC 5.x



Translation of the original
Read this manual prior to performing any task!

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Supplemental directives

General equal treatment

This guide uses the masculine form according to grammar in a neutral sense to keep the text easier to read. It always addresses all genders in the same way.

Storage and use of the manual

This manual enables the safe and efficient use of the software. This manual is an integral part of the software and must be kept accessible to the personnel, in the respective national language, in the latest version, and in the vicinity of the software. The personnel must read and understand this manual carefully before beginning any work.

The illustrations in this manual are intended to provide a basic understanding and may differ from the actual design.

General conventions

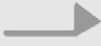



Marking	Explanation
DANGER	This signal word indicates an imminently hazardous situation which will result in death or serious injury.
WARNING	This signal word indicates an potentially hazardous situation which could result in serious injury.
CAUTION	This signal word indicates an imminently hazardous situation which may result in minor or slight injury.
NOTE	This signal word indicates damage to material or the environment.
<i>i</i>	Tip / non-binding advice
	Individual action step of an action instruction
	Intermediate result, action result of an action instruction
	Reference to further information
	Individual list item of a list
<i>[Main switch]</i>	Operating elements such as buttons, switches, ...
<i>"Start"</i>	Screen elements such as buttons, menu entries, ...
Code	Representation of file paths

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1 Zünd Design Center (ZDC)

This software manual describes the software *Zünd Design Center (ZDC)* ⁺ in version v5.x.

The Zünd Design Center is an Adobe® Illustrator® plug-in for the creation of packaging and three dimensional POS displays made from folding carton, corrugated cardboard, sandwich material and PP, PVC, MDF and lightweight foam boards.

An extensive library forms the basis of the ZDC. All the designs contained are parametrized, which means that you only have to determine the relevant dimensions. All other dimensions are calculated automatically.

- Select a design from the library and enter individual dimensions if needed.
- Complete the design in Adobe® Illustrator® with logos, templates, text, and other design components.
- Check the three-dimensional folding result of your design at any time in the 3D view.
- Configure the desired material settings, such as transparency, for example.
- Export the design to create a customer presentation or 3D PDF presentations, as an illustration in .png format, an .mp4 video file, or a three-dimensional object.
- Export the design in the Zünd Design Center.


The *Zünd Design Center* ⁺ includes creations by well-known pack-aging designers as well as standard designs (FEFCO). You can also start with an optimized template and create your very own design.



Zünd Cut Center Import


Every design is already formatted, so that you can import it directly into the Zünd Cut Center without any intermediate steps.

Design catalog

The design catalog  illustrates the available design templates of the library. In the course of the design process you can start with an existing design template and adjust it to your individual parameters.

You will find the design catalog  in the Library window .

Information about the software

You will find the following basic software information in the Settings area .

- Program version
- Information on the active license
- Software help
- License agreement

2 Install






2.1 Download software

Target:

The following describes how and where to download the software.

Requirement:

- Reseller-Areaavailable

1.  Open:  <https://www.zund.com/de/software/zuend-design-center>.
2.  Scroll down to the bottom.
3.  Under “Software” select the *.zip download package either for Windows or macOS.
 - ➔ The *.zip download package is downloaded.
4.  Unzip the *.zip download package to a local folder.
 - ➔ The software is downloaded as an installation routine.

2.2 Windows operating system

2.2.1 System requirements and compatibility





The *Zünd Design Center*⁺ requires that Adobe® Illustrator® is installed. The plug-in is compatible with the following versions (operating system, Adobe® Illustrator®):

Operating system	CC 2019	CC 2020	CC 2021
Windows® 10	X	X	X

2.2.2 Uninstall old ZDC version

Target:

The following describes how the old version is deleted. Avoid version conflicts by uninstalling the old version.

1.  Select: “Windows → Start → Settings → Programs”.
2.  In the list, search for “ZDC”.
3.  Mark “ZDC” in the search results. If “ZDC” is not listed, “ZDC” was not installed on the computer.
4.  Select [Uninstall] and follow the instructions.
 - ➔ The old version is uninstalled.

2.2.3 Install ZDC

Target:

The following describes how to install ZDC on the computer.

Requirement:

- Subscription canceled
- Software downloaded



1. ➤ Double-click on the installation file.
2. ➤ Follow the instructions of the installation routine.
 - Select the language
 - Confirm the license agreement
 - Select the installation components
 - The software is installed by the installation routine.
3. ➤ Deactivate the option "*Take me to CodeMeter Runtime download page*".
4. ➤ Complete the installation with *[Finish]*.
 - The software is installed.
 - The software still has to be activated.

2.3 macOS operating system

2.3.1 System requirements and compatibility

The Zünd Design Center requires that Adobe® Illustrator® is installed. The plug-in is compatible with the following versions (operating system, Adobe® Illustrator®):






Operating system	CC 2019	CC 2020	CC 2021
OS X 10.14	X	X	X
OS X 10.15	-	X	X
OS 11 ¹	-	-	X

¹Apple M1 processors are not natively supported. Rosetta from Mac OS 11 is required as a converter.

2.3.2 Delete old version

Target:

The following describes how the old version of ZDC is deleted. Avoid version conflicts by deleting the old version.

1.  Open the "Finder".
2.  Select: "Programs → Adobe Illustrator → Plug-ins"
3.  Move the file "ZDC.aip" to the recycle bin.
4.  Move the folder "ZundDesignCenter" to the recycle
5.  bin. Empty the recycle bin.
 - ➔ Zünd Design Center is deleted.

2.3.3 Install ZDC





Target:

The following describes how to install ZDC.

