

Tips: 3D Model Display Effect

During the design process, various different model display effects are required to make it easier to draw or check. Many parameter setting and tips are introduced in this article.

1. How to transfer different display models for whole parts or assembly?

From the document aware toolbar, designers can select the required display model. For the wildly used shade and wireframe models, you can quickly switch between them using **Ctrl+F**.

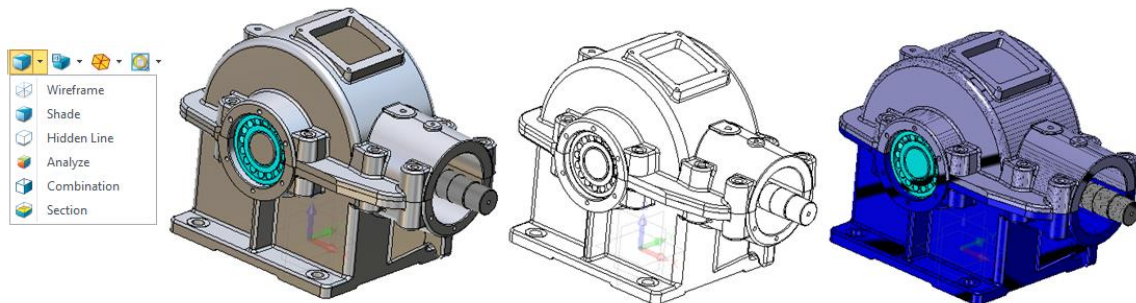


Figure 1: Different display models

2. How to set a model with different face colors and edge attributes?

Select the faces or shapes, and then right click to change the face attribute.

In visual manager->Edge->Shaded Edge, an edges color and thickness can be modified.

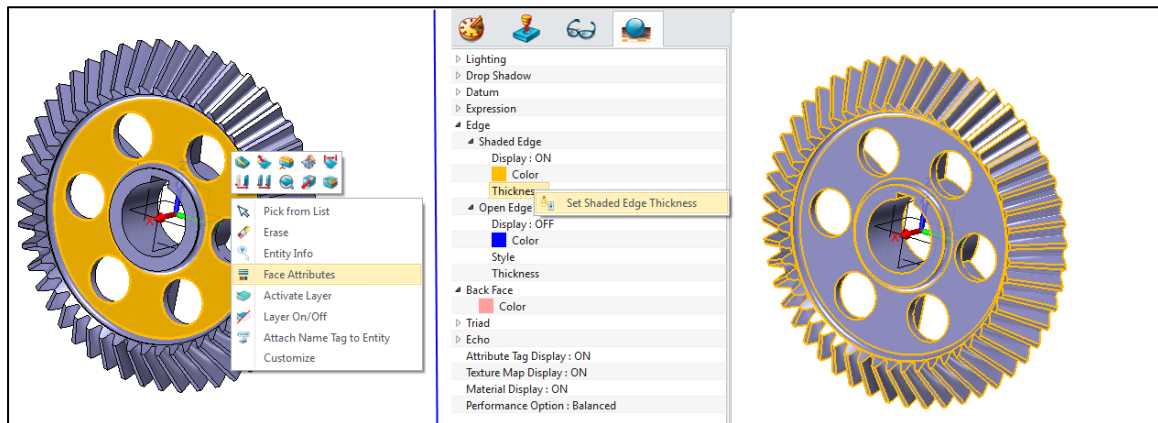


Figure 2: Face & edge attribute setting

3. How to quickly identify open edges?

For a complex part, especially with imported models, it will be better for designers to quickly identify open edges from the visual models. In ZW3D, it is easy. Simply set the suitable parameters of open edges in visual manager shown in Figure 3.

