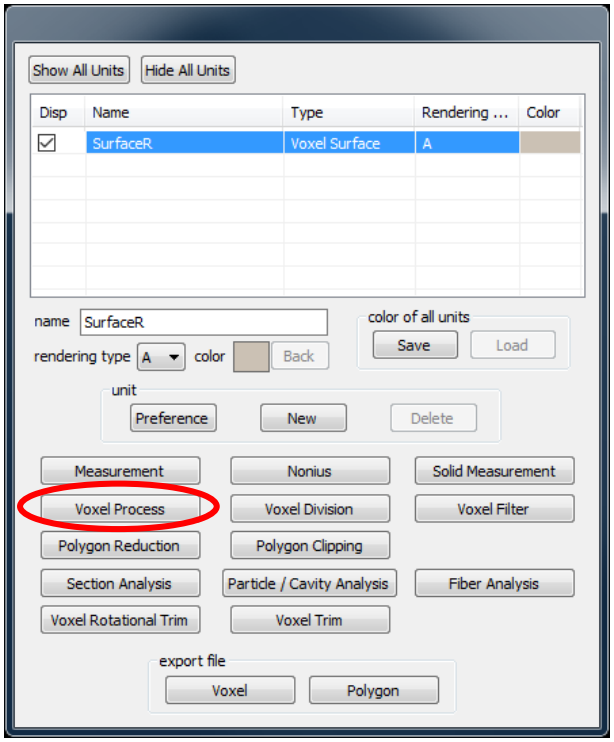
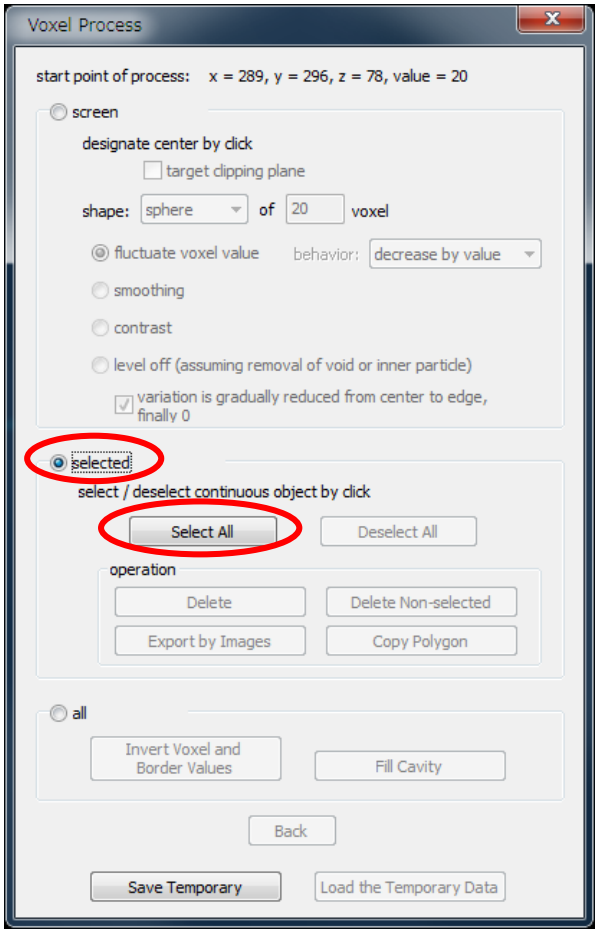
3D Contents / 3D Printer: colorful foraminifera

For v1.36

Show object whose each part is differently colored.

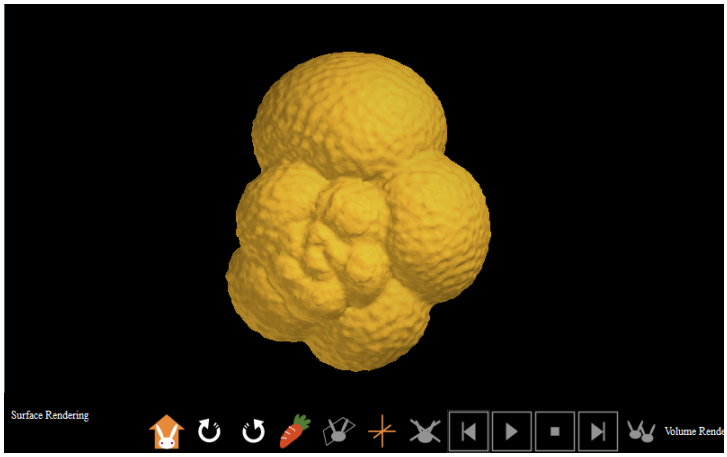
Change to “Surface Rendering” and open “Voxel Process” dialog from “Main Control”.