Requirement:

- Subscription canceled
- Software downloaded



1.  Double-click on the downloaded installation file.
2.  Follow the instructions of the installation routine.
 - ➔ The software is installed by the installation routine.
3.  Deactivate the option "Take me to CodeMeter Runtime download page".
4.  End the installation routine with [Close].
 - ➔ The software is installed.

2.4 Adobe® Illustrator® Adapt settings

Target:

The following describes how the settings in Adobe® Illustrator® are adapted for ZDC.

1. → Start Adobe® Illustrator®.
2. → Select: *“Window → Layers”*.
3. → In the *“Layers”* menu, activate the option *“Remember layers when pasting”*.
 - ➔ The settings of Adobe® Illustrator® are adapted.

3 Licensing

3.1 Activate license

Target:

The following describes how the software is enabled with a valid hardware key.

Requirement

- ZDC software installed
 - Hardware key available
1. ➤ Insert the hardware key into a free USB port.
 2. ➤ Start Adobe® Illustrator®.
 3. ➤ Switch to: *“Window → Zünd Design Center → Settings”*.
 - Under the ZDC logo you will see the remaining term of the active license.

3.2 Extend license

Target:

The following describes how to update an active license after renewing a subscription.

Contact your Zünd representative to extend the ZDC license and let them know which operating system (Windows or Mac) you are using for the license extension.

Your Zünd representative will make sure you receive the correct license file.

Requirement








- License file available
 - Hardware key available
 - ZDC installed
1. ➤ Insert the hardware key into a free USB port.
 2. ➤ Double-click on the license file you received from your Zünd contact.
 3. ➤ Follow the routine and confirm the dialogues.
 - The license is extended.

3.3 Share license

Target:

The following describes how a license can be shared within an organization (network). The license can only be actively used on one computer at a time.

Requirement:

- Hardware key available
 - ZDC is installed on the source as well as the target computer
1.  End ZDC on the source as well as the target computer.
 2.  Switch to the source computer.
 3.  Remove the hardware key.
 4.  Switch to the target computer.
 5.  Insert the hardware key into a free USB port.
 6.  Start Adobe® Illustrator®.
 7.  Switch to: *“Window → Zünd Design Center → Settings”*.
 - Under the ZDC logo you will see the remaining term of the active license.

4 Orientation

4.1 Main window

On the main window “Zünd Design Center” you can navigate to all the functions of the Zünd Design Center.

You can find the main window under “Adobe® Illustrator® → Window → Zünd Design Center”.

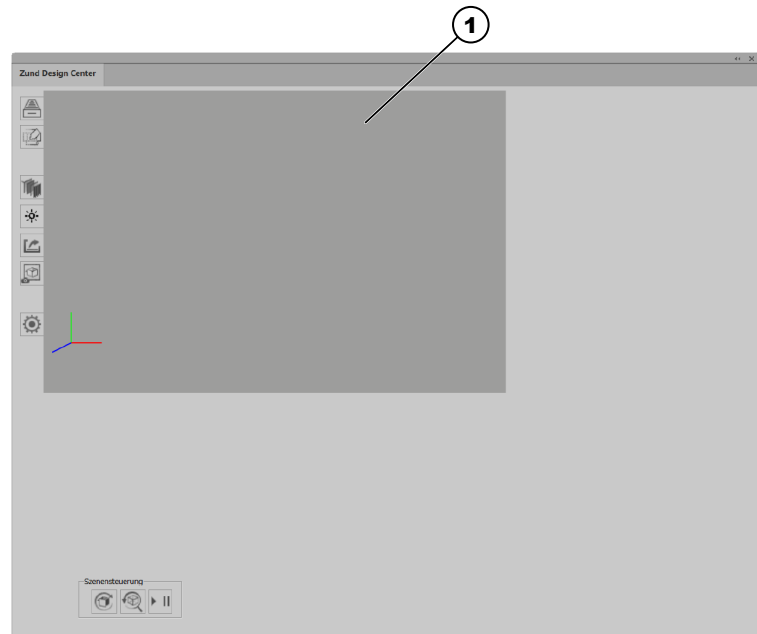












Fig. 1:

- 1 Preview window with coordinate system
-  Library
-  New template
-  Material
-  Activate light
-  Export
-  Copy image
-  Settings
-  Update scene
-  Reset scene
-  Player

4.2 Processing methods

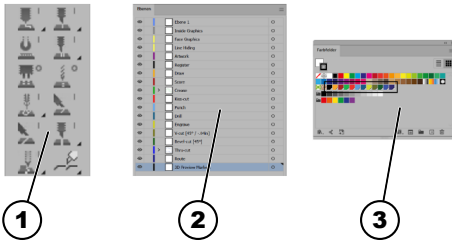


Fig. 2:

- 1 ZDC toolbar
- 2 Layers
- 3 Spot colors

The paths are assigned in Adobe® Illustrator® to the respective *Processing methods*⁺. Each processing method is assigned to a layer with a spot color. Created paths can be assigned to the desired processing methods using the layers or the spot colors.

Via the ZDC toolbar in Adobe® Illustrator® a path of the desired processing method can be created directly.

