



**3DXpert™**

# **3DPRINTING EXERCISE**

## **Add Texture**

Tutorial\_V2- Updated: 3DXpert 16 Beta release

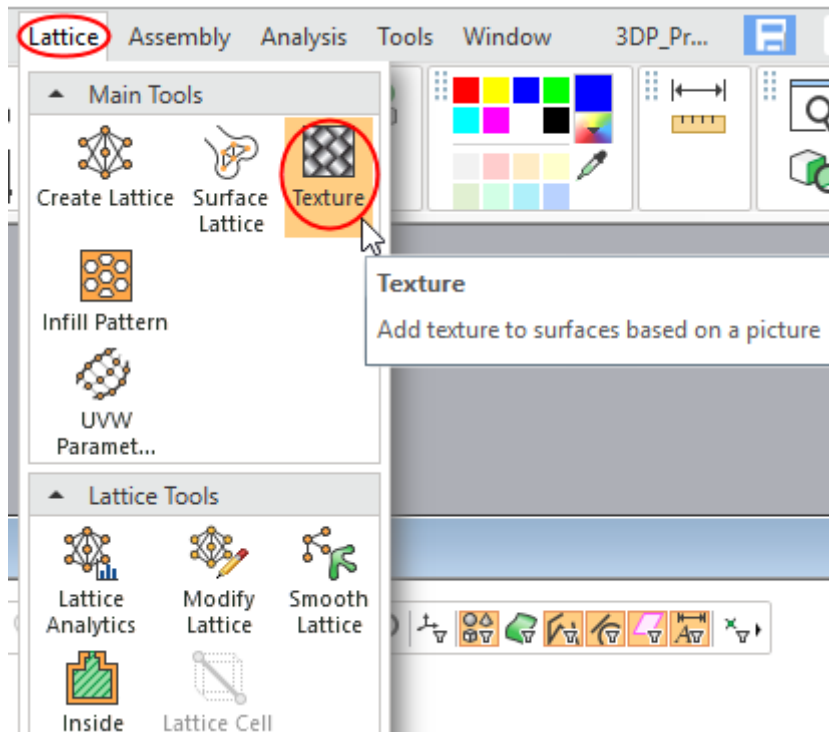
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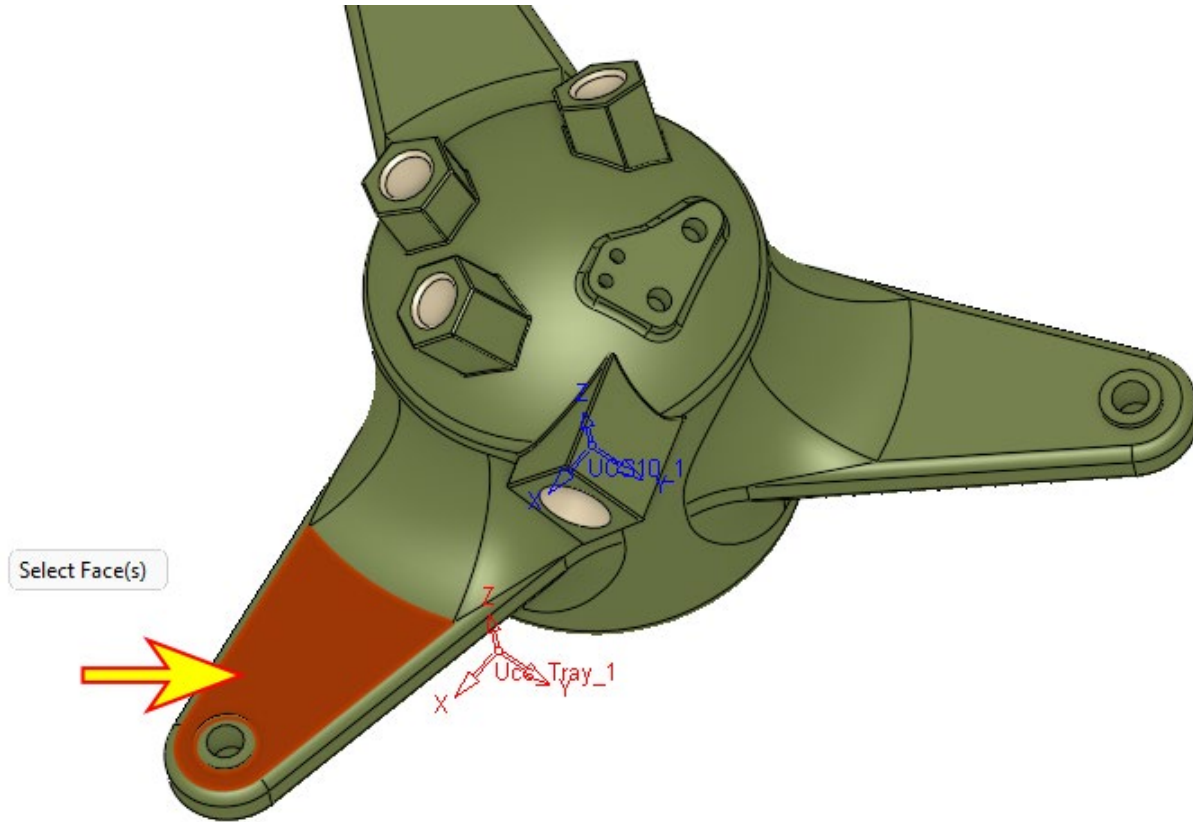
With the Texture option, users may use a raster image and turn it into textures protruding or indented in the surface.