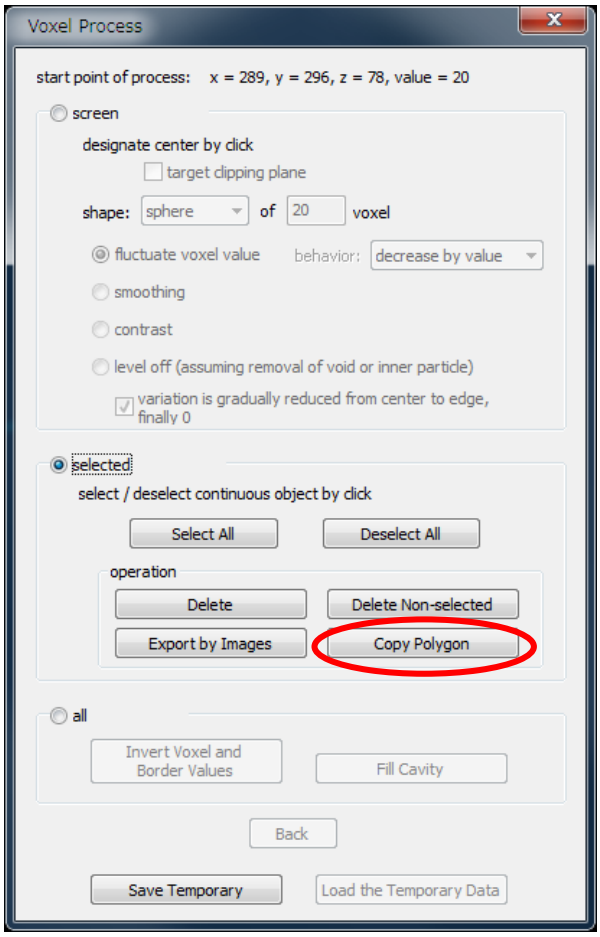


Select “selected” and press “Select All” button.

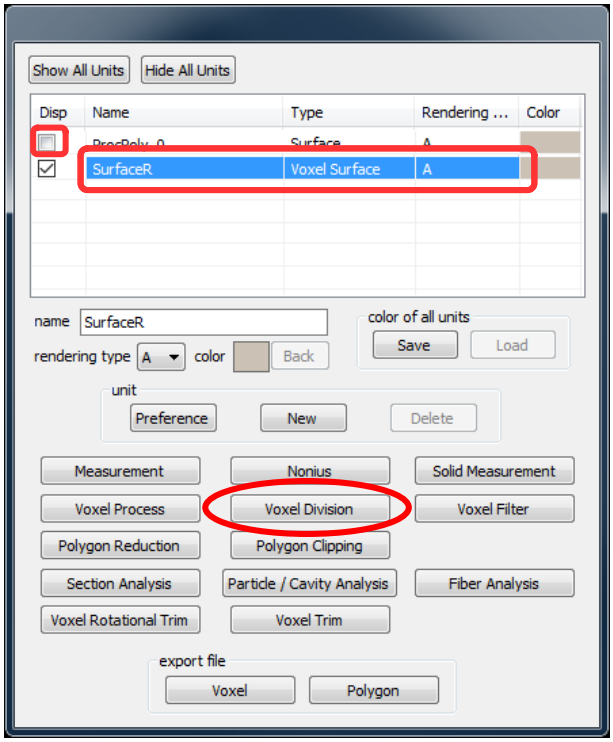
All objects are selected.



