



3DXpert™

3DPRINTING EXERCISE

Add Texture

Tutorial_V1- Updated: 14,0200,1605,989(SP2)



3D SYSTEMS®

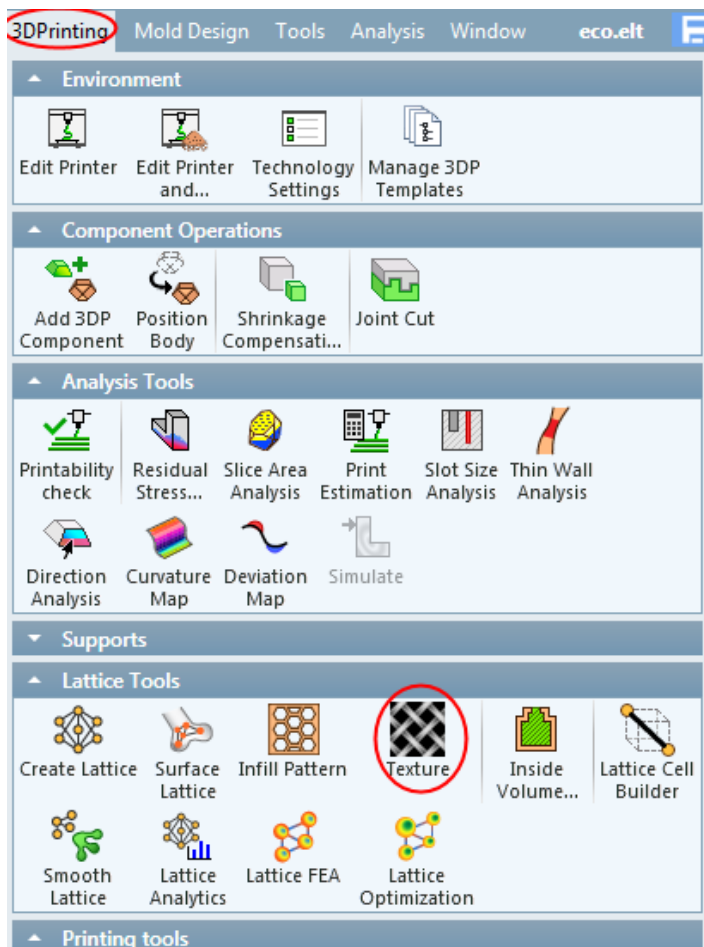
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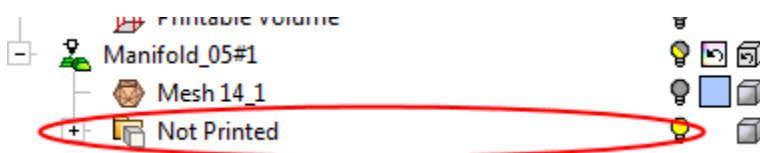
With the Texture option, users may use a raster image and turn it into textures protruding or indented in the surface.

Part 1 – Adding texture to the model

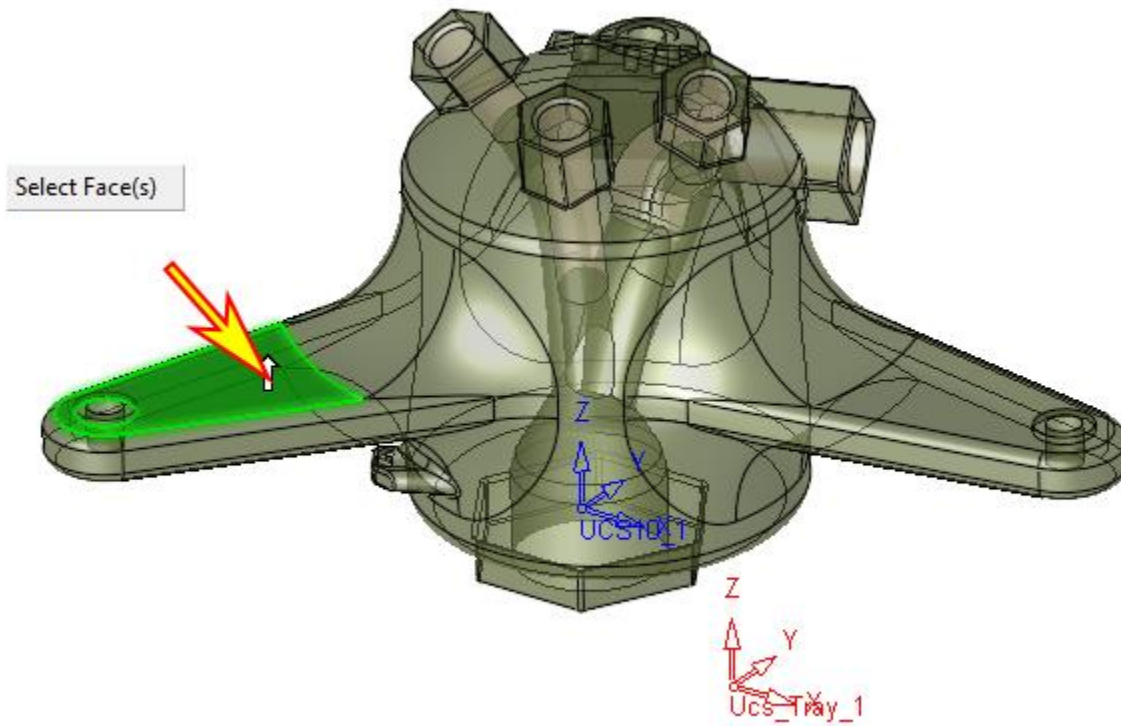
1. Unpack the file **texture.ctf** and load the assembly.
2. Enter the Texture option under 3DPrinting/Lattice tool menu.