The following table gives an overview of the processing methods:

Symbol	Processing method	Spot color
-	<i>Inside graphics</i> ⁺	-
-	<i>Face graphics</i> ⁺	-
-	<i>Line hiding</i> ⁺	-
-	<i>Artwork</i> ⁺	-
-	<i>Register</i> ⁺	■ R0-G0-B0
	<i>Draw</i> ⁺	■ R250-B165-G44
	<i>Score</i> ⁺	■ R169-B29-G34
	<i>Crease</i> ⁺	■ R25-G178-B75
	<i>Kiss-cut</i> ⁺	■ R238-G50-B43
	<i>Punch</i> ⁺	■ R96-G158-B213
	<i>Drill</i> ⁺	■ R29-G90-B133
	<i>Engrave</i> ⁺	■ R207-G217-B53
	<i>V-cut</i> ⁺	■ R103-G108-B46
	<i>Bevel-cut</i> ⁺	■ R20-G87-B44
	<i>Thru-cut</i> ⁺	■ R57-G83-B164
	<i>Route</i> ⁺	■ R50-G43-B112
-	<i>3D preview markers</i> ⁺	-

4.3 Settings

Via the area “Settings” you can define the individual settings for general and specific functions of the Zünd Design Center.

You will find the “Settings” area under “Adobe® Illustrator® → Window → Zünd Design Center → Settings”.



Fig. 3:

- 1 General settings
- 2 Light settings
- 3 Visual settings
- 4 Position settings
- 5 Fold settings

4.4 Library

Via the area “Library” you can select existing design templates, edit them individually and define settings for general and specific functions of the Zünd Design Center for the further design process.

You will find the “Settings” area under “Adobe® Illustrator® → Window → Zünd Design Center → Library”.

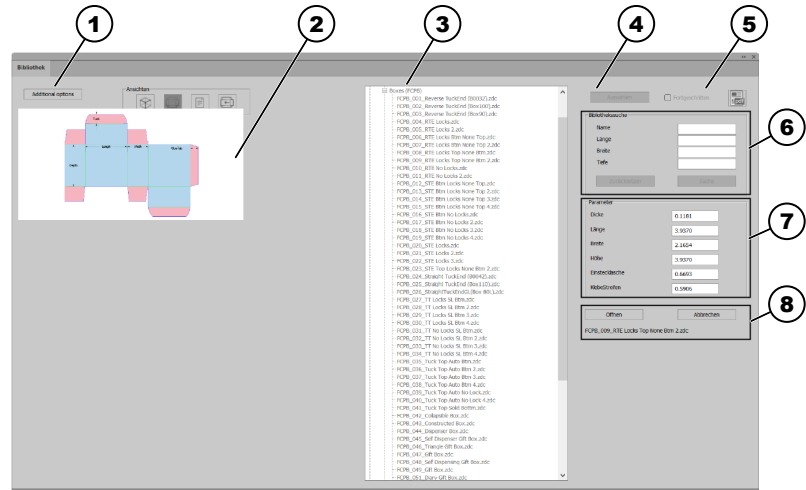


Fig. 4:

- 1 Further options
 - 2 View display
 - 3 Liste of design templates
 - 4 Design template [Select]
 - 5 Design catalog
 - 6 Library search
 - 7 Parameter settings
 - 8 Design template [Open] or [Cancel]
- 📦 Static 3D view
 - 📄 Static 2D view
 - 📄 Info view
 - 📄 Dynamic 2D view

5 Set up




5.1 Minimize window

Target:

The following describes how to activate automatic minimization of unnecessary windows after actions have been carried out.

Requirement:

- Main window “Zünd Design Center” open

1.  Press the Settings button .
2.  Activate the checkbox [Minimize the window after opening].
 - ➔ The function “Minimize window” is activated.




5.2 Dynamically change view

Target:


The following describes how to activate dynamic view changes.

Requirement:

- Main window “Zünd Design Center” open

1.  Press the Settings button .
2.  Activate the checkbox [dynamic view change].
 - ➔ The function “dynamic view change” is activated.

5.3 Change unit of measurement




The units of measurement are changed in the settings area  between “Inch” and “Millimeter”.

Target:


The following describes how to change the units of measurement.

Requirement:

- Main window “Zünd Design Center” open

1.  Press the Settings button .
2.  Mark the checkbox of the desired unit of measurement.
 - ➔ The unit of measurement is changed.

5.4 Change language

The language settings are changed in the settings area .

Target:

The following describes how to change the language settings.

Requirement:

- Main window “Zünd Design Center” open

1.  Press the Settings button .

- 2.** → Select the desired language from the drop-down list.
 - The message for restart of Adobe® Illustrator® window is displayed.
- 3.** → Start Adobe® Illustrator®.
 - The language is changed.

6 Operate

6.1 Working with the ZDC

The basic design process is described here. The ZDC can be used with or without the extensive design library. This description provides you with an overview of the basic workflow.

Define goal

Your thoughts on the goal set the basic framework conditions for your project. The framework conditions help you during later implementation with the ZDC. Possible questions are:

- Which material do you want to use?
- Do you want to create packaging or a POS display?
- Should the material also be printed?

Search library

Open the library and search for a suitable template project. The library offers you an extensive selection of prefabricated designs.
➔ [Chapter 6.3.1 "Filter design templates" on page 21](#)

Define design parameters

Select a design proposal and set the parameters such as thickness, length, width, height.
➔ [Chapter 6.3.5 "Manage design parameters" on page 23](#)

Open design

Open the design in Adobe® Illustrator®.
➔ [Chapter 6.3.4 "Open design template" on page 22](#)

Adapt the design contour

Adapt the design contour, if necessary, to your individual wishes.

Design inside and outside areas

If you want to produce packaging, for example, you can customize the interior and exterior areas.

Export design

Export your project in one of the following formats for presentation or production.
➔ [Chapter 6.11 "Export design" on page 35](#)

6.2 Create own design

Via the function New template  a new Adobe® Illustrator® file is opened and you can create your own design.









Use predefined layers and/or spot colors!