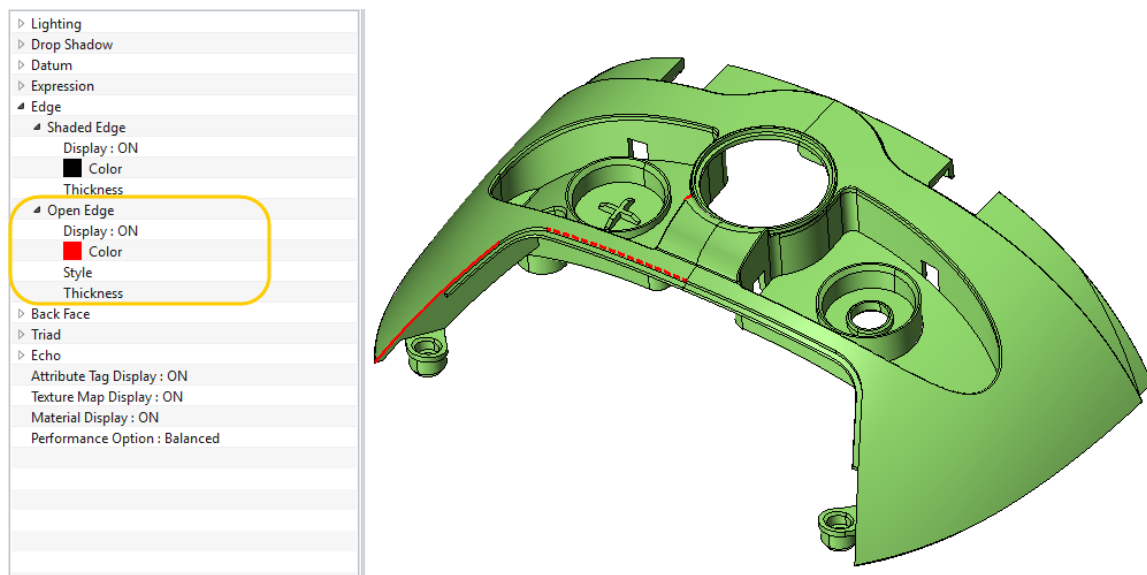


Figure 3: Open edges display

4. Is it possible to change the highlight display?

To clearly distinguish the selected geometry, ZW3D provides two different highlight modes: color and texture. In configuration dialog-> display tab, you can set it as you prefer.

With color model, the color of the highlight and pre-highlight can be customized in the color tab.

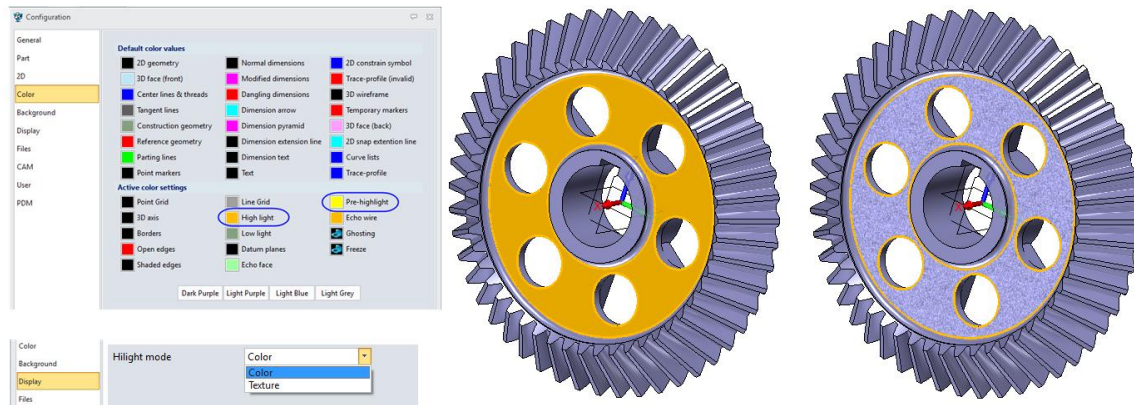


Figure 4: Highlight display

5. How to control different display models for different components in an assembly?

In a complex assembly, to clearly identify hidden components, a more flexible display is required. Right click on any component, and you can set the suitable display type from the right menu. Shade, wireframe, hidden line, analysis and transparent types are available.