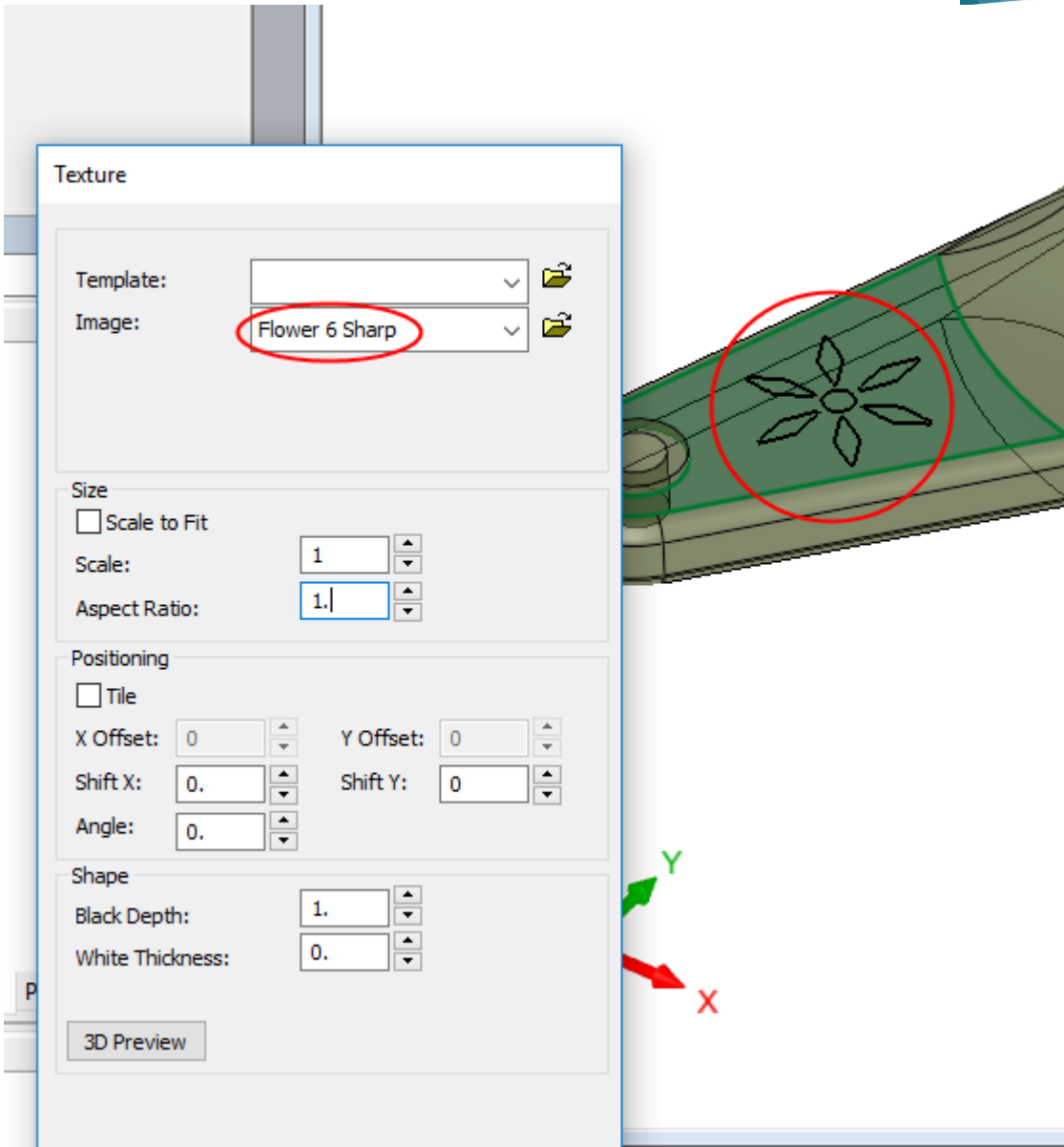
3. Make sure that 'Not printed' object is shown.



4. Select the face as indicated by the arrow in the picture below:



5. Select the **Flower 6 Sharp image** from the drop down menu. The available images in the dropdown menu are located under: \\ProgramData\3D Systems\3DXpert\14.0\Data\3D_Printing\LatticeElements\images\

