New Function of Slicing Software

1. 3D Face Reconstruction

3D face reconstruction is the function reconstructing a face from the front and lateral view of the face into a 3D form.

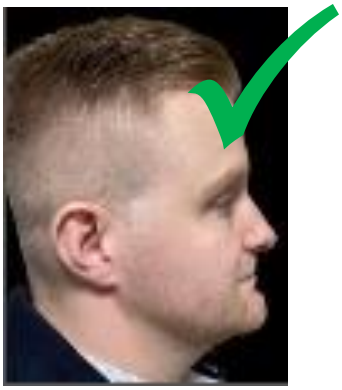
(1) Photo Requirements

Click “  ” and upload appropriate photos according to the photo requirements.

- Environment: The photo should have no background light or shadow over face. There should not be over- or under-exposure. The facial contour should be clearly visible.
- Background: The background of the photo should be single color. The dark background is better. (black>blue>red>white)
- Dimensions: Minimum acceptable dimensions are 84 pixels(width)× 112 pixels(height)
- Facial Requirements: Please present the front and side views with the entire head and face clearly visible. The facial expression must be neutral with eyes open, mouth closed. Do not let eyeglasses, hat or other object obscure the facial features.
- Note: The side views should show the point between the eyebrows.



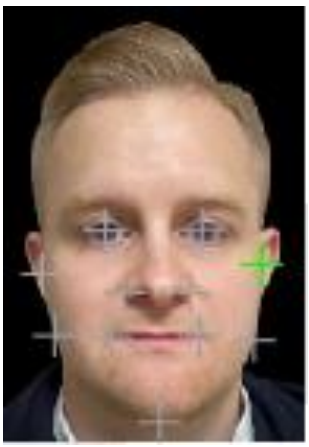




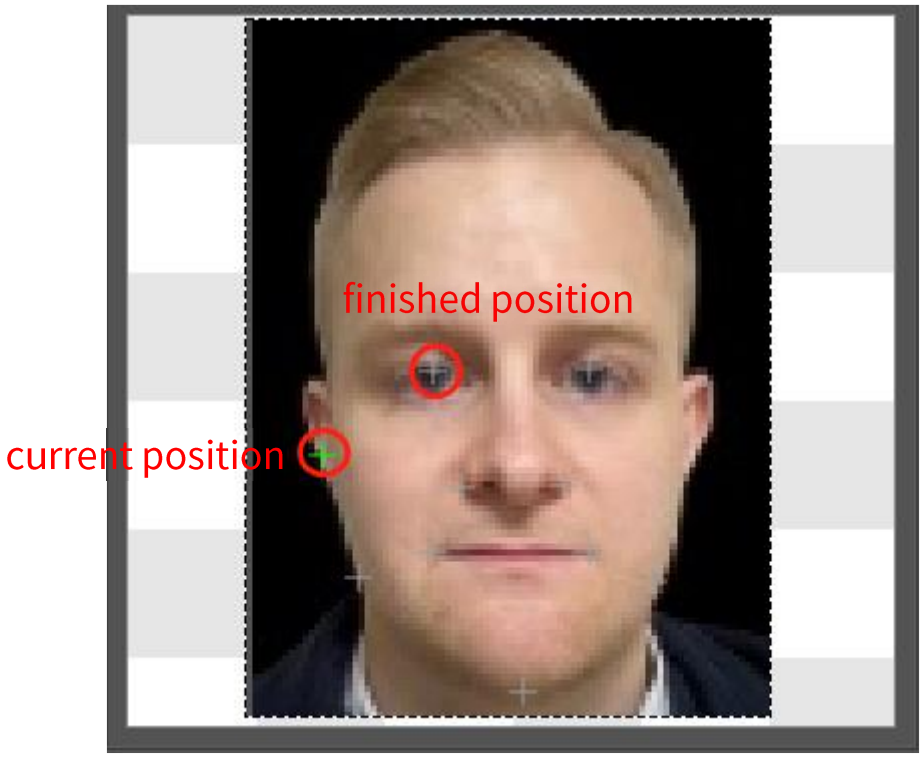
(2) 3D Face Reconstruction

After uploading photos, click “Next” and finish the face localization and detection. Click the corresponding points in accordance with the illustration and instruction.

