



## **Designer User Guide**

*Create your own interactive  
3D Spatial Environment*

# Getting Started

## System Requirements

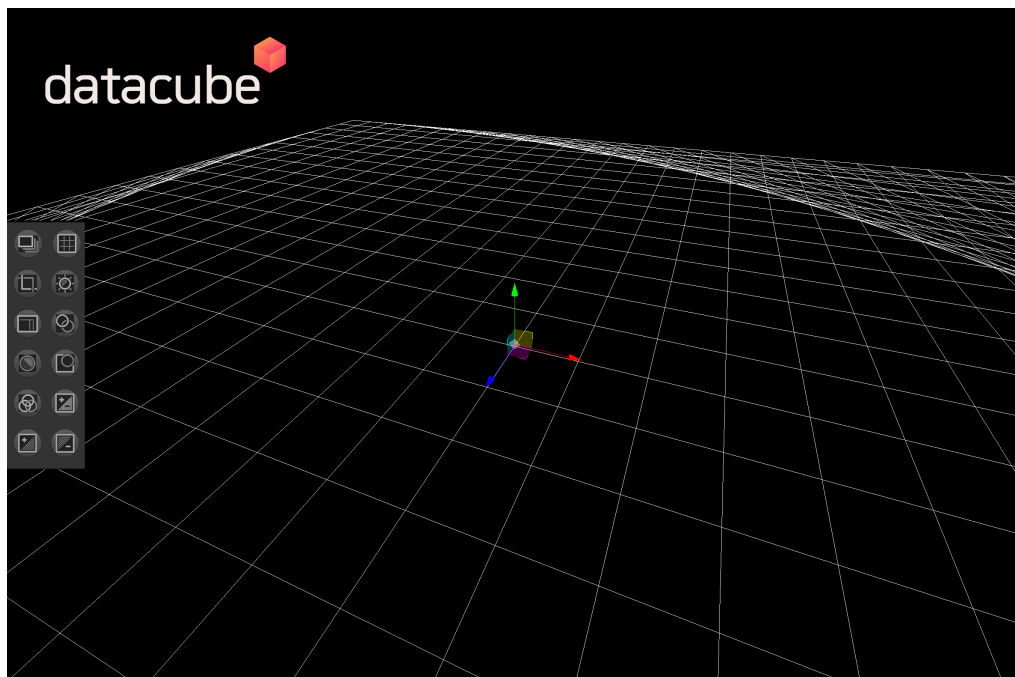
**Computer and processor** 1 gigahertz (GHz) or faster x86-bit or x64-bit processor with SSE2.

**Memory** 1 GB RAM (32-bit); 2 GB RAM (64-bit).

**Hard disk** 3.0 GB of available disk space.

**Display** 1024 x 768 screen resolution.

**Operating system** Windows 10 or macOS X



## Step 1: Getting to know the Designer Environment

The designer Environment is made up of two primary visual spaces on your screen. The 'grid' area allows you to create and place data cubes into a virtual grid that represents the area that you are working with. To the left of the 'grid' area is the tool palette. The tool palette allows you to create the data cubes, position them, associate them with digital content, applications, commands, and other features that will be explained in more detail in section two.