ZPrinter/Plaster Printer 450 Tutorial with ZEdit v. 3.2.1

DM Lab Tutorial
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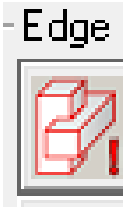
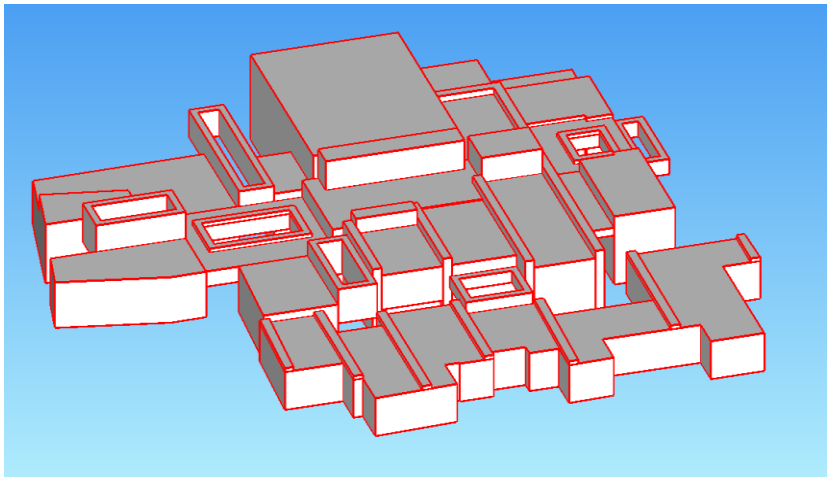
Preparing 3D Models for Colorizing and Applying Texture Maps on 3D Models

Painting Surfaces and Triangles

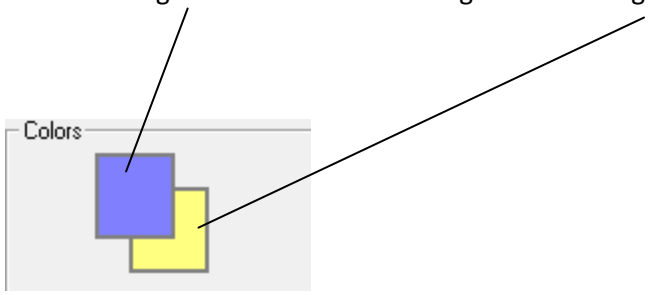
Step One: To paint a surface or shell, first display Edge Lines so there is a surface area to select. Select the Make Edges Line Tool to create edge lines on the model.



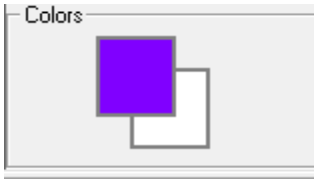
ZEdit separates the part surfaces and outlines them in color. Your model will look similar to this:

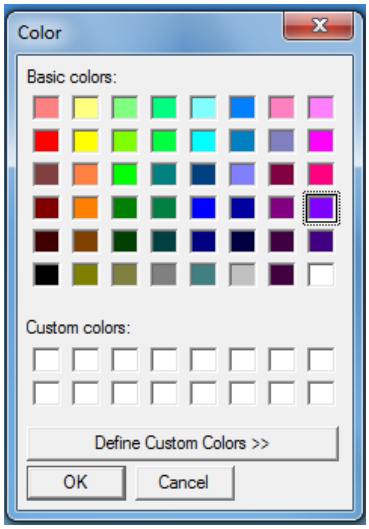


The Paint Tool applies the color selected as the Foreground or Background color to a part, shell, surface, or triangle. Note that the top left box is the foreground and the bottom right is the background color.



For example, select a color to paint the model using the Color Palette. Left click on the Foreground Color Selection Box as shown in the picture here.

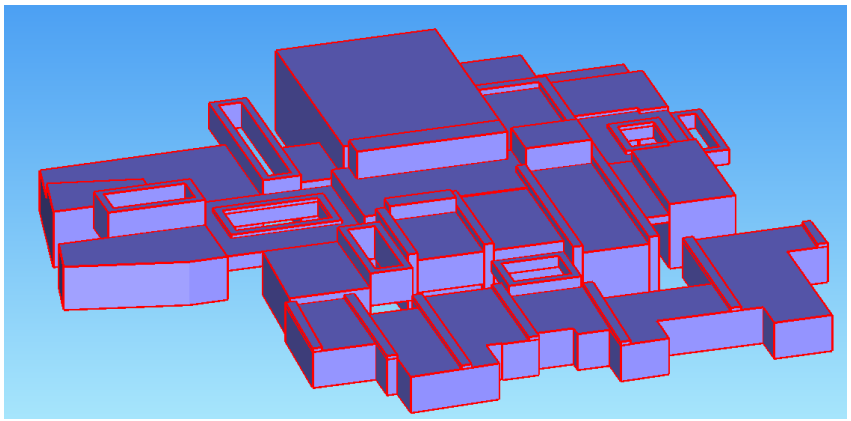




Choose a color from the Palette and click OK.