## Part 1 – Adding texture to the model

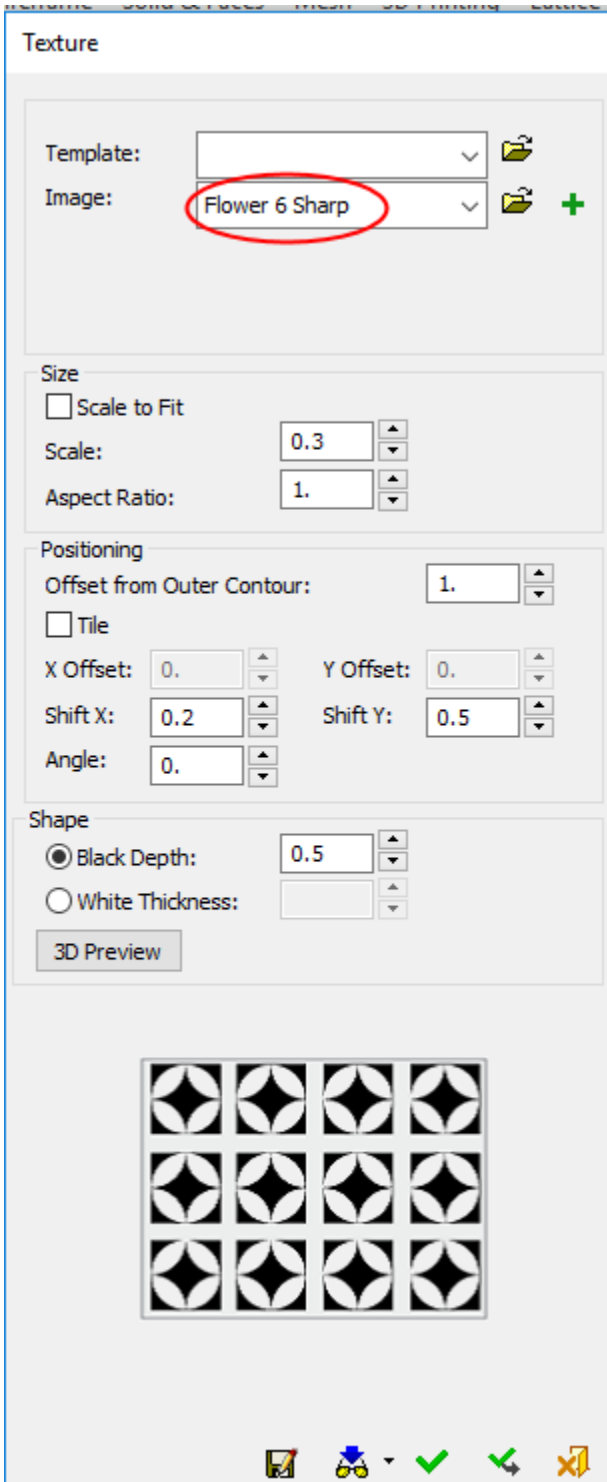
1. Unpack the file **texture.ctf** and load the assembly.
2. Enter the Texture option under **Lattice > Main Tools** menu.