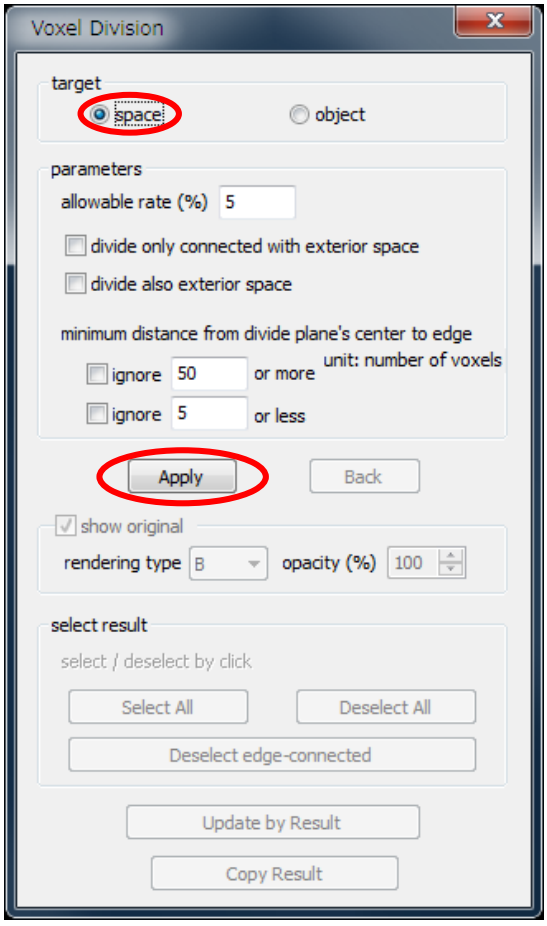
Press “Copy Polygon” button and close “Voxel Process” dialog.



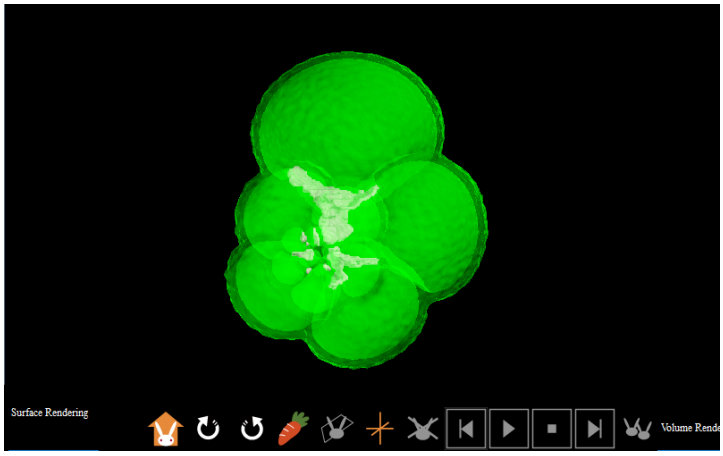
Uncheck “Disp” of the copied polygon, select the original “Voxel Surface” unit and press “Voxel Division” button to open dialog.



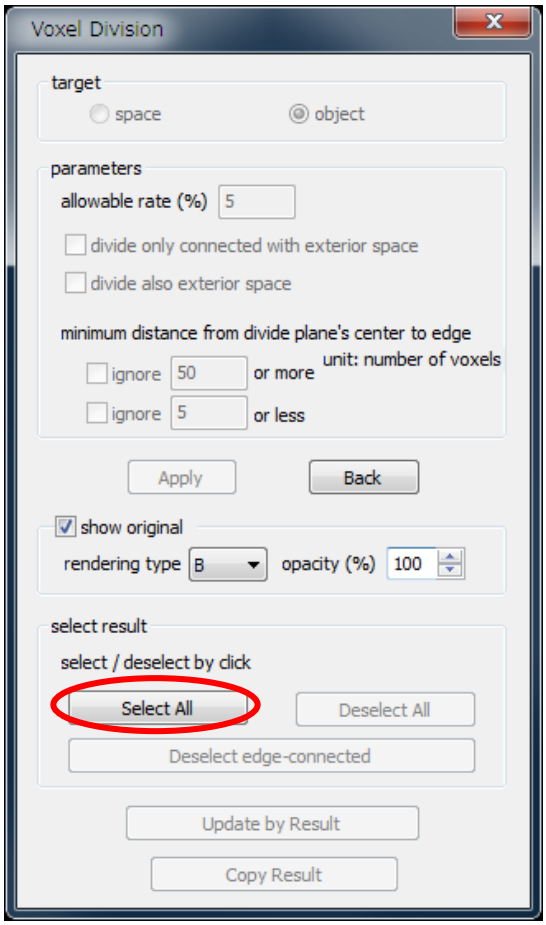
Select “space” as “target” and press “Apply” button.