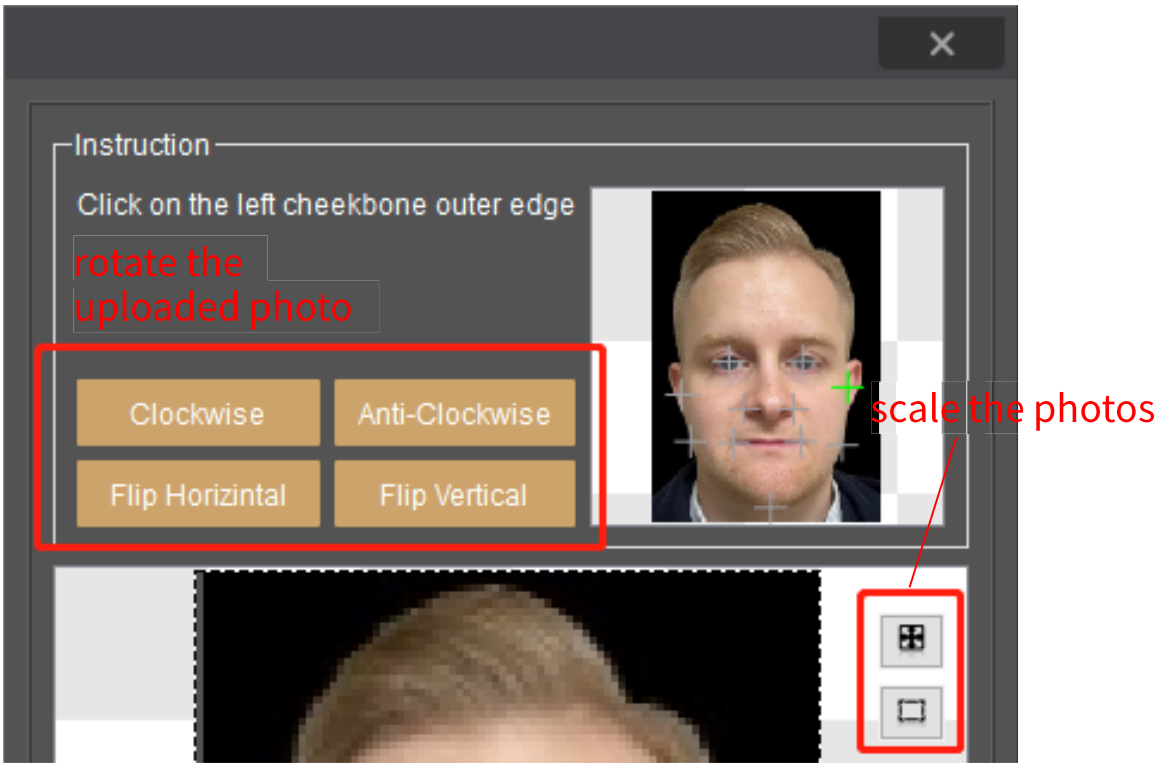




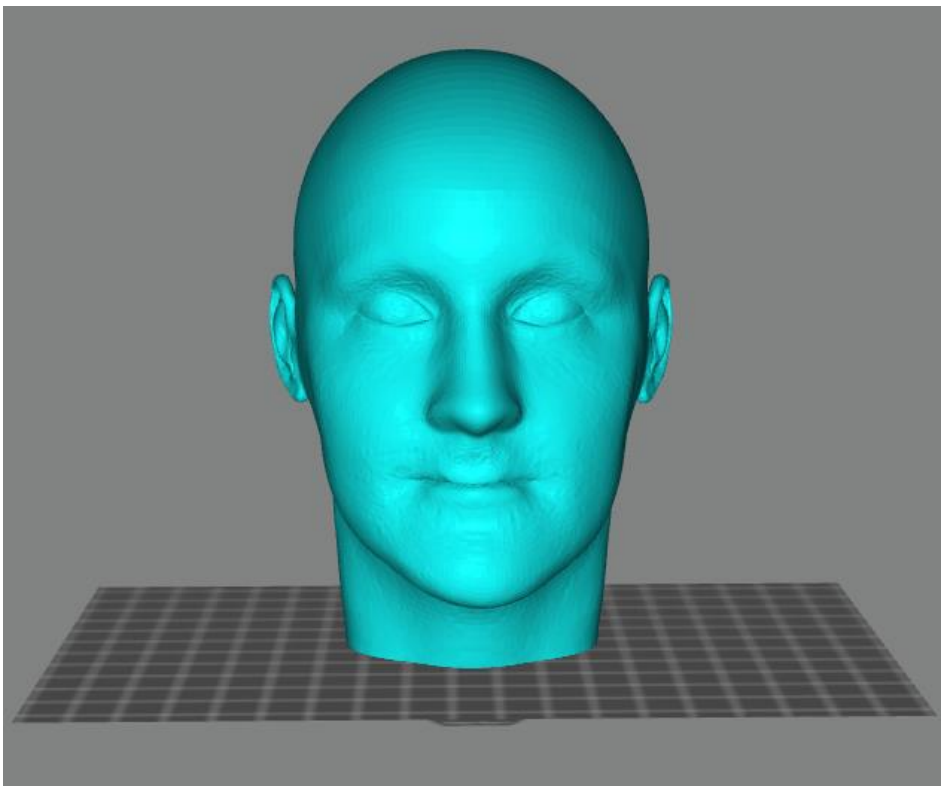
The finished position is grey and the current position is green. If you make a mistake, click the green cross to cancel.