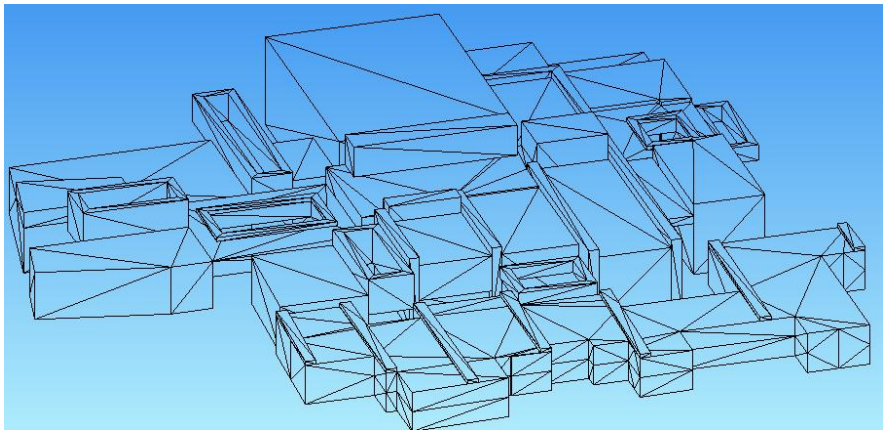
To paint the model's surfaces, select the Surface Selection Mode tool. Left click on any surface on the model to paint.

Your model will appear like this. Every surface can be selected.

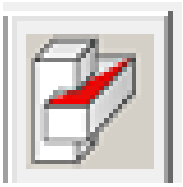


To paint triangles, select the Wireframe Display icon.

Your model will appear like this:



Choose the Triangle Selection Mode tool.

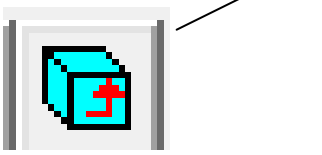


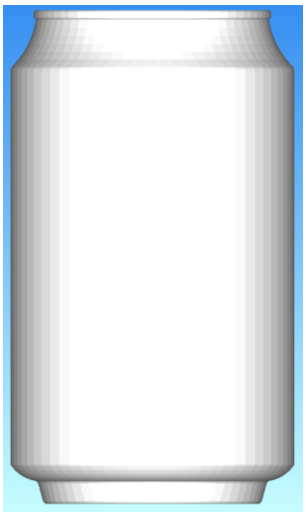
Then, select the Paint Tool and left click on any triangle.

Right click to complete and save changes.

Orienting the Model

Step Two: To orient your model so that it is standing vertically, choose rotate 90 degrees from View menu or the Rotate 90 Degrees icon on the toolbar.





To move the model within the ZEdit window, you can use any of the following key combinations:

Shift + Middle Mouse button:	Pans the model in the window
Alt + Middle Mouse button:	Rotates the model
Ctrl + Middle Mouse button:	Zooms the model

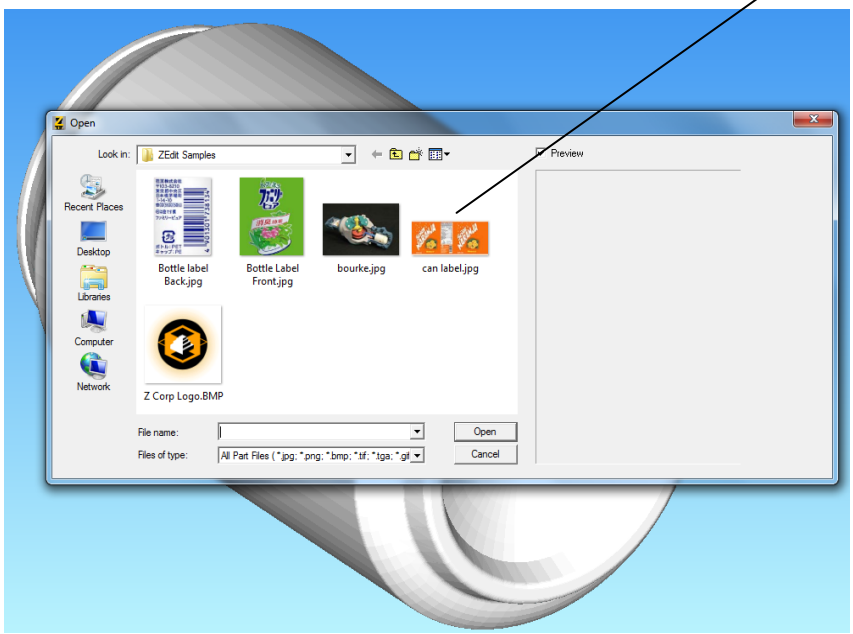
You can view the model in different perspectives with the Toolbar buttons:

Annotating the Model

Step Three: You can use the Annotate menu to annotate any solid part surface with text, textures, pictures, arrows, or circles. Once applied, annotations can be edited, replaced, or deleted directly on the part.