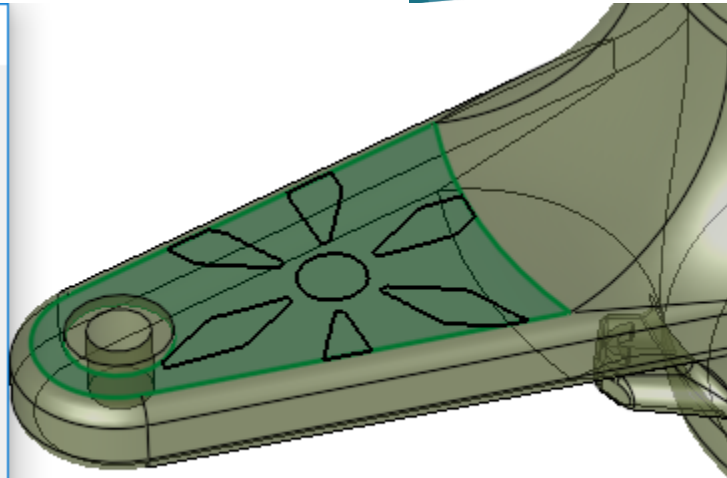
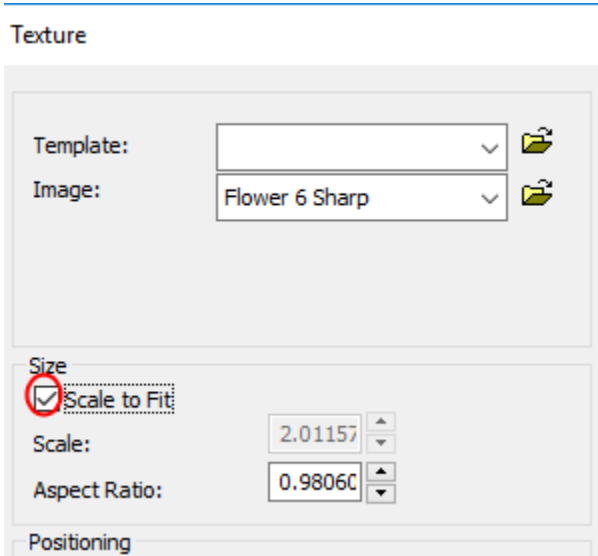


You may view the image under the images folder.

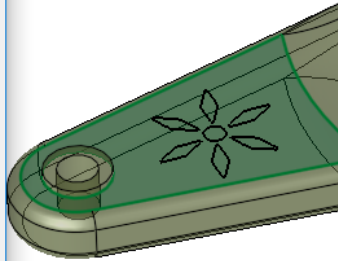
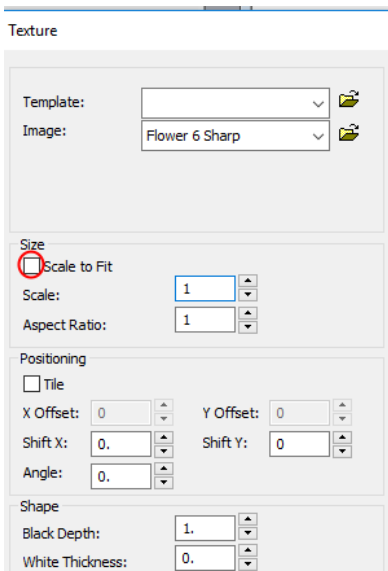


Flower 6
Sharp.bmp

6. Use the Y and X Offset as needed to place the flower in the center
7. Check the option 'Scale to Fit'.



8. Uncheck the option 'Scale to Fit' and exit the dialog.



9. Set Shift X and Shift Y values to move the flower closer to the center of the face.

Texture







Template: 

Image: 

Size



☐ Scale to Fit



Scale:  



Aspect Ratio:  



Positioning



☐ Tile

X Offset:  



Y Offset:  



Shift X:  


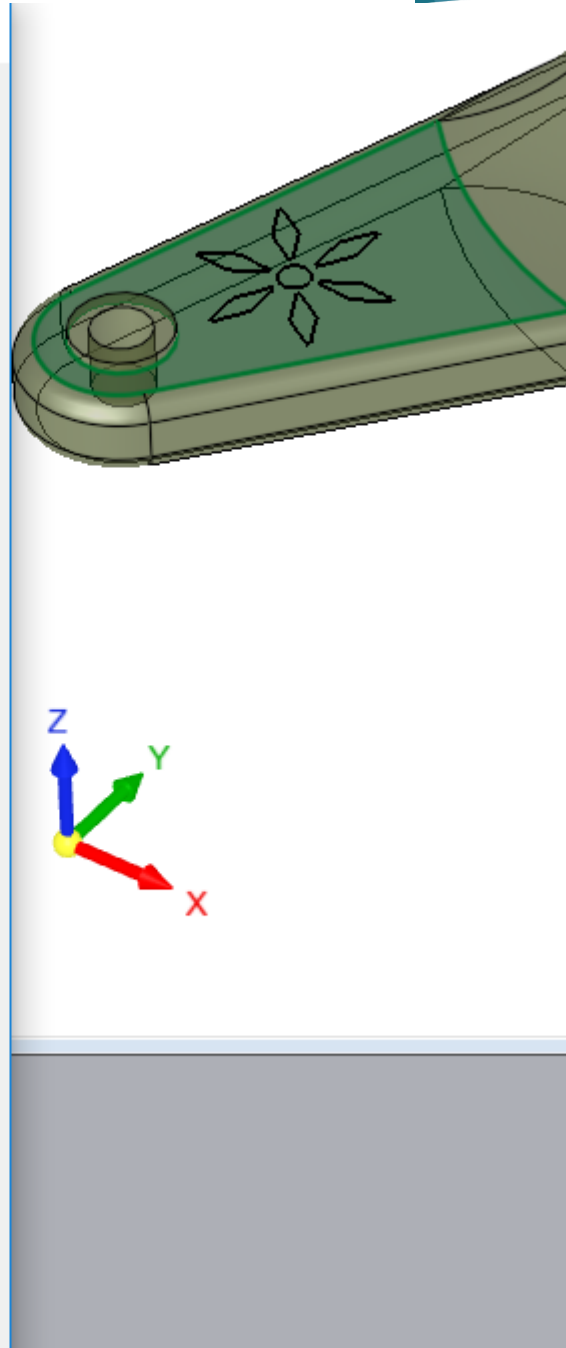
Shift Y:  