Click the corresponding button to rotate the uploaded photo. Click the scaling buttons or roll the scroll wheel to scale the photos.

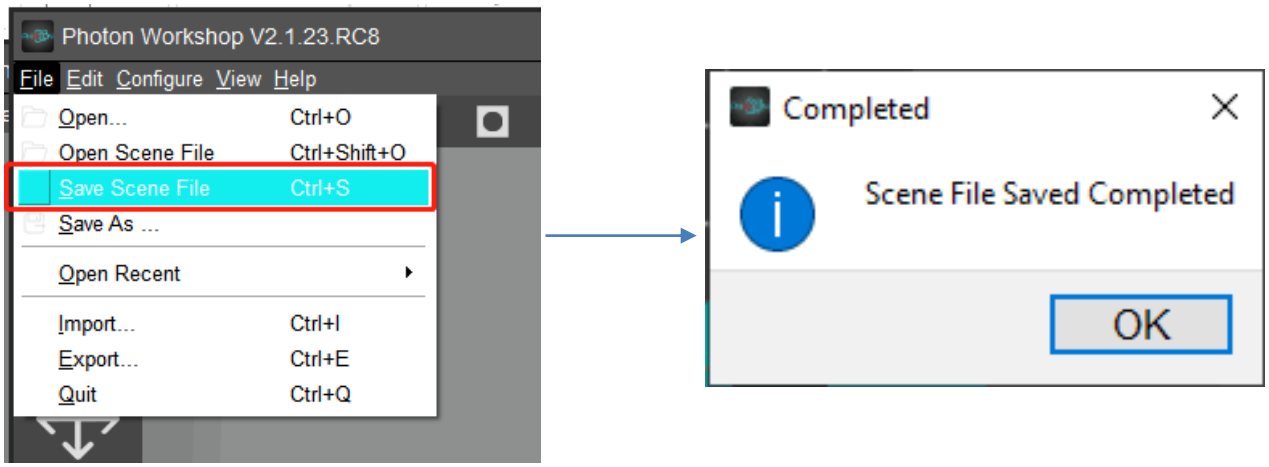


When you finish the face localization and detection, click “Next” to reconstruct the 3D model of the face.