Click on the Add Texture Map Tool.

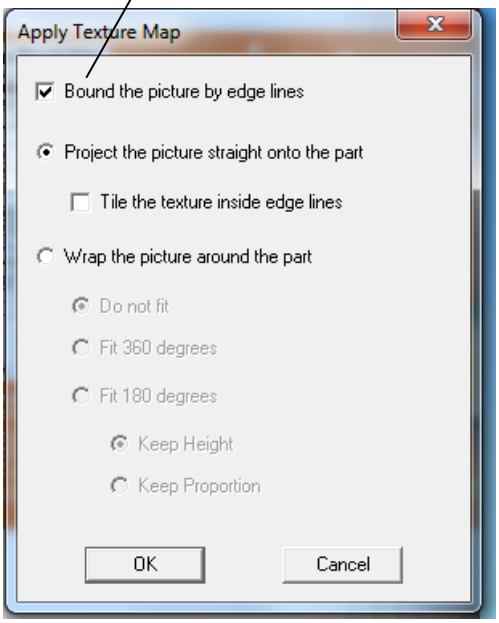
Click on File, Open to select the file that is to be your label or picture to wrap or project onto the model. In this example here, we will choose a sample label file called: canlabel.jpg.



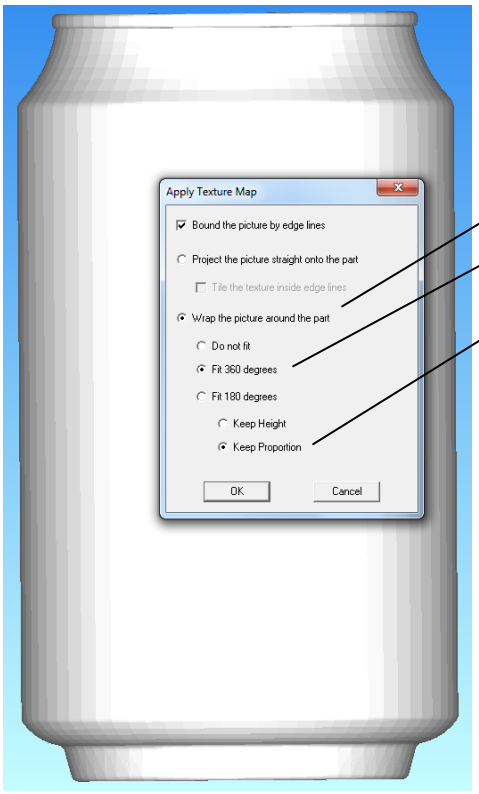
Once the label/picture file is opened and selected, the Apply Texture Map dialog window will open.

When the Apply Texture Map dialog window opens:

Check the Bound the Picture by Edge Lines checkbox.
Click OK.



Your model will appear as below:



When you choose the option: Wrap the Picture Around the Part, the label will conform to a curved surface.

Select the Fit 360 Degrees.

Keep Proportion.

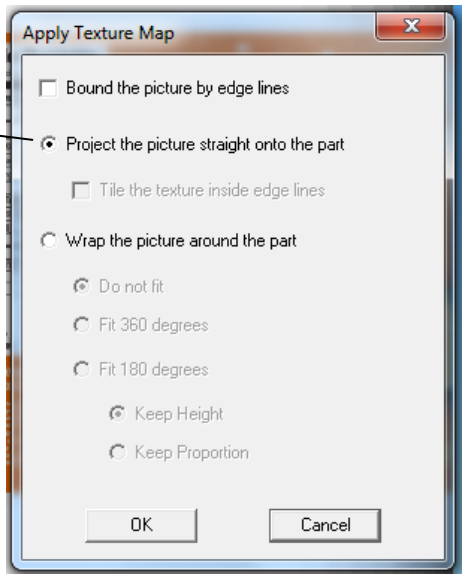
Click OK. The texture map is projected onto the soda can.

Tip: In order to get the texture map to fit the length of the can, you can do the following:

Resize the model (can): Move the mouse wheel (middle button)
Move the model (can): Press the Shift Key and the mouse wheel.
Drag the mouse to move the model.