Angle:  


Shape

Black Depth:  

White Thickness:  

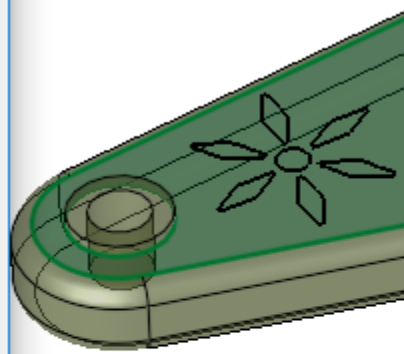



10. You may rotate the element by applying a rotation angle. Set the angle to 8.

Template:
 Image: 

Size
☐ Scale to Fit
 Scale:
 Aspect Ratio:

Positioning
☐ Tile
 X Offset: Y Offset:
 Shift X: Shift Y:
 Angle:



11. The Black Depth value controls how deep the black color area (of the image) is depression into the surface in mm

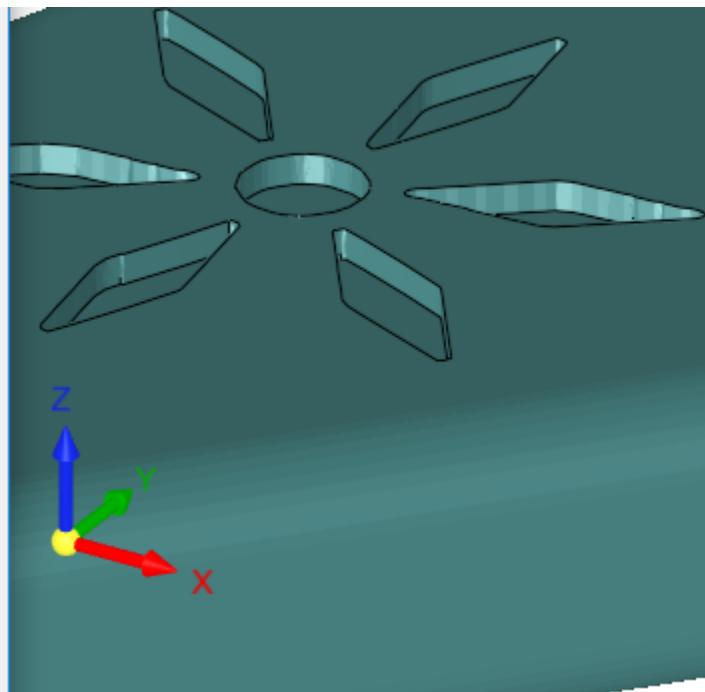


12. . Set **Black Depth** to 0.5 and press the 3D Preview to view the result.

Size
☐ Scale to Fit
 Scale:
 Aspect Ratio:

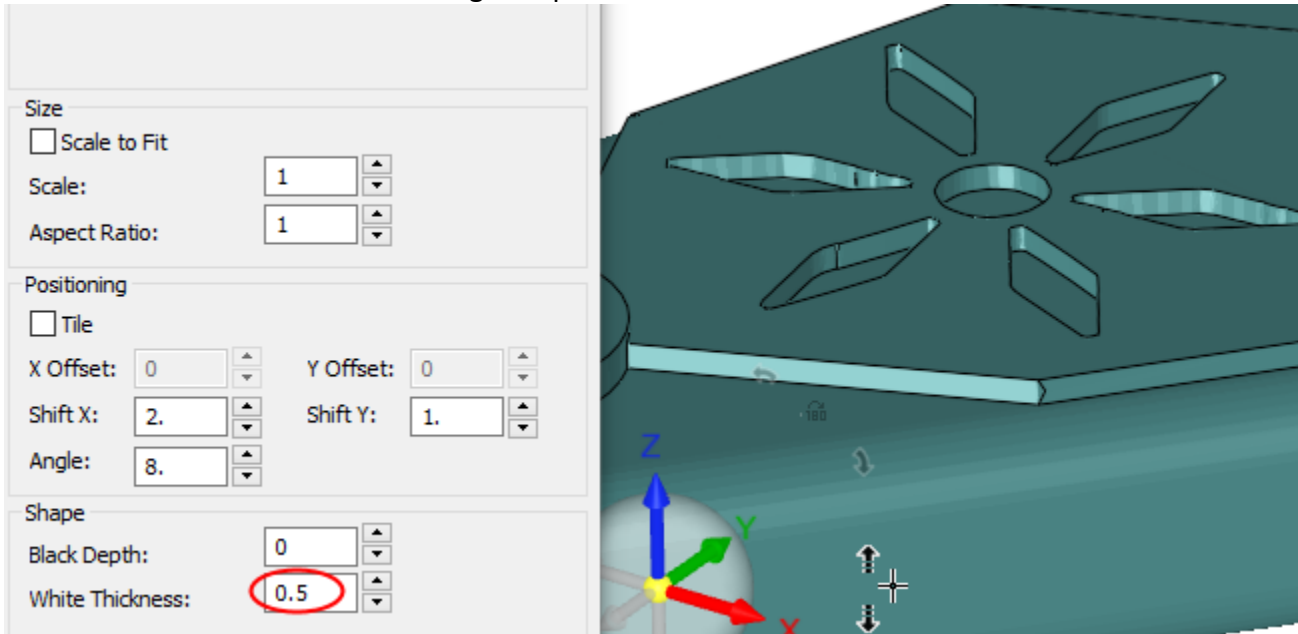
Positioning
☐ Tile
 X Offset: Y Offset:
 Shift X: Shift Y:
 Angle:

