



In this package, you will find:

- ▶ A Yellow Software key (called a “dongle”). It must always be plugged in to a USB port to use 3DESIGN. (Red light indicates that dongle works properly).
- ▶ A 8GB USB flash drive with 3DESIGN logo. It contains the latest version of 3DESIGN for Windows (32 & 64 bit) and MAC.

Installation Steps

- ▶ **STEP 1** Plug the Yellow dongle in a USB port.
- ▶ **STEP 2** Plug the 3DESIGN Flash drive in an other USB port.

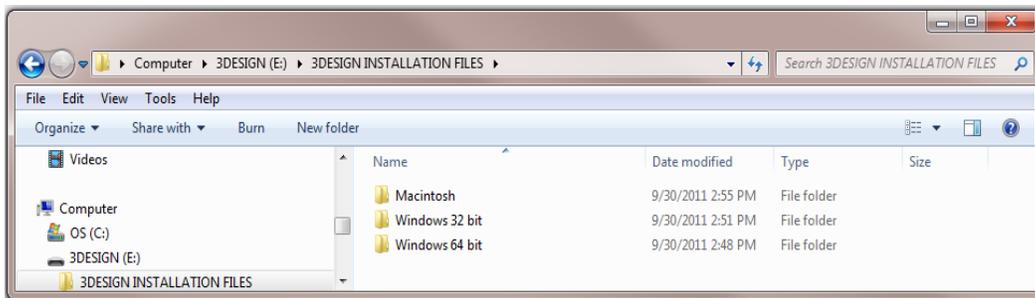
Windows Install



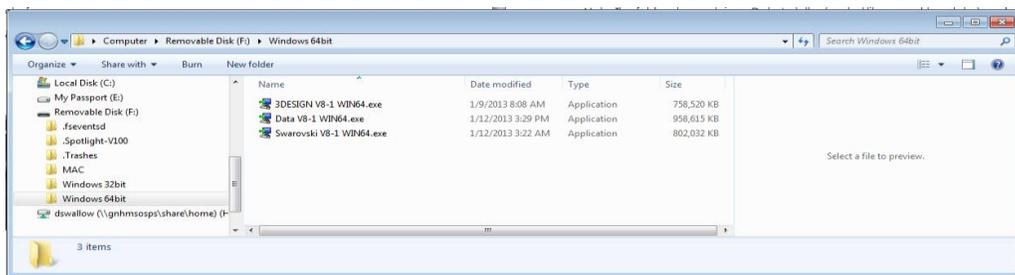
MAC install



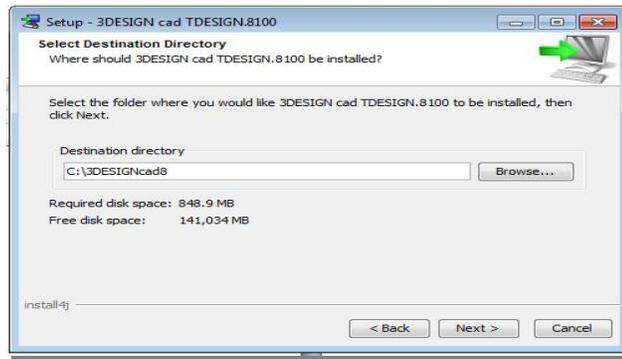
- ▶ **STEP 3** Open the “3DESIGN INSTALLATION FILES” folder and choose the installation corresponding to your computer operating system (Windows 32bit, Windows 64bit, Apple Macintosh)



- ▶ **STEP 4** Double-click on the “3DESIGN Vxx...” installation file .

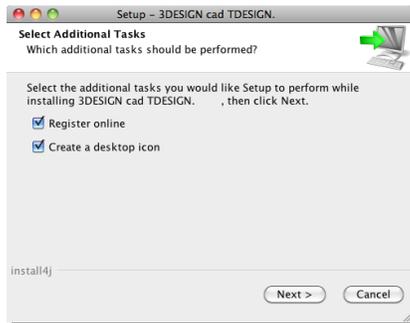


- **STEP 5** Please read and accept the License Agreement before clicking NEXT then select the Destination folder where you want 3DESIGN to be installed.



- **STEP 6** Once the installation is completed, you may select:

- "Register Online" to be directed to our webpage for Newsletter and users forum registrations. www.3design.com/forum
- Create a Desktop shortcut to access 3DESIGN directly from your Desktop



- **STEP 7** OPTIONAL INSTALLATION FILES

- Install "Data Vxx..." to the same destination folder used in step 5. Includes Symbol library and Rendering Templates.
- Install "Swarovski Vxx..." to the same destination folder used in step 5. Includes the Swarovski Crystal Library.

- The 1st time you launch 3DESIGN (by double-clicking the 3DESIGN CAD icon on your desktop) and if your computer is connected to the internet, the activation license file will automatically be transferred and you will be able to start designing in 3DESIGN right away

Note: If 3DESIGN doesn't launch and a window appears asking for a license file or you do not have internet service, please contact us for assistance by email at support@3design.us

Remember to also visit www.3DESIGN.US/WELCOME for a "Getting Started" Video of 3DESIGN