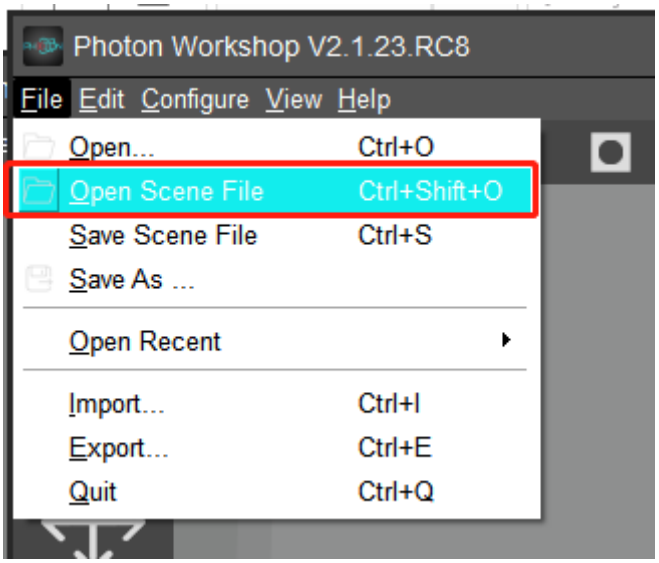


2. Export Support Information

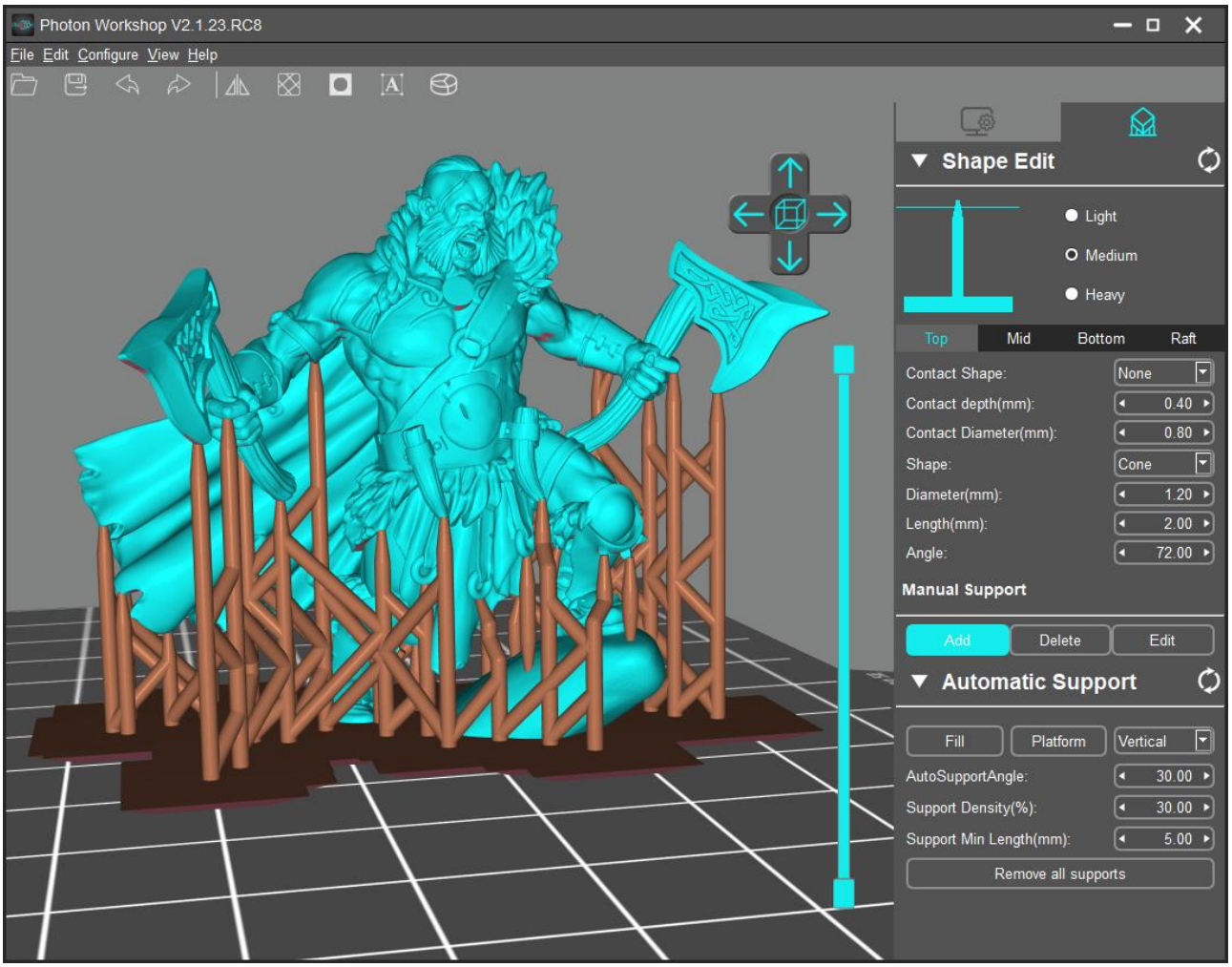
After adding supports, click “File” → “Save Scene File” to save the current scene as a file. The file can reproduce the support information and be available for different types of machine.



You can click “File” → “Open Scene File” to reproduce the scene and edit the supports again, or sent the file to other computers to edit.