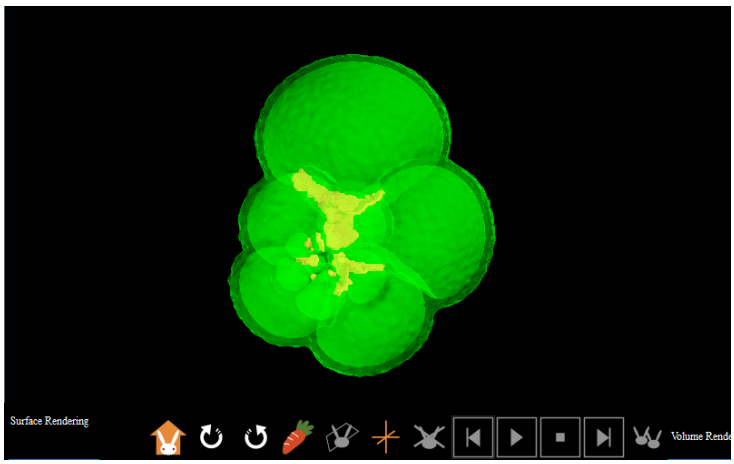


Candidates for space dividing block (white) are generated. The original objects are drawn green.

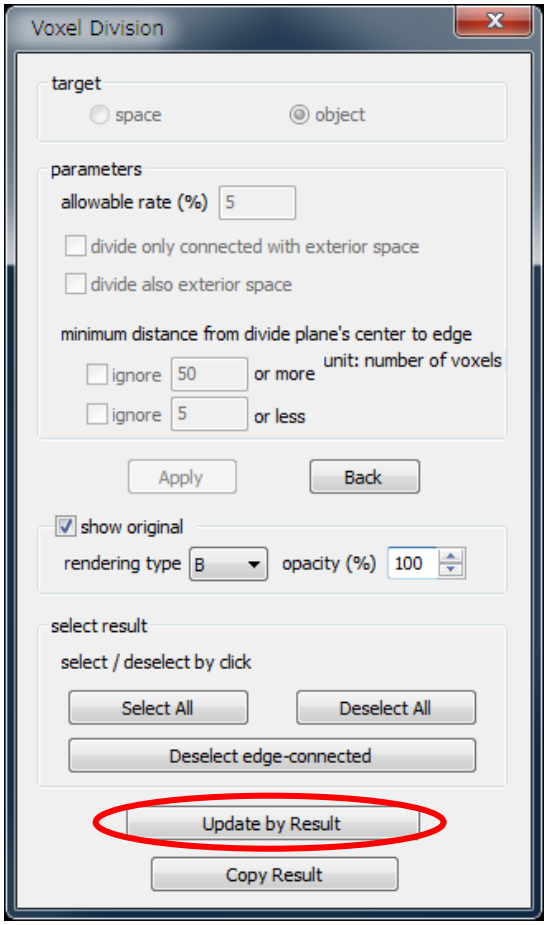


Press “Select All” button. All candidates are selected and drawn yellow.