Use the ZDC's predefined layers and spot colors to assign the desired processing method to your design. The fold preview and the optimized export to the advanced program "Zünd Cut Center" is therefore possible.

Target:

Learn how to create an individual design for the design process.

Requirement:

- Main window "Zünd Design Center" open
- 1.  Press the button New template .
 - ➔ The "New template" window is displayed.
- 2.  Select the desired material.
- 3.  Enter the desired dimensions and the material thickness.
- 4.  Confirm the entry.
 - ➔ A new Adobe® Illustrator® file is opened.
- 5.  Create your own design and assign the paths to the possible processing methods.
 - ➔ Your own design is created.





6.3 Create design from template

6.3.1 Filter design templates

Target:

The following describes how to limit the selection of design templates via the library search. The library search can be filtered by name and dimensions.

Requirement:


- Library area  open
- 1.  In the area "Library search" enter the desired filter.
- 2.  Press the button [Search].
 - ➔ In the list "Design templates" the filtered design templates are listed.
- 3.  Press the button [Reset] if you want to reset the filter settings.
 - ➔ The filter settings in the area "Library search" are deleted.


6.3.2 Define view


Target:

The following describes how to display the designs of the design library in different views.

Requirement:

- Library area  open

1.  Select a design from the list “*Design templates*”.

2.  Select the desired view.

3D view (static) 

2D view (static) 

Info view 

2D view (dynamic) 

➔ The selected view is displayed in the view display.



- *Light blue areas mark the surface of the design.*
- *Areas marked in pink are not visible in folded state or are located on the inside of the packaging.*
- *Green lines mark the folding lines of the design.*


6.3.3 Select design template

Target:


The following describes how to select a *Design template* ⁺ to be able to process the design for the further design process.

After selection, the design can be set to the individual parameters or opened directly for the further design process.

Requirement:


- Library area  open

1.  In the list “*Design templates*” select the desired design.

2.  Press the button *[Select]*.

➔ The design was selected.

The area for individual parameter setting and the further buttons are displayed.

3.  Press the button *[Cancel]* if you want to reset the design selection.

➔ The design selection is deleted.


The area for individual parameter setting and the further buttons are hidden.

6.3.4 Open design template

Target:

The following describes how to open the design once you have made your desired design selection.

Requirement:


- Library area  open
- ➔ Press the button *[Open]*.
 - ➔ The design is opened and displayed in a new Adobe® Illustrator® document.

6.3.5 Manage design parameters


Target:


The following describes how to adjust the selected design to individual parameters.

Requirement:

- Design template selected ➔ [Chapter 6.3.3 "Select design template" on page 22](#)
- Library area  open



When entering individual parameters, observe the notes in the Info view display .

1. ➔ In the area *"Parameter settings"* enter the desired parameter.
 - ➔ In the *View display⁺* a dynamic 2D view is displayed with the changed parameters. 
2. ➔ Press the button *[Cancel]* if you want to reset the parameter settings.
 - ➔ The design selection is deleted.
 - The area for individual parameter setting and the further buttons are hidden.


6.3.6 Manage default settings

Save default settings


Target:

The following describes how to save the individual parameters of set designs as *Default settings⁺*.

Requirement:

- Design template and individual parameters set ➔ [Chapter 6.3.5 "Manage design parameters" on page 23](#)
- Library area  open

1. ➔ Press the button *[Further options]*.
 - ➔ The *"Further options"* window is opened.
2. ➔ In the entry field next to the button *[Add default settings]* enter the desired default setting names.


3.  Press the button *[Add default settings]*.
 - ➔ The default settings were saved.



Select default setting

Target:

The following describes how to load the design saved in the default settings.

Requirement:

- Saved design in the default settings
- Library area  open


1.  Press the button *[Further options]*.
 - ➔ The “*Further options*” window is opened.
2.  From the drop-down list, select the desired default setting.
 - ➔ The design is displayed with the selected default settings.




Deleting default settings

Target:

The following describes how to delete the design saved in the default settings.

Requirement:

- Saved design in the default settings
- Library area  open


1.  Press the button *[Further options]*.
 - ➔ The “*Further options*” window is opened.
2.  From the drop-down list, select the desired default setting.
3.  Press the button *[Delete default settings]*.
 - ➔ The default setting is deleted




6.3.7 Update design catalog

Target:

Learn how to import the updated design catalog into ZDC.

Requirement:

- Library area  open

1.  Press the button *[Further options]*.
 - ➔ The “*Further options*” window is opened.
2.  Press the button *[Update library]*.
3.  Open the new design catalog from the directory.
 - ➔ The design catalog is updated.

6.4 Controlling 3D view

Target:

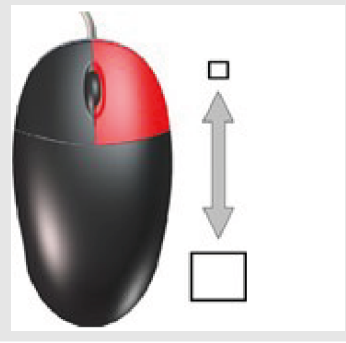


Learn how to rotate, scale, and position the 3D model for scene management and camera positioning.

Requirement:

- Own design or a design opened from a design template

→ [Chapter 6.2 "Create own design" on page 21](#)

1. → Transform the 3D model in the *Preview window*⁺ of the main window "Zünd Design window" into the desired view.

	<p>Zoom design in/out</p> <p>While holding down the right mouse button, move the mouse up and down.</p>
	<p>Rotate design</p> <p>While holding down the left mouse button, rotate the 3D model to the desired 3D view.</p>
	<p>Positioning design</p> <p>While holding down the left and right mouse buttons, position the 3D model in the desired position in the view window.</p>

2. → Save the desired view as a *Scene*⁺ (→ [Chapter 6.5 "Manage scenes" on page 25](#)) or set the desired camera position.

