

This page provides minimal advice on how to use the package Bodies3D. Consult the notes for more advice.

(1) Let us assume the current body is human and has the label *MyBody013*.

Survey the XYZ coordinates of points on *MyBody013*.

(2) Transfer coordinates for *MyBody013* to

either

*FormHum.CSV*

or

*FormAnim.csv* [had the body been animal]

(3) Save *FormHum.CSV* as

*MyBody013.CSV*

and as

*BodyXYZ.CSV*

(4) Run *Bodies3D.EXE*, to produce the file *3D\_BODY.ROT*

Rename the *3D\_BODY.ROT* to *MyBody013ROT*.

(5) Run *Lines3D.EXE* and open *MyBody013.ROT* for examination by rotation.

(6) If a *MyBodies.ROT* meta-ROT file of all bodies is required, copy and paste the relevant text of *Mybody013.ROT* to *MyBodies.ROT*.

(7) Repeat for another body at (2) above.