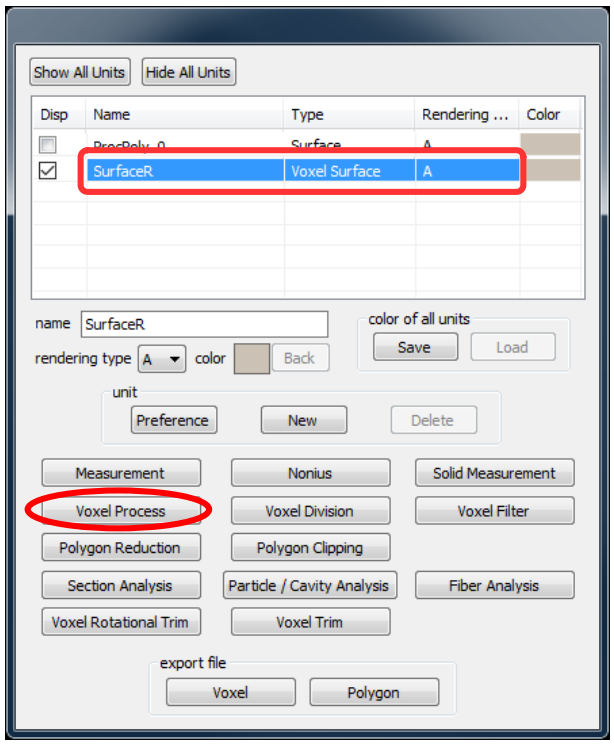




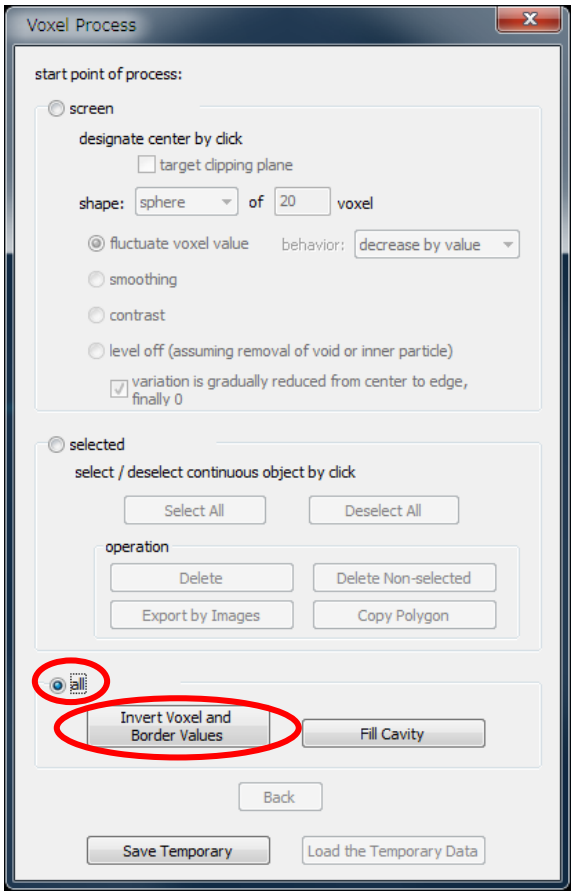
Press “Update by Result” button and close “Voxel Division” dialog.

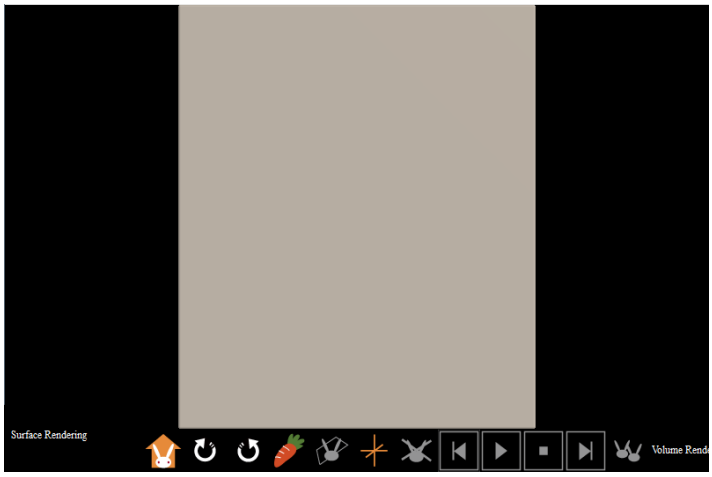


Press “Voxel Process” button to open dialog.



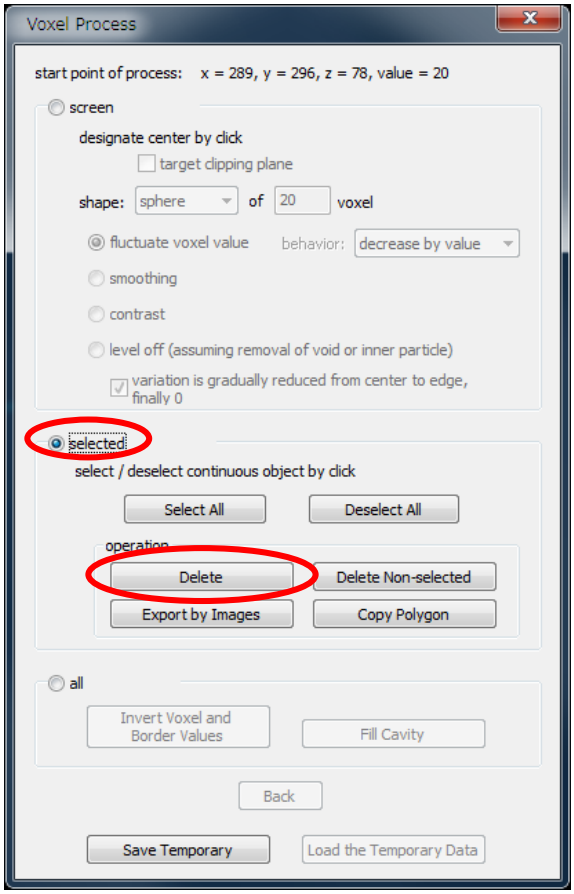
Select “all” and press “Invert Voxel and Border Values”.