3. Select the face as indicated by the arrow in the picture below and Exit:



4. Select the **Flower 6 Sharp image** from the dropdown menu. The available images in the dropdown menu are located under: \\ProgramData\3D Systems\3DXpert\16.0\Data\3D\_Printing\LatticeElements\images\



You may view the image under the images folder.



Flower 6  
Sharp.bmp

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

Template:

Image: **\*\*Flower 6 Sharp**

Size

☒ Scale to Fit

Scale:

Aspect Ratio:

Positioning

Offset from Outer Contour:

☐ Tile

X Offset:  Y Offset:

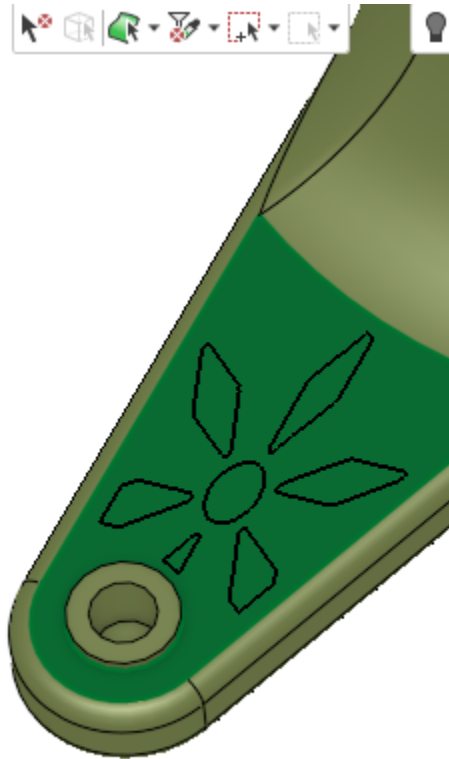
Shift X:  Shift Y:

Angle:

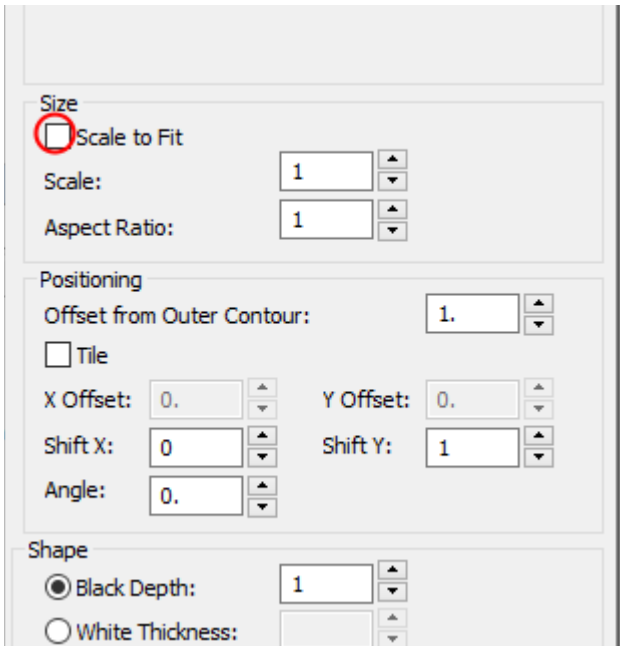
Shape

☒ Black Depth:

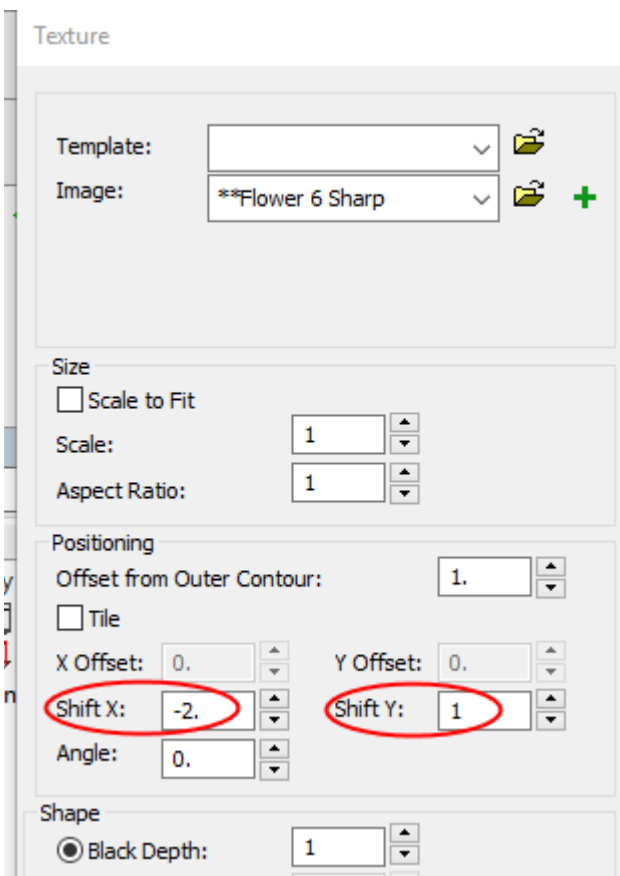
☐ White Thickness:



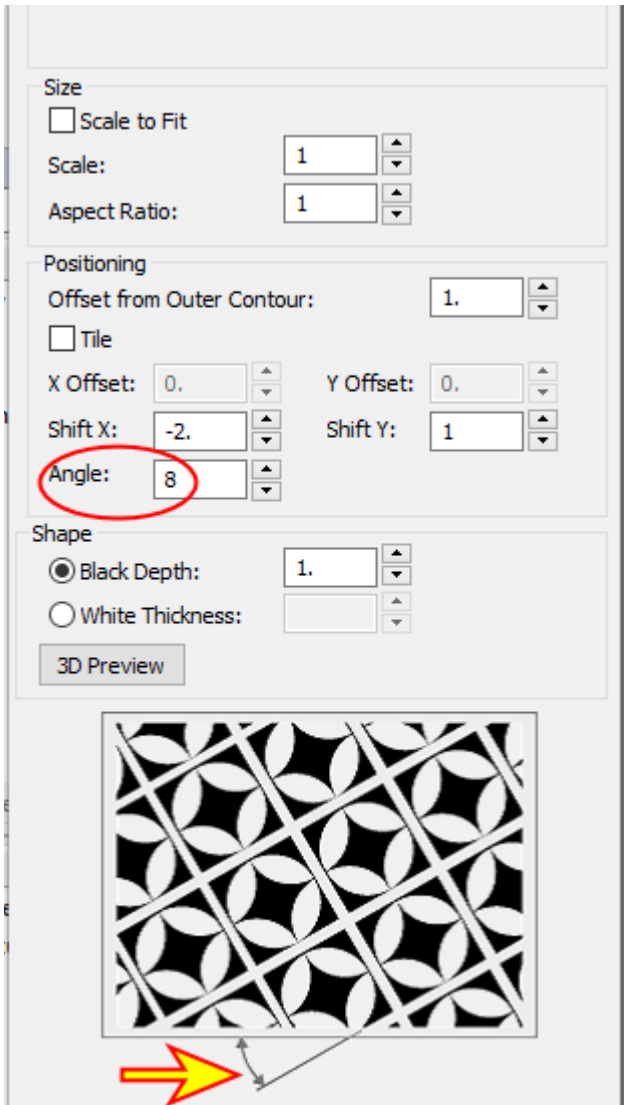
- Uncheck the option 'Scale to Fit' and exit the dialog.