Shape
 Black Depth:
 White Thickness:
 3D Preview



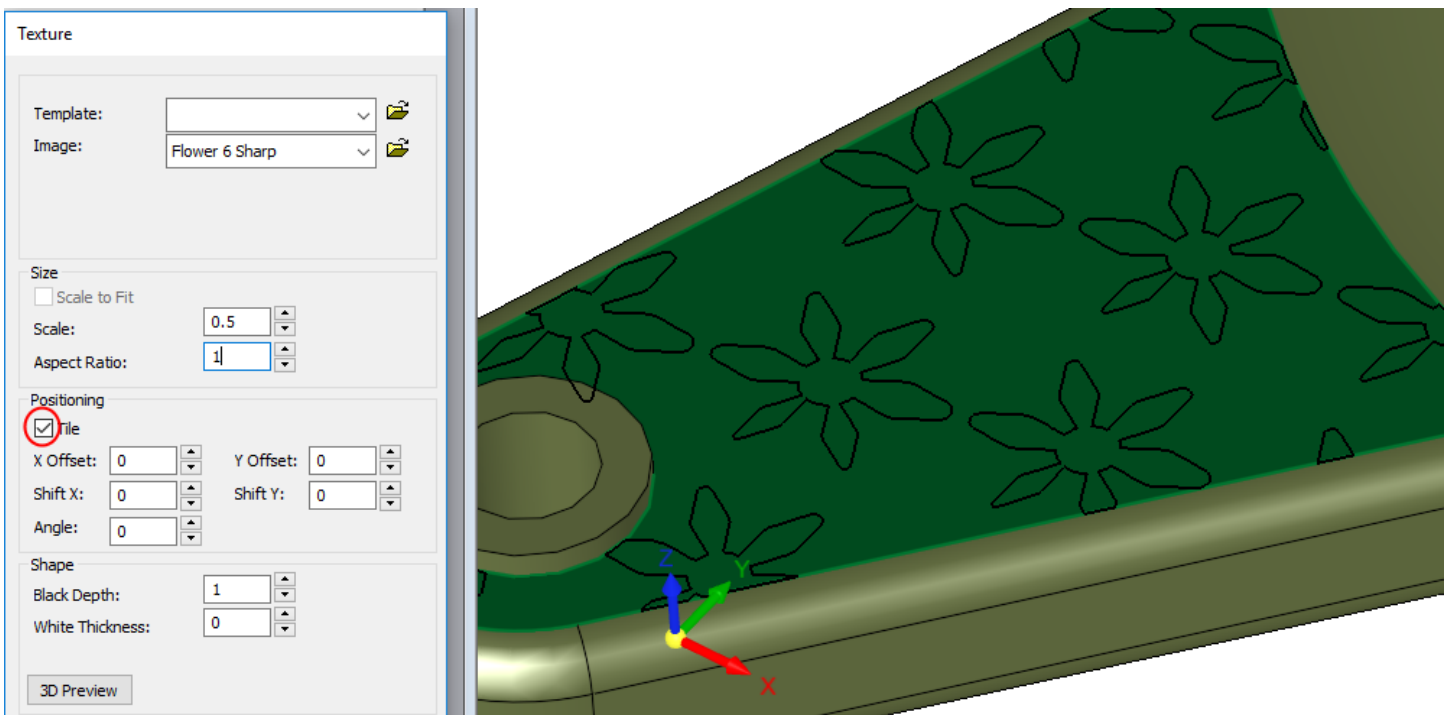
13. Change the **Black Depth** to 0 and the **White Thickness** to 0.5.

The **White Thickness** controls the height of protrusion of the white color area above the surface.