➔ The desired view was set.

6.5 Manage scenes

Set scenes

Target:



Learn how to set a view of the 3D model as a scene.

In the Scene control area you can set, save and recall the individual views of the 3D model in the "Zünd Design Center" view window. Saved views are saved as ZDCP file in the directory.

You will find the Scene control area under “*Adobe® Illustrator®* → *Window* → *Zünd Design Center*”.

Requirement:

- Desired 3D view set → [Chapter 6.4 “Controlling 3D view” on page 24](#)

1. → Press the Update scene button .
 - ➔ The set 3D view is temporarily saved as the current scene.
2. → Press the Reset scene button  if you want to change the updated scene back to the pre-set 3D view.
 - ➔ The pre-set 3D view is displayed.

6.6 Manage material

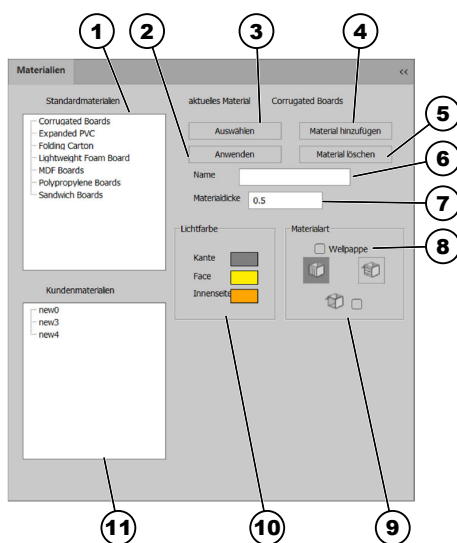


Fig. 5:

- 1 Standard materials
- 2 Use material changes
- 3 Select material
- 4 Add material
- 5 Delete material
- 6 Material name
- 7 Material thickness
- 8 Activate corrugated cardboard function
- 9 Corrugated cardboard and transparency settings
- 10 Color settings
- 11 Customer materials

6.6.1 Select material


Target:

The following describes how to assign the desired material to the open design.

Requirement:

- Own design or a design opened from a design template

➔ [Chapter 6.2 "Create own design" on page 21](#)


1. ➔ Press the Materials button .
2. ➔ Select the desired material from the list "Standard materials" or "Customer materials".
3. ➔ Press the button [Select].
 - ➔ The desired material is selected.

6.6.2 Add material

Target:

The following describes how to add individual materials to the "Customer materials" list.

Requirement:

- Materials area  open
1. ➔ Press the button [Add material].
 2. ➔ In the "Customer materials" list, mark the added material.
 3. ➔ In the entry field "Name" enter the desired material names.
 4. ➔ Set the desired settings on the added material. ➔ [Chapter 6.6.3 "Process material" on page 27](#)
 5. ➔ Press the button [Apply].
 - ➔ The new material is displayed in the "Customer materials" list.

6.6.3 Process material





Target:

The following describes how to adjust materials to your individual requirements. The following settings are possible:

Material thickness	Display the material thickness of the design. The material thickness is set in the "Library" window via the "Parameter setting".
Material color (edges, outside, inside)	Setting of the color for the border (edge), the inside and outside (face) of the design
Corrugated cardboard (horizontal/vertical)	Indication of the corrugation direction for corrugated cardboard
Transparency	Activate the transparency of translucent materials

Requirement:

- Material selected in the Material area ➔ [Chapter 6.6.1 "Select material" on page 26](#)
1. ➔ Select the desired colors for the edge, outside and inside.

2.  Activate the checkbox [*Corrugated cardboard*] if desired.
3.  Press the button of the desired corrugation direction to set the corrugation direction.
4.  Activate the checkbox [*Transparency*] if necessary. Press
5.  the button [*Apply*].
 - ➔ The material change is saved.

6.6.4 Delete material




Target:

The following describes how to delete materials that are not required from the "*Customer materials*" area.



Preinstalled materials in the "Standard materials" area cannot be deleted.

Requirement:

- Materials area  open
1.  Mark the material to be deleted in the list "*Customer materials*".
 2.  Press the button [*Delete material*].
 - ➔ The material is deleted from the "*Customer materials*" list.

6.7 Set light

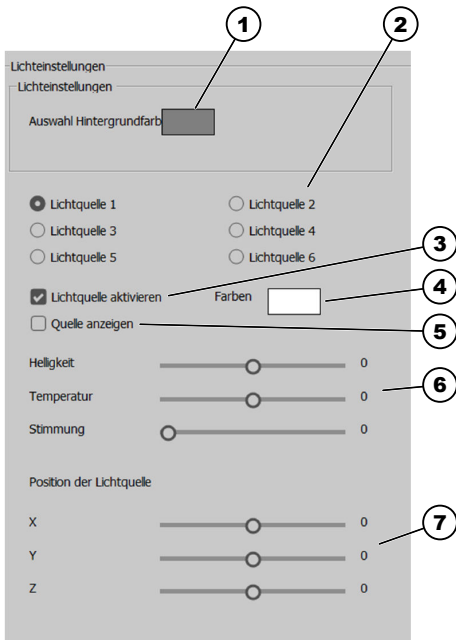



Fig. 6:


- 1 Background color
- 2 Select light source
- 3 Activate and deactivate light source
- 4 Light colors
- 5 Display light source in preview window
- 6 Light parameters
- 7 Position of the light source in the preview window


Target:

The following describes how to activate, deactivate and adjust the light sources for the presentation of the 3D model to the individual requirements.