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



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

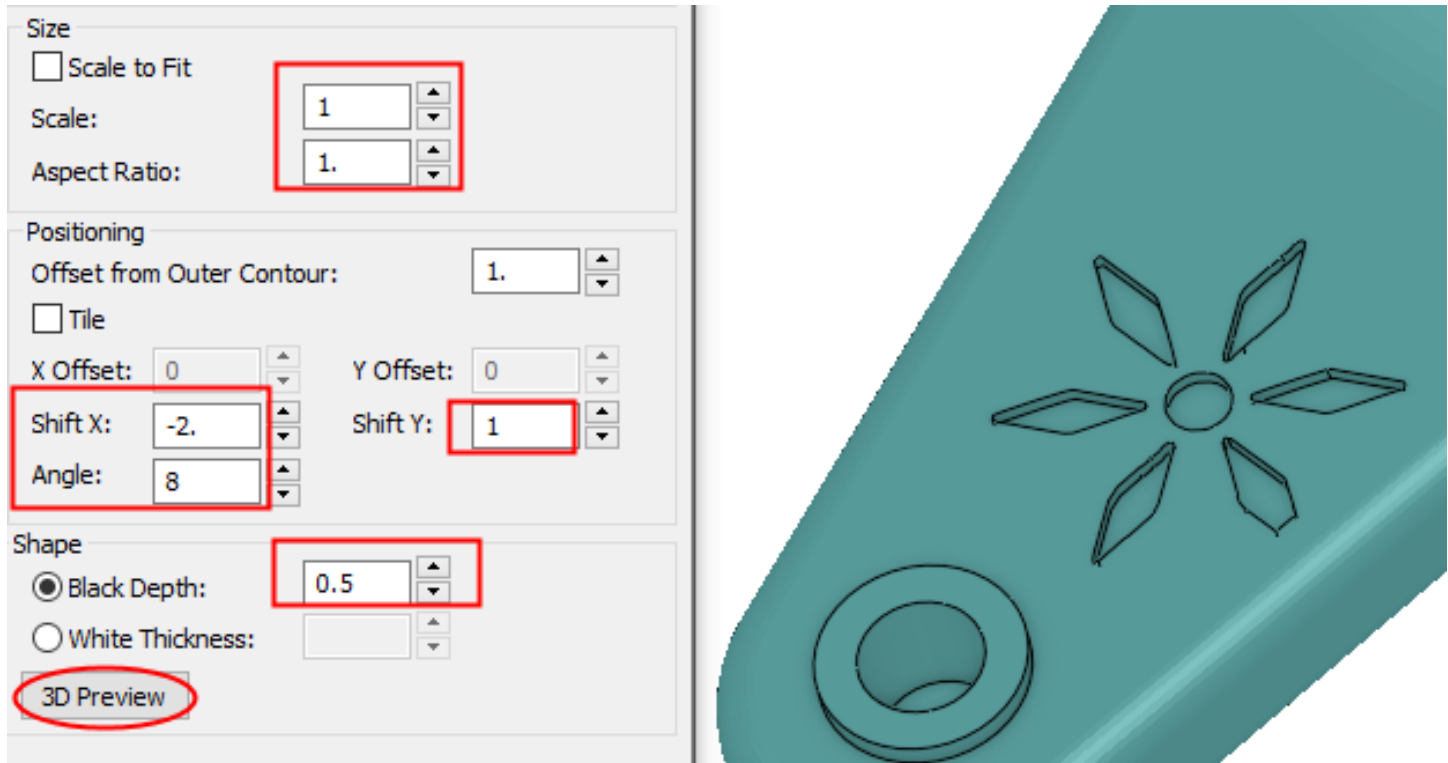


10. The Black Depth value controls how deep the black color area (of the image) is depression into the surface in mm.



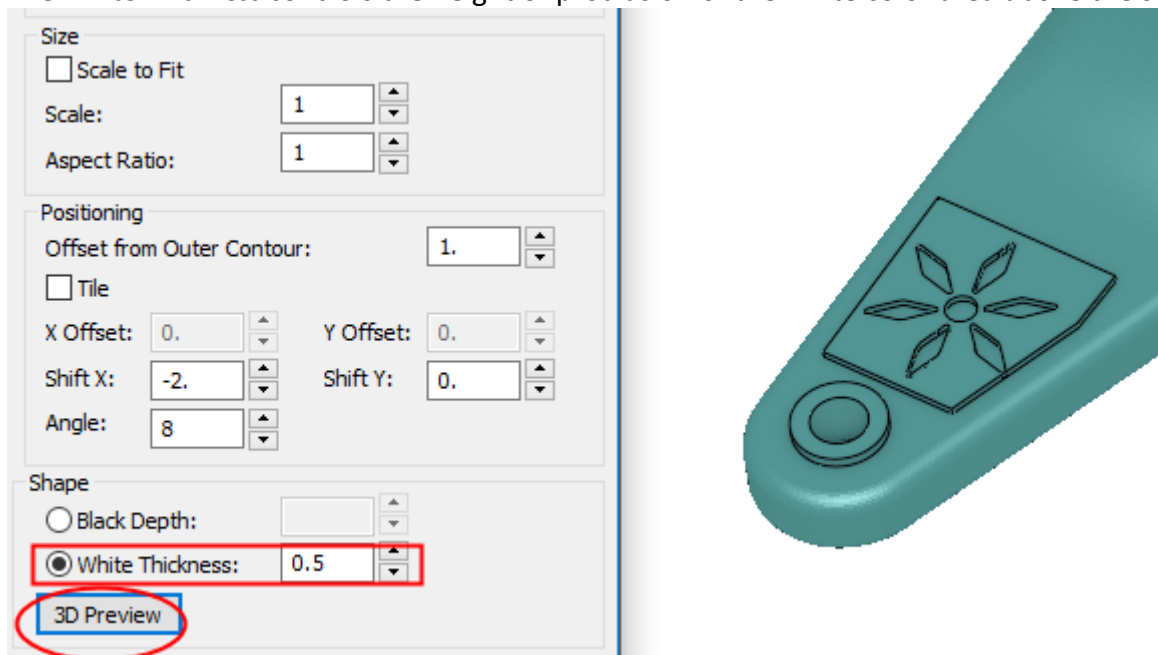


11. . Set **Black Depth** to 0.5 and press the 3D Preview to view the result.



12. 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.



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

14. Check the Tile option.

Size

☐ Scale to Fit

Scale:

0.4

Aspect Ratio:

1

Positioning

Offset from Outer Contour:

1.

☒ Tile

X Offset:

0.

Y Offset:

0.

Shift X:

0

Shift Y:

0.

Angle:

0

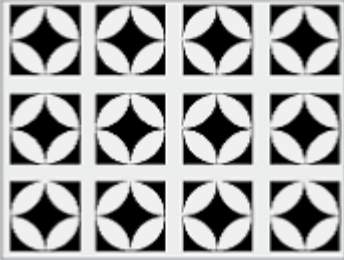
Shape

☒ Black Depth:
 

1

☐ White Thickness:

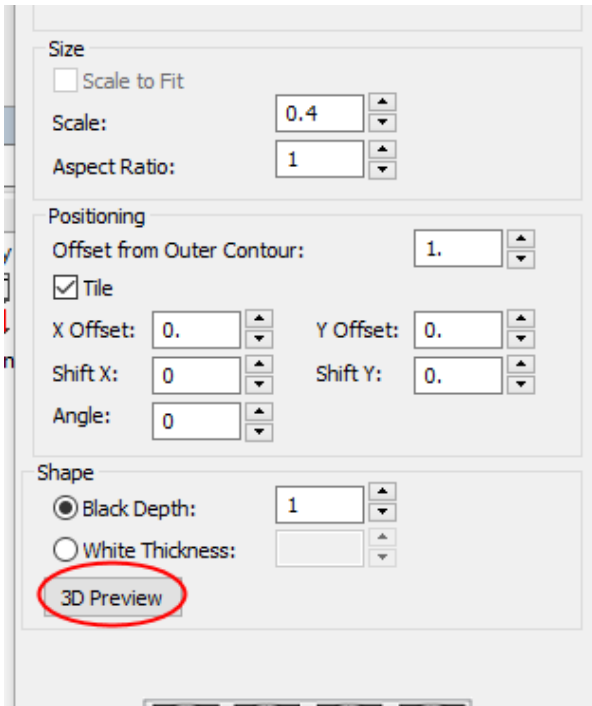
3D Preview





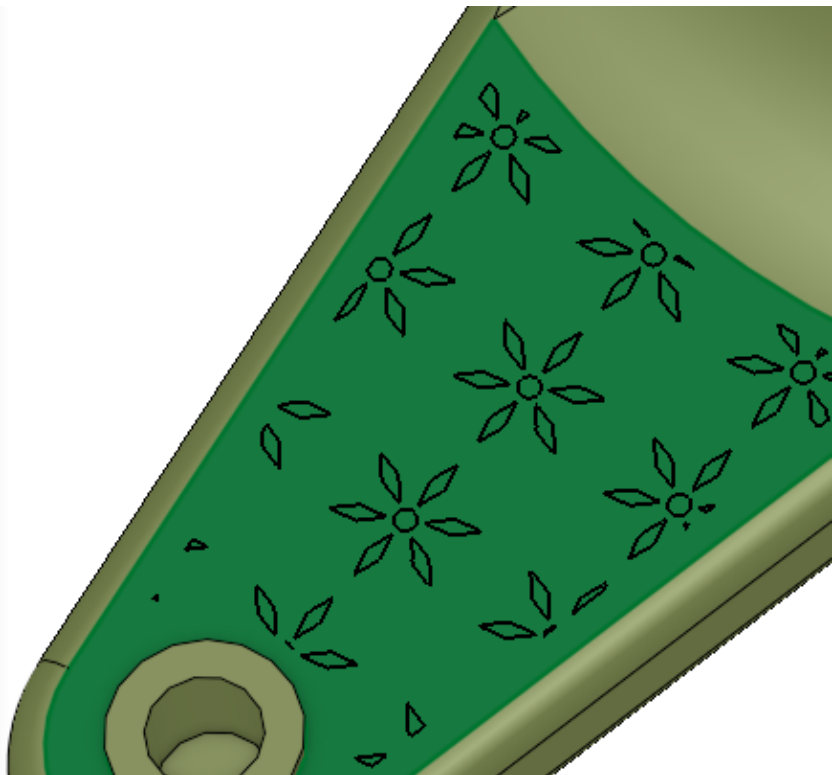
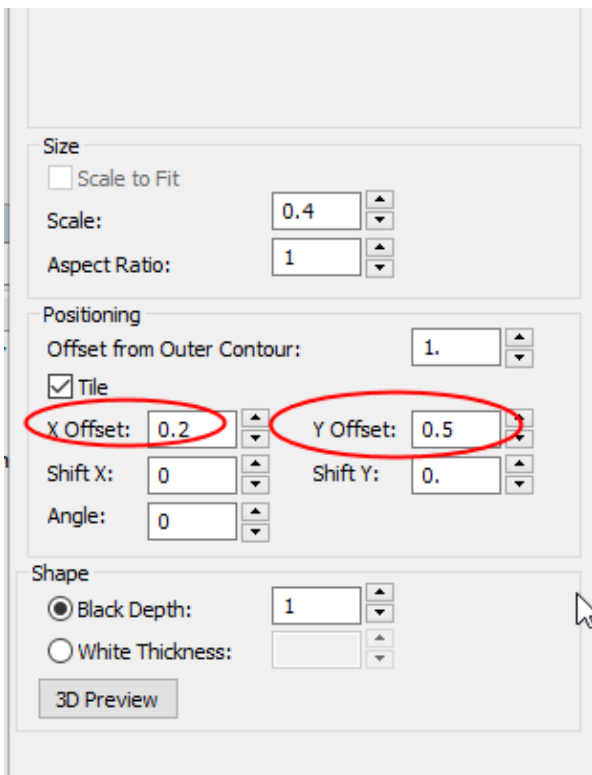
z.