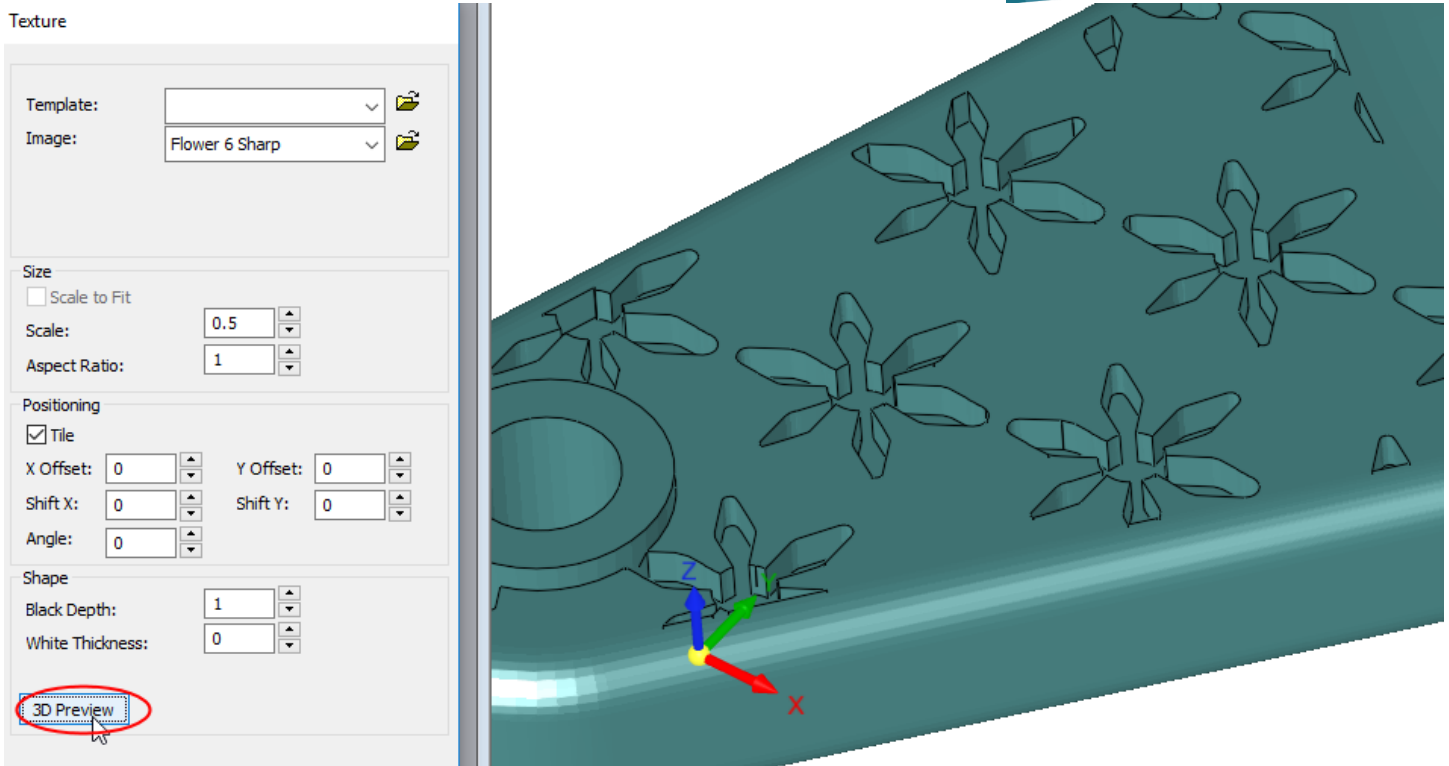


14. Change the **Black Depth** to 1 and the **White Thickness** to 0.

15. Check the **Tile** option.

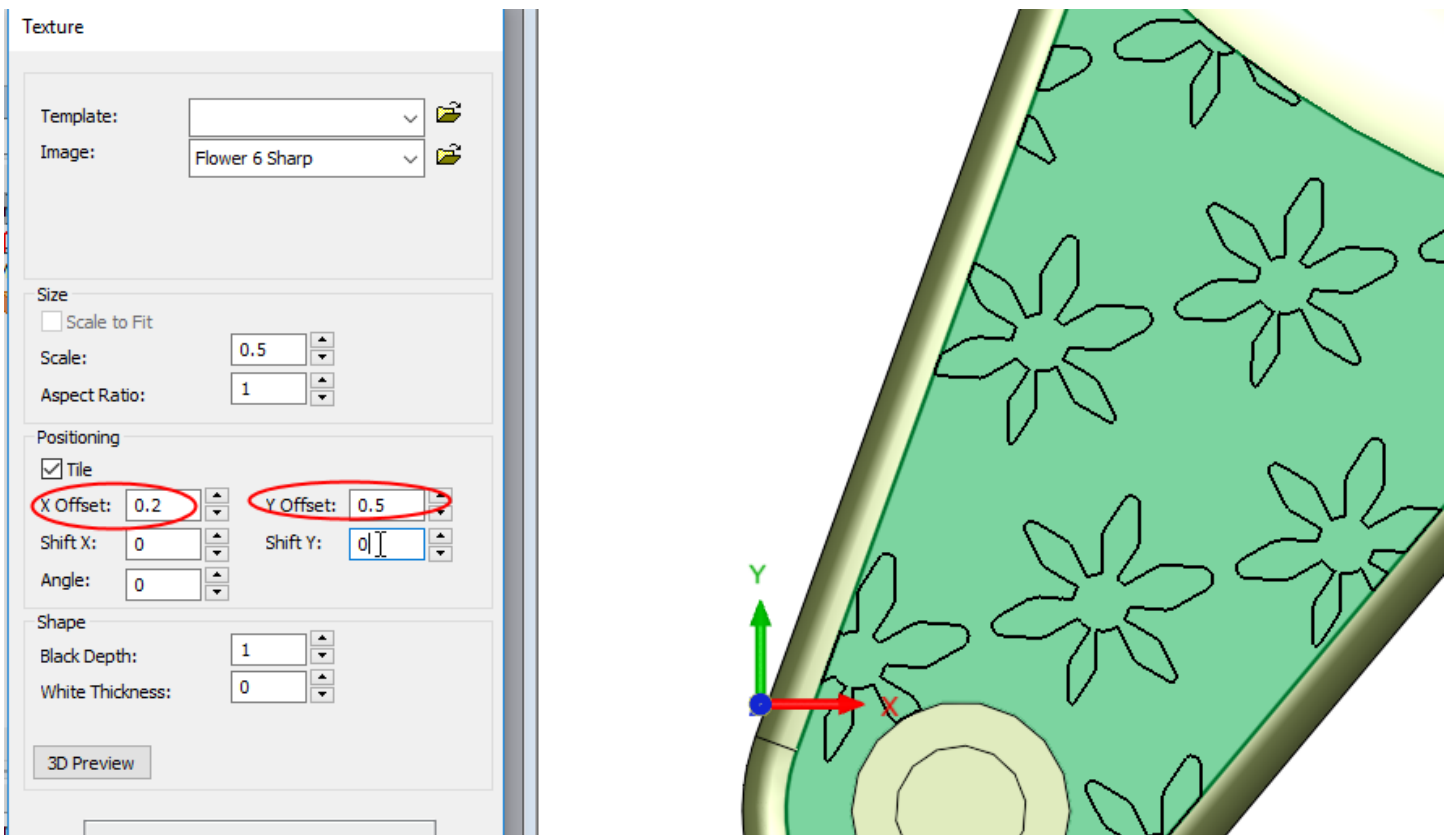