You can optimize the presentation of the 3D model in the “Zünd Design Center” main window with light sources. By adjusting various light sources, you can change the mood of the model rendering in the 3D view in the preview window.


You can activate or deactivate the light via the light button  in the “Zünd Design Center” main window.


You can individually adjust the settings of the different light sources in the settings  area.


In the Settings area  you can activate and deactivate the different light sources and change the individual light settings for the presentation to the corresponding design.

You will find the “Light settings” area under “Adobe® Illustrator® → Window → Zünd Design Center → Settings”.

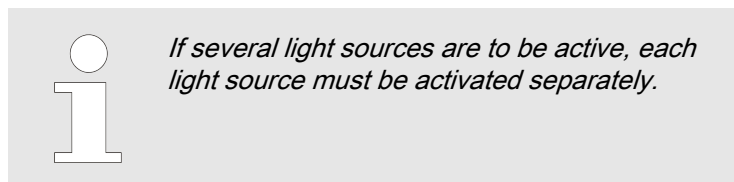
Requirement:

- Settings area  open.


1.  Select the background color for the preview window.

2.  Select a light source.

3. 



Activate the light source.

4.  Select a light color.

5. → Activate the display of the light source in the preview window, if desired.
 - The light source is shown in the preview window with a cross symbol in the selected light color.
6. → Set the values for brightness, temperature, and ambience of the light.
7. → Set the position of the light source.
8. → Repeat the Steps 3 - 8 for each additional light source selected.
 - The light sources are set.

6.8 Make visual settings

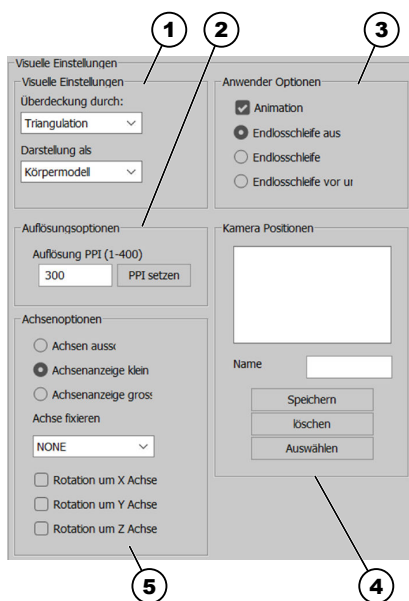


Fig. 7:


- 1 Representation variant (model overlap and model representation)
- 2 Resolution options
- 3 User options
- 4 Camera positions
- 5 Axis options

6.8.1 Setting representation variants

Target:

Learn how to set the model overlay and model representation of the 3D model for presentation in the preview window.

Requirement:


- Settings area  open
1. → From the drop-down list *[Overlap by]* select a model overlap.
 2. → From the drop-down list *[Representation as]* select a model representation.
 - The representation variants are set.

6.8.2 Set the resolution


Target:

The following describes how to set the resolution for the display of the 3D model.

Requirement:


- Settings area  open

1. 



*The resolution can be set from 1-400 ppi.
The higher the resolution value, the higher the resolution of the 3D preview and the required rendering time.*

Enter the desired resolution in the *[Resolution PPI]* entry field.

2.  Press the button *[Set PPI]*.


➔ The resolution is set.

6.8.3 Setting axes

Target:


The following describes how to define the settings of the coordinate axes of the 3D model.


Requirement:

- Settings area  open

1.  Set the desired display of the coordinate axes.

Axes off	Do not display any coordinate axes
Small axis display	Show small coordinates axis
Large axis display	Show large coordinates axis

2.  From the drop-down list *[Fix axis]* Select the axis that should be blocked.

3.  Select the axis around which the 3D model should rotate.


➔ The axes are set.

6.8.4 Set playback options


Target:

The following describes how to define the animation settings of the 3D model.

Requirement:

- Settings area  open

1.  Activate the checkbox *[Animation]* to switch on the animation.

2.  Select the desired playback option.
 - Continuous loop off
 - Continuous loop
 - Continuous loop forward and back
- ➔ The playback options are set.

6.8.5 Save camera positions






Target:

The following describes how to save the current model view in the preview window of the “Zünd Design Center” main window for quick re-display later.

Requirement:

- Own design or design created from a design template

➔ [Chapter 6.2 “Create own design” on page 21](#)


1.  In the preview window of the “Zünd Design Center” main window, set the 3D model to the desired view. ➔ [Chapter 6.4 “Controlling 3D view” on page 24](#)
2.  Press the Settings button .
3.  In the “Camera position” area, enter the desired name in the [Name] entry field.
4.  Press the button [Save].
 - ➔ The entered name is displayed in the “Camera positions” list.



6.8.6 Delete camera positions

Target:

The following describes how to delete a saved model view from the “Camera positions” area.

Requirement:

- Settings area  open


1.  In the “Camera positions” list mark the desired view.
2.  Press the button [Delete].
 - ➔ The view is deleted from the “Camera positions” list.

6.8.7 Select camera positions

Target:

The following describes how to select the saved model view for display in the preview window of the “Zünd Design Center” main window.

Requirement:

- Settings area  open

1. ➤ In the “*Camera positions*” list mark the desired view.
2. ➤ Press the button [Select].
 - The view is displayed in the preview window of the “*Zünd Design Center*” main window.

6.9 Set folding parameters

Target:

The following describes how to set the folding settings of the animation of the 3D model in the preview window of the “*Zünd Design Center*” main window.