15. Press the 3D Preview button



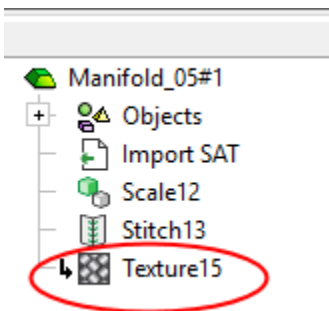
16. X offset or Y offset are the distances between two images in the direction of X or Y and select **OK**.

17. Set the X offset to 0.2 and the Y offset to 0.5.





18. Edit the texture feature from the tree.



19. 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.

## Texture

Texture

Template:

Image:

Size

☐ Scale to Fit

Scale:

Aspect Ratio:

Positioning

Offset from Outer Contour:

☐ Tile

X Offset:  Y Offset:

Shift X:  Shift Y:

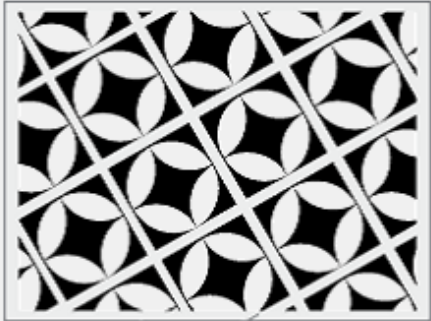
Angle:

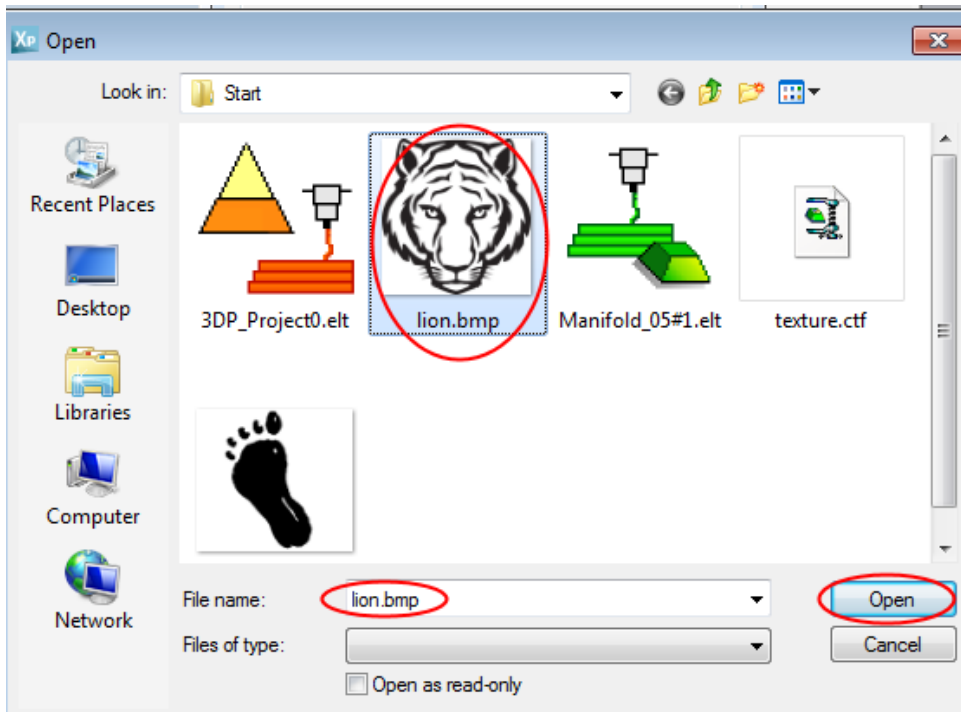
Shape

☒ Black Depth:

☐ White Thickness:

3D Preview



End of Exercise