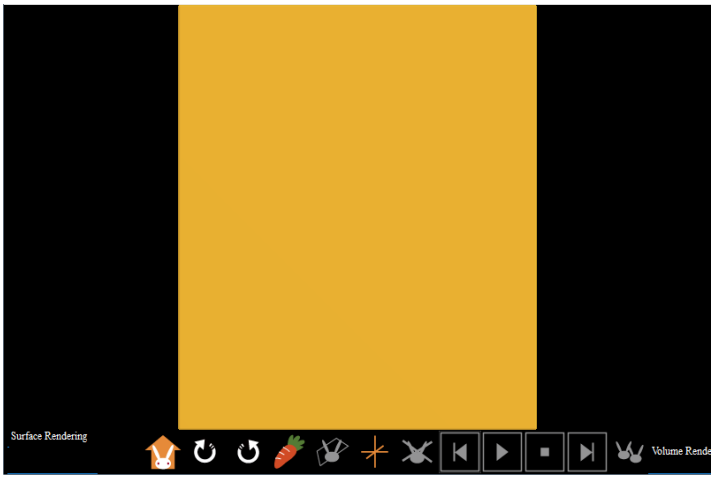




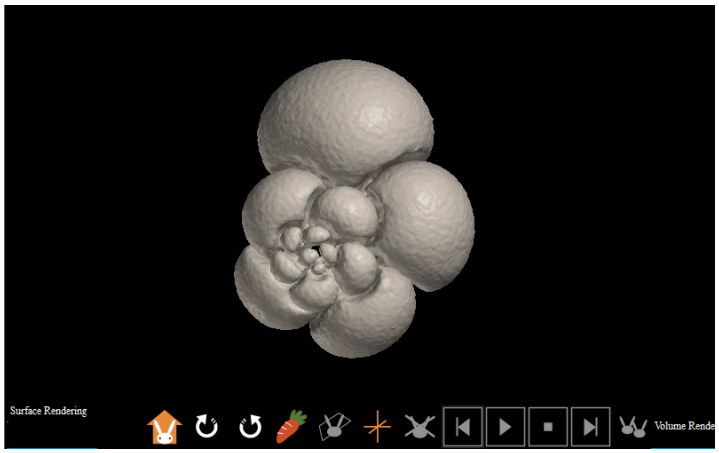
▲After inverting, formerly space becomes cube object.

Select “selected”, click the inverted object and press “Delete” button.