The animation of the fold preview can be individually set for each path of the “*Crease*” and “*V-cut*” layers. You can set the sequence of the folding and the angle of the folding surfaces via the folding set-tings.

You will find the “*Fold settings*” area under “*Adobe® Illustrator® → Window → Zünd Design Center → Settings*”.

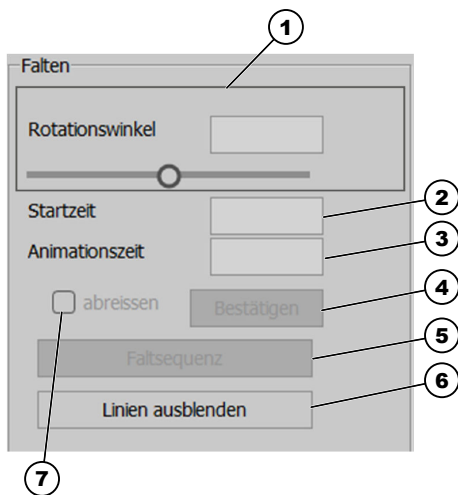


Fig. 8:

- 1 Define rotation angle
- 2 Starting time of the animation in seconds
- 3 Animation duration in seconds
- 4 Button [Confirm]
- 5 Open folding sequence menu
- 6 Button [Hide lines]
- 7 Tear the material along the selected path

Requirement:

- Own design or design created from a design template

➔ [Chapter 6.2 “Create own design” on page 21](#)



Only the paths of the “*Crease*” and “*V-cut*” layers can be set with individual folding parameters ⁺.

1. ➤ In the Adobe® Illustrator® file, mark the desired path.
2. ➤ Press the Settings button ⚙️.



If you do not change the preset rotation angle values, all folds will be made simultaneously at a 90° angle.

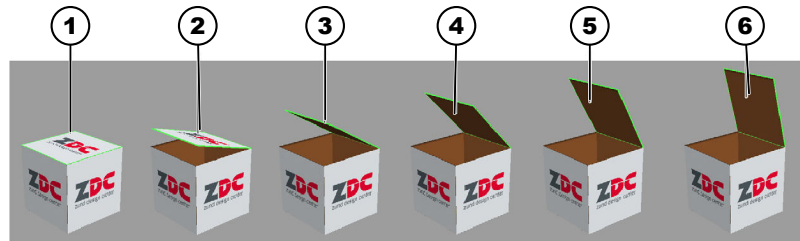










Fig. 9:

- 1 90° angle
- 2 75° angle
- 3 60° angle
- 4 45° angle
- 5 30° angle
- 6 15° angle

3.  Set the desired rotation angle for the marked path.
4.  Enter the starting time of the animation in seconds.
5.  Enter the animation duration in seconds.
6.  Activate the checkbox *[Tear]* if the material should be torn along the selected path.
7.  Press the button *[Folding sequence]*.
 - ➔ The “*Folding sequence*” window is displayed.
8.  Enter the desired folding sequence values.
9.  Press the button *[Hide lines]* if the overlay of construction, bending, V-cut, and intersection lines should be displayed with a white area.
10.  Press the button *[Confirm]*
 - ➔ The fold settings made for the marked path are saved.

6.10 Control 3D animation

Target:

The following describes how to control the 3D model animation.





In the Scene control area, the 3D model animation can be controlled in the “*Zünd Design Center*” view window.

You will find the Scene control area under “*Adobe® Illustrator®* → *Window* → *Zünd Design Center*”.

Requirement:

- Own design or design created from a design template

➔ [Chapter 6.2 “Create own design” on page 21](#)

1.  Press the New scene button  .
 - ➔ The animation of the design is played back
2.  Press the Player button  .
 - ➔ The "Player" for individual control of the animation is opened.

6.11 Export design

Target:







The following describes how to export the design in 2D or 3D format.

You can export the finished design with different 2D and 3D formats.

The function "Export" area under "Adobe® Illustrator® → Window → Zünd Design Center → Settings".



Requirement:

- Completed design process
- Main window "Zünd Design Center" open ➔ [Chapter 1 "Zünd Design Center \(ZDC\)" on page 7](#)

1.  Press the Export button  .
 - ➔ The "Export" window is displayed.
2.  From the drop-down list, select the desired export format.
 - ➔ Depending on the export format selected, different format-specific settings are displayed in the "Export OBJ" area.
3.  Press the button [Set Hotfolder] to set a Hotfolder.
 - ➔ The Windows prompt "Select path" is displayed.
4.  Select a HotFolder.
5.  Press the button [.ai in HotFolder] if you wish to save the file in a HotFolder.
 - ➔ The file is saved in the previously set HotFolder.



Depending on the export format selected, in the "Export OBJ" area you have to make different format-specific settings.

6.  Enter the format-specific settings of the desired export file.
7.  Press the button [Save].
 - ➔ The view is displayed in the preview window of the "Zünd Design Center" main window.



Open 3D PDF

Always open a 3D PDF with the “Adobe Reader” program and activate playback of 3D contents.

“Adobe Reader → Edit → Default settings... → 3D & Multimedia → Activate playback of 3D contents”

7 Tips and tricks

7.1 Adapt the design contour

Target:

The following describes how to adapt the design contour on the basis of an existing design.