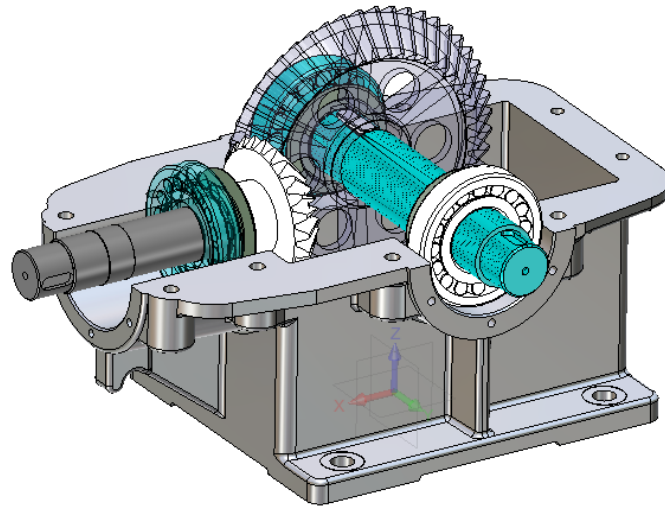


Figure 5: Different display of components in an assembly

6. How to apply different textures to a model?

ZW3D provides a number of different metal textures. For some consumer products, designers can use an image as the texture map to apply the face of parts.

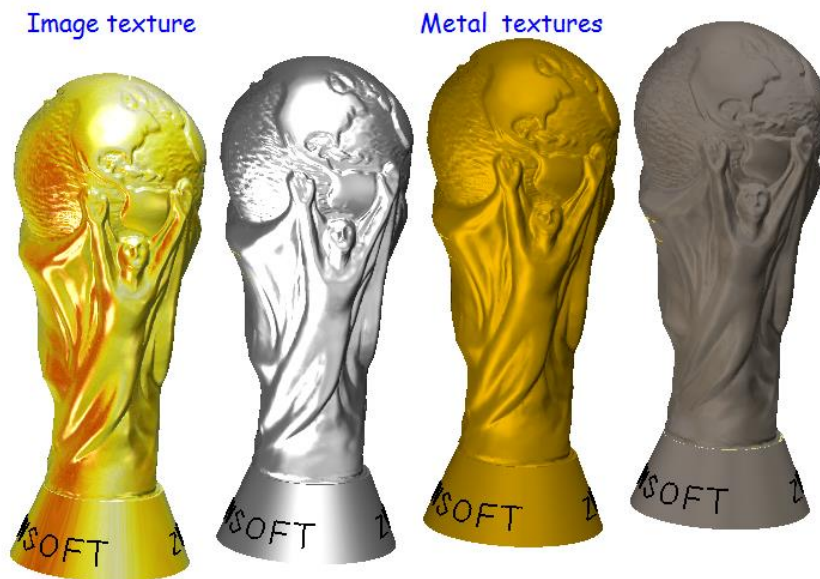


Figure 6: Texture display

Short Description

Many tips of 3D model display effect are introduced. Quickly switch between shade and wireframe models using **Ctrl+F**. It's easy to change the edges attribute in visual manager. In configuration dialog, many display parameters can be set, including highlight model. A number of different textures are provided in ZW3D.

About ZW3D

ZW3D is all-in-one, affordable CAD/CAM solution that enables concept-to-finished-product designs in an integrated, collaborative environment. The proprietary Overdrive™ kernel delivers 3D part and assembly modeling, 2D production drawings, reverse engineering, motion simulation, mold design, and integrated CNC machining. It simplifies the design process from concept to completion.

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Key words:

ZW3D CAD/CAM all-in-one solution, import vector diagram, import image, engraving.

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Author's Name:

ZWCAD Software Co., Ltd

Author's Info:

Orchid Jin