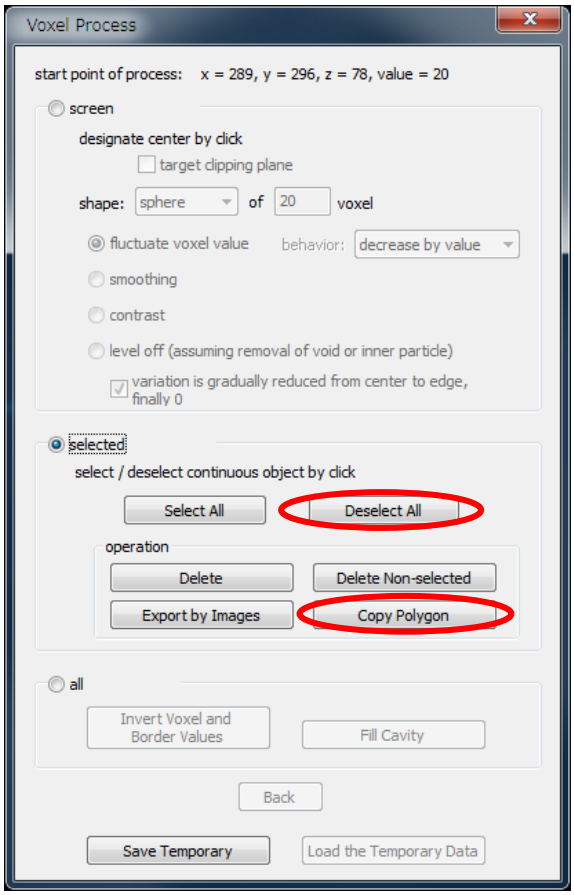


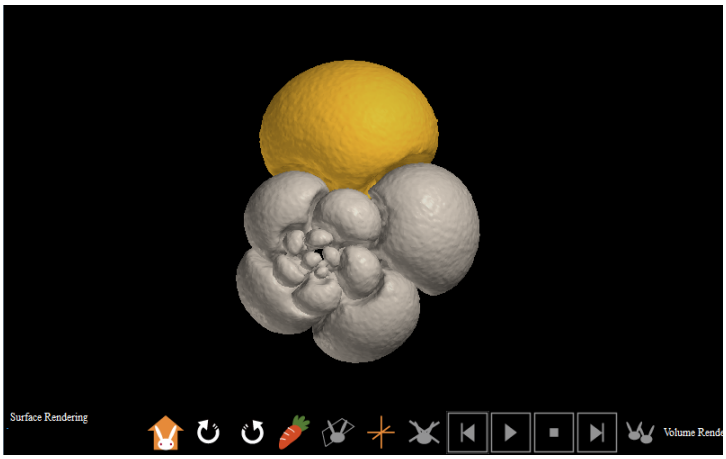


Chambers are extracted.

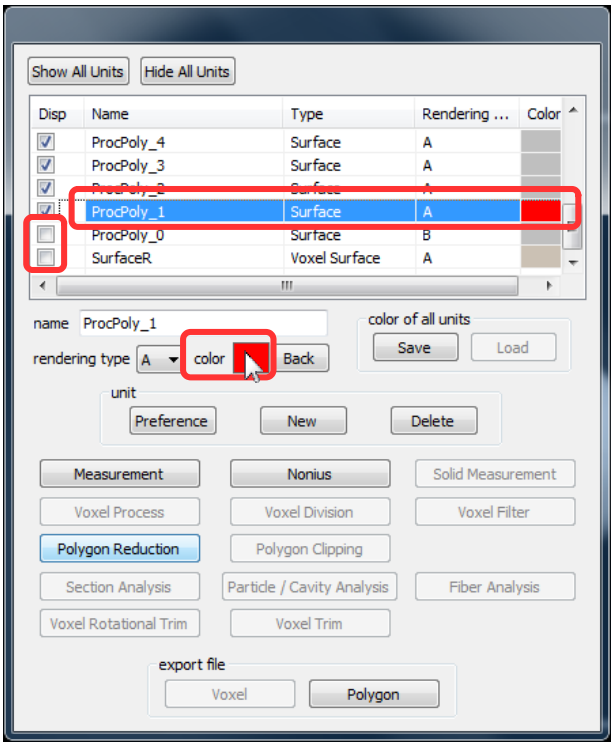


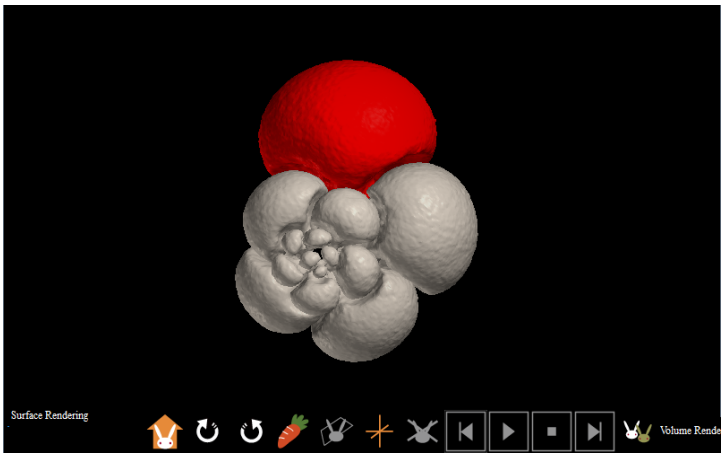
Click one of the chambers, press “Copy Polygon” button, then press “Deselect All” button. Repeat this to every chamber. After that, close “Voxel Process” dialog.