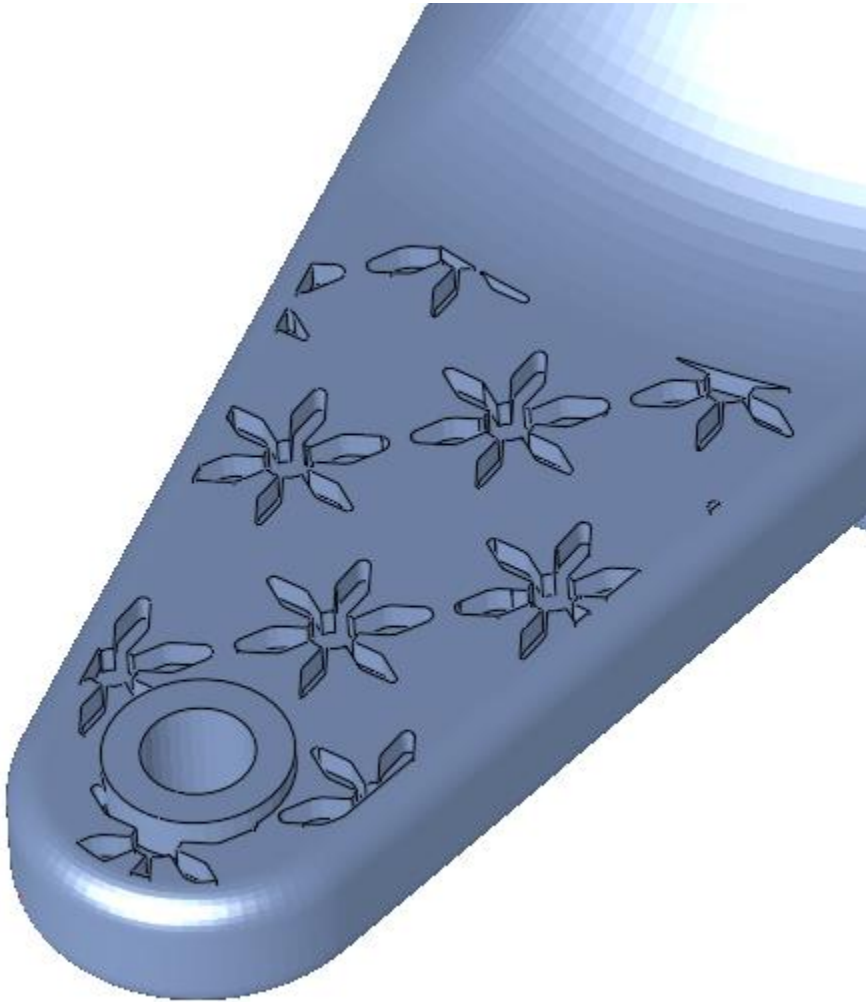
16. Press the 3D Preview button



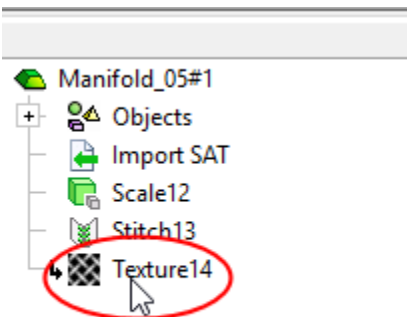
17. X offset or Y offset are the distances between two images in the direction of x or y and select **OK**.