Fig. 10:

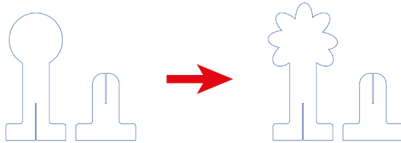


Fig. 11:

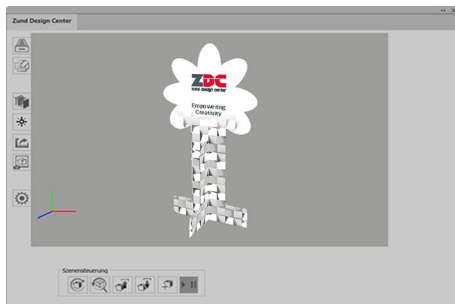


Fig. 12:

1. → Open the desired design from the design catalog.

2. → Change to the corresponding layer in Adobe® Illustrator®.

3. → Adapt the paths in the desired layers.

4. → Check the change.

➡ An existing design was adapted.

7.2 Place design elements

Target:

The following describes how to design the external and internal surface areas of a packaging. You can present the design as video or 3D PDF or directly produce it.

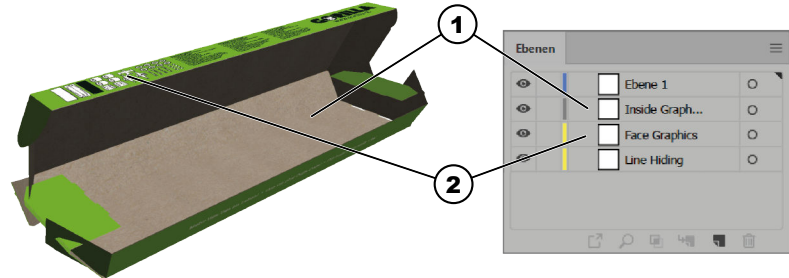


Fig. 13:

- 1 Inside graphics (interior)
- 2 Face graphics (exterior)

Design outer shell

1. ➤ Activate the layer "Face graphics".
2. ➤ Activate other layers such as "Crease" or "Thru-cut"
 - ➔ The paths along which the cutting or folding is done are visible.
3. ➤ On the "Face graphics" layer, only place texts, logos, images etc.
 - ➔ The outer shell of the box is designed.

Design inside

4. ➤ Activate the layer "Inside graphics".
5. ➤ Activate other layers such as "Crease" or "Thru-cut".
 - ➔ The paths along which the cutting or folding is done are visible.
6. ➤ On the "Inside graphics" layer, only place texts, logos, images etc.
 - ➔ The inside of the box is designed.

7.3 Create cut-outs

Target:

The following describes how to design cut-outs in the packaging.

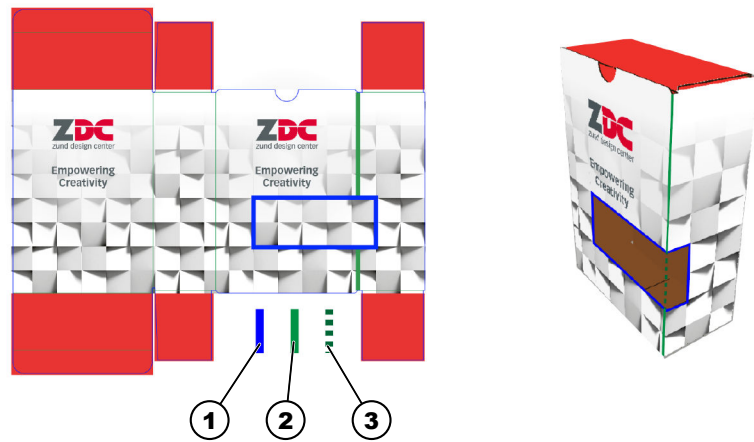


Fig. 14:

- 1 Path of the layer "Thru-cut"
- 2 Path of the layer "Crease"
- 3 Path of the layer "Crease" from cutout

1. Open a design in which you wish to create a cutout.
2. Activate the layer "Thru-cut".
3. Create the paths in the layer "Thru-cut" for the cutout.
 - ➔ A cutout was created in the box.

8 Glossary

3D preview marker	Processing method for the definition of the connecting points of multi-part designs.
Artwork	Processing method to create a graphics layer for continuing job processes.
Bevel-cut	Processing method for the creation of oblique cut contours.
Crease	Processing method for the creation of creasing contours.
Default settings	Individual parameter settings that are saved as default settings in the design template.
Design template	Predefined design that can be selected from the library and adapted to individual parameters.
Draw	Processing method for the creation of drawing contours.
Drill	Processing method for the creation of holes.
Engrave	Processing method for the creation of engraving contours.
Face graphics	Processing method for shaping the outside of the design.
Folding parameters	Angle and time settings for the folding animation of the 3D model in the preview window.
Inside graphics	Processing method for shaping the inside of the design.
Kiss-cut	Processing method for the creation of kiss-cut contours.
Line hiding	Processing method for covering the lines in white so that the construction lines are not captured by the printing software.
Preview window	Area in main window " <i>Zünd Design Center</i> " in which the created 3D model can be displayed and animated.
Processing method	Predefined list of methods and parameters for material processing.
Punch	Processing method for the creation of punches.
Register	Processing method for the creation of registration marks.
Route	Processing method for the creation of routing contours.
Scene	Snapshot of the preview window that can be saved and recalled.
Score	Processing method for the creation of score contours.
Thru-cut	Processing method for the creation of cutting contours.
V-cut	Processing method for the creation of V-cut contours.
View display	Area in the window " <i>Library</i> " that shows a preview of the different views of the design templates.
Visual settings	Option under " <i>Settings</i> " to individually adjust the view of the 3D model in the preview window.
ZDC - Zünd Design Center	The ZDC is an Adobe® Illustrator® plug-in for the creation of packaging and three dimensional POS displays made from folding carton, corrugated cardboard, sandwich material, and PP, PVC, MDF, and lightweight foam boards.