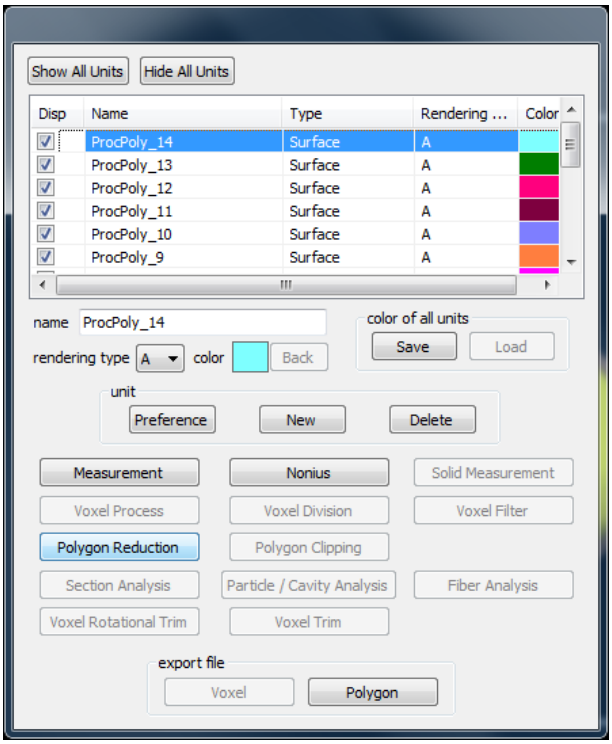


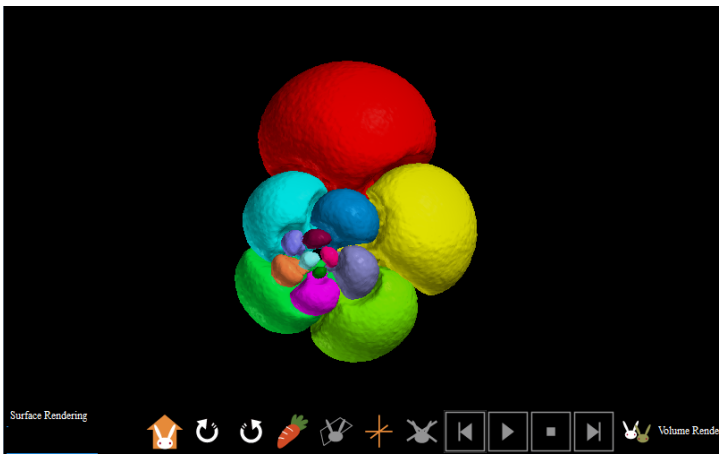
Uncheck “Disp” of the original “Voxel Surface” unit and the first copied polygon. Change color of every copied chambers differently.



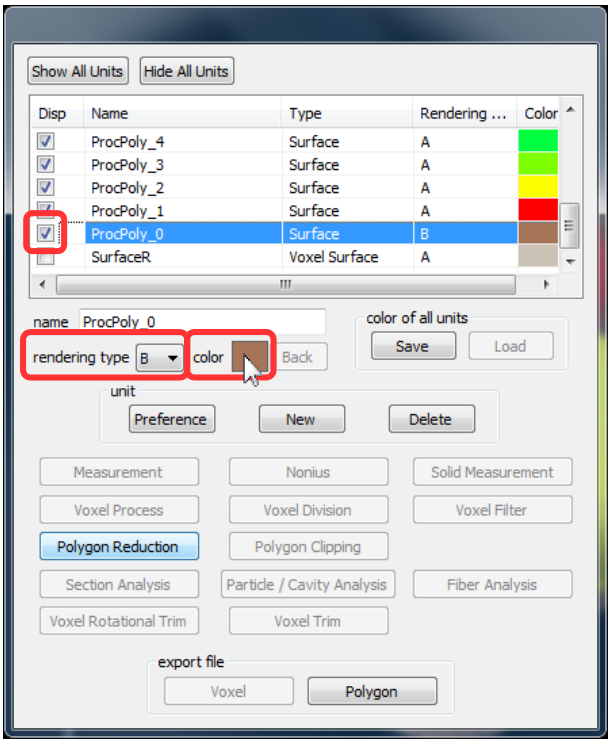


All chambers are differently colored.





Check “Disp” of the first copied polygon and change “Rendering Type” to “B” or “C”. Also changing “Color” may improve view.



Select “File (F)” > “Save molcer file (S)” in menu bar to save created data.