18. Set the x offset to 0.2 and the y offset to 0.5.

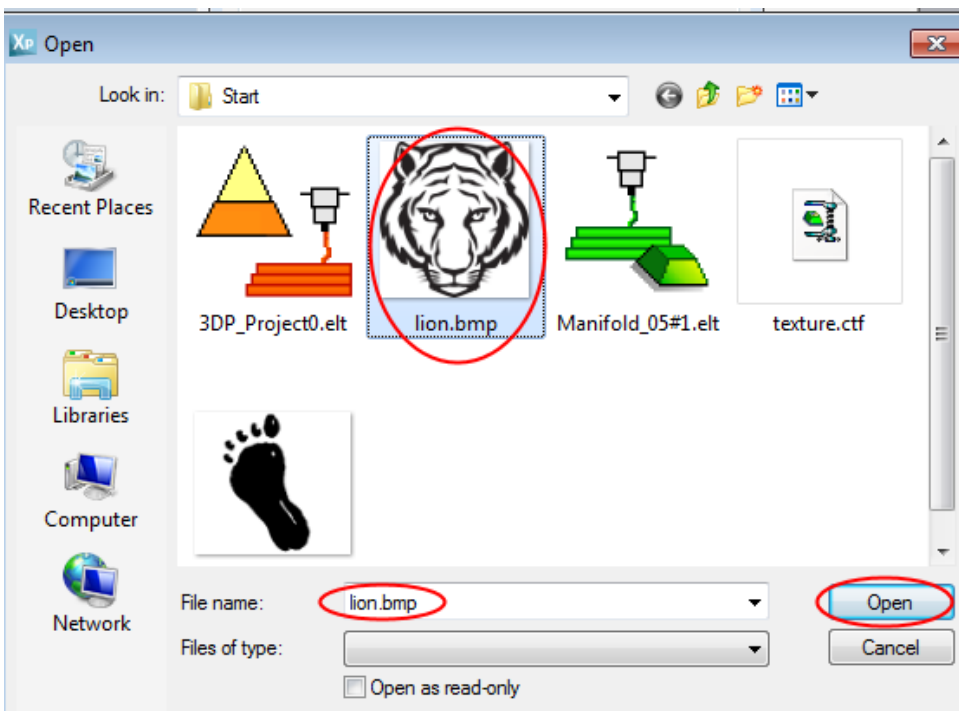
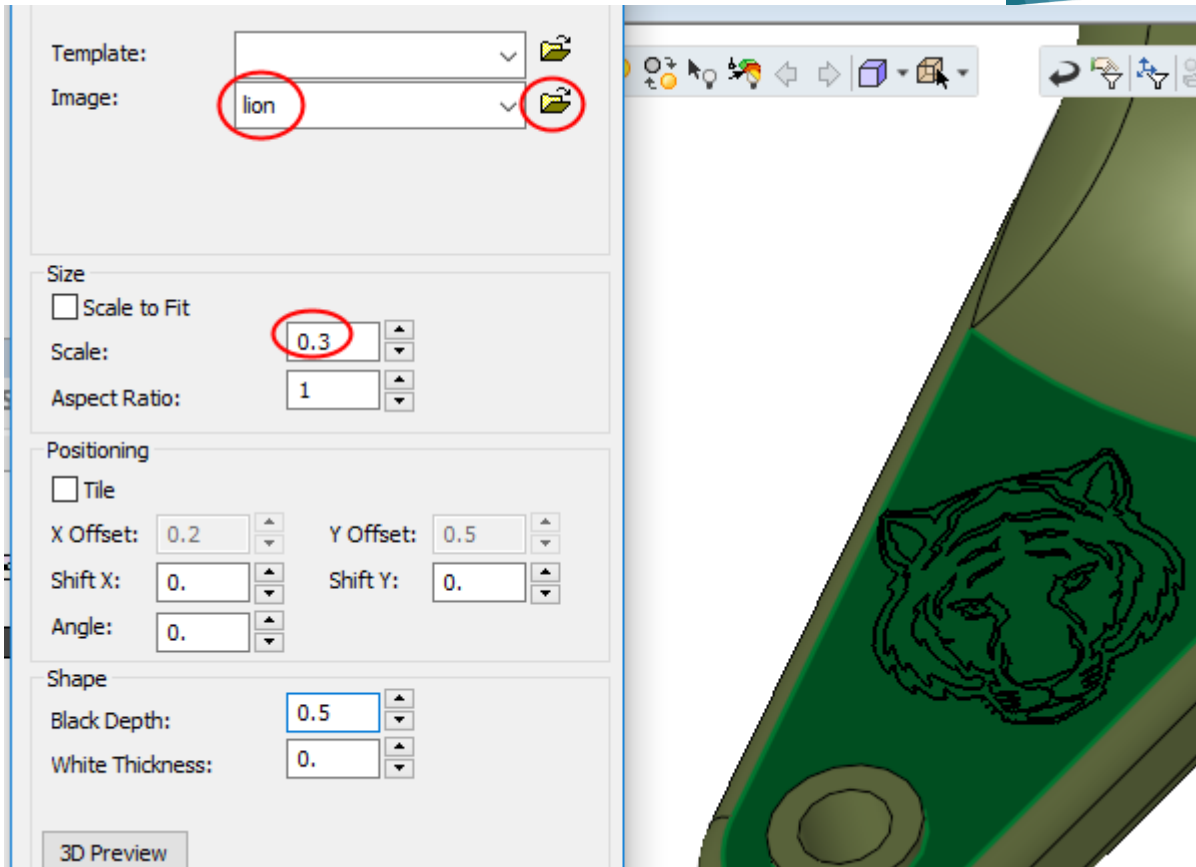




19. Edit the texture feature from the tree.



20. Click the open folder next to the image and select the **lion** bmp from the start folder. Set the scale to 0.3 and select **OK**. You may add any bmp file to the dialog.





End of Exercise