New Function of Slicing Software



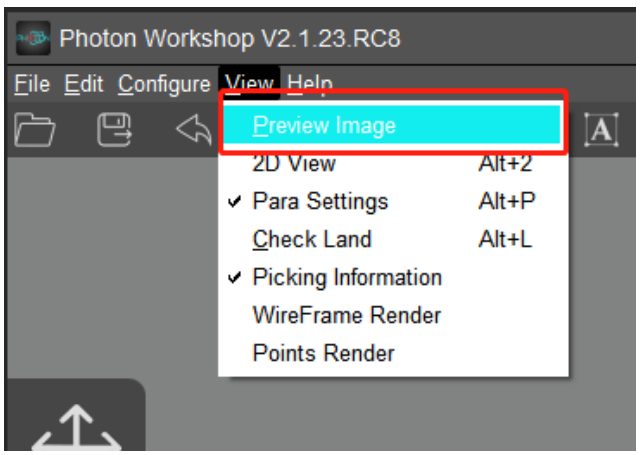
reproduce the support information

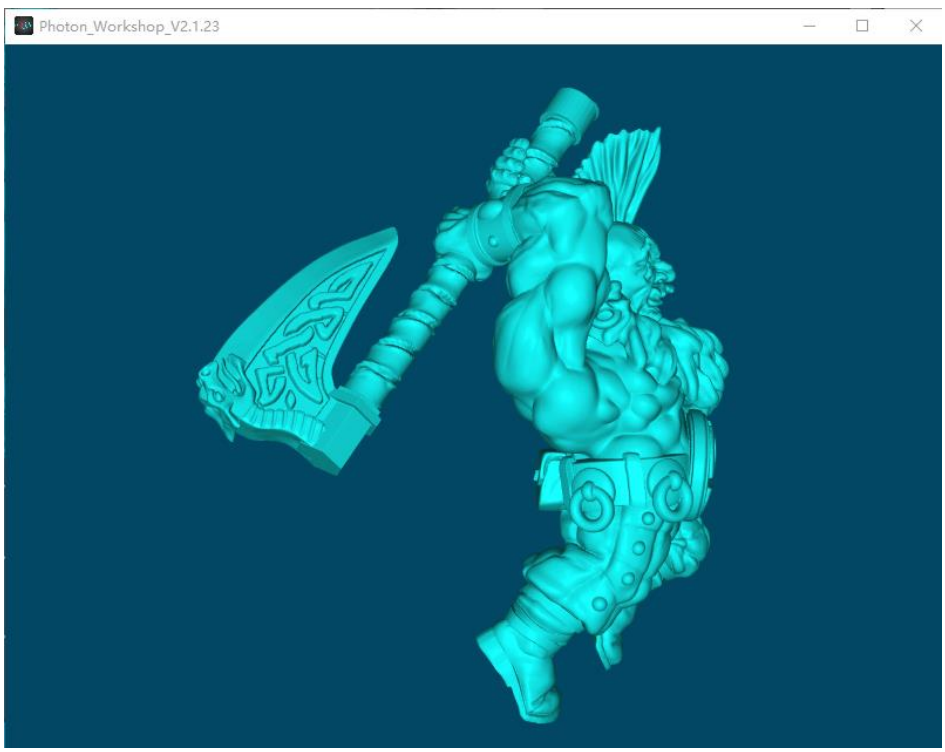
The model name: Barbarian
The author of the model: Titan Forge Miniatures

3. Preview the Image Shown by Machine

Click "View" → "Preview Image" to preview the image shown on the touch screen of machine when it prints the model. Check if there is any fault.

After slicing, you can also click "View" → "Preview Image" in the slice file view interface to check the image shown by machine.

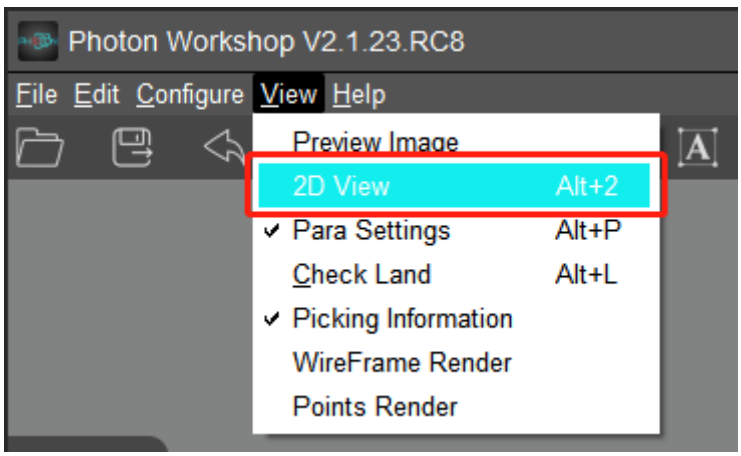