Right click to apply the texture map to the model. If you like the result, right click to confirm the placement of the texture map. If not, press the Esc to start over.

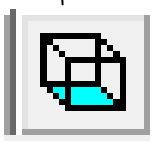
If want to project the texture map on a flat or slightly curved surface, choose the option: Project the Picture Straight Onto the Part.

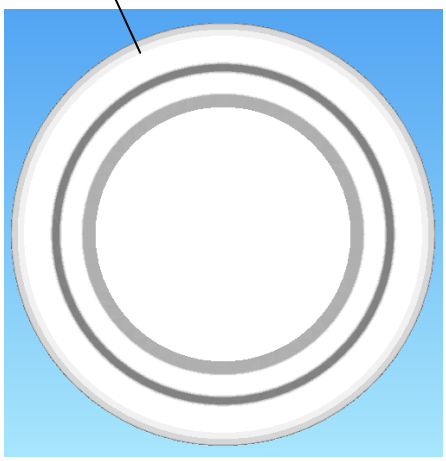


Applying Test to the Model

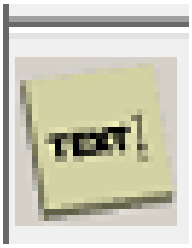
Step Four: You can apply annotations to models by mixing fonts sizes, styles, alignments, colors, and types. Use the Foreground/Background Color Selection tool to apply color to a font, or to select a background color for the text.

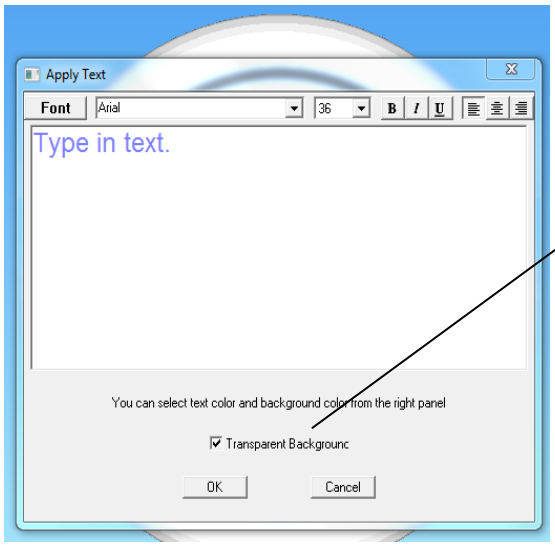
To apply text to your model, orient the model to the appropriate view and rotate as necessary. In this case, the Bottom View Perspective icon was used and the bottom of the can is visible.





Next, select the Apply Text Tool.



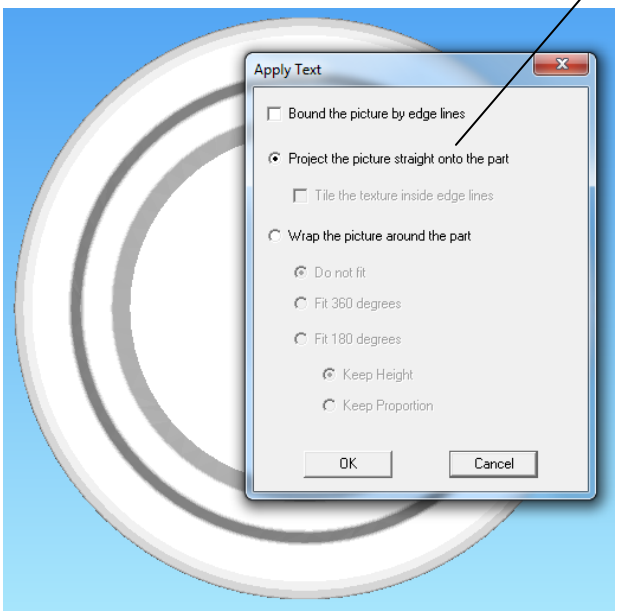


Type in text, select the font, size, and style as desired.

Check the Transparent Background checkbox if you want to project the text onto the can using the color of the can as the background color.

If another background color is desired, uncheck the Transparent Background checkbox and click the Foreground/Background Color Selection Tool. Choose the foreground or background colors from the Color Palette. Click Ok.

When the Apply Text dialog window opens, select the Project the Picture Straight Onto the Part checkbox, and click OK. All text is applied flat onto the model.



The text is positioned on the model/can. To move the text, point the mouse on the text and press the left mouse button. Drag the mouse to move the text. Make sure that the text label is completely on the part and does not fall onto the background.

Right click to finish applying the text if satisfied.

Click on the File menu, click on Save As to save your file with a .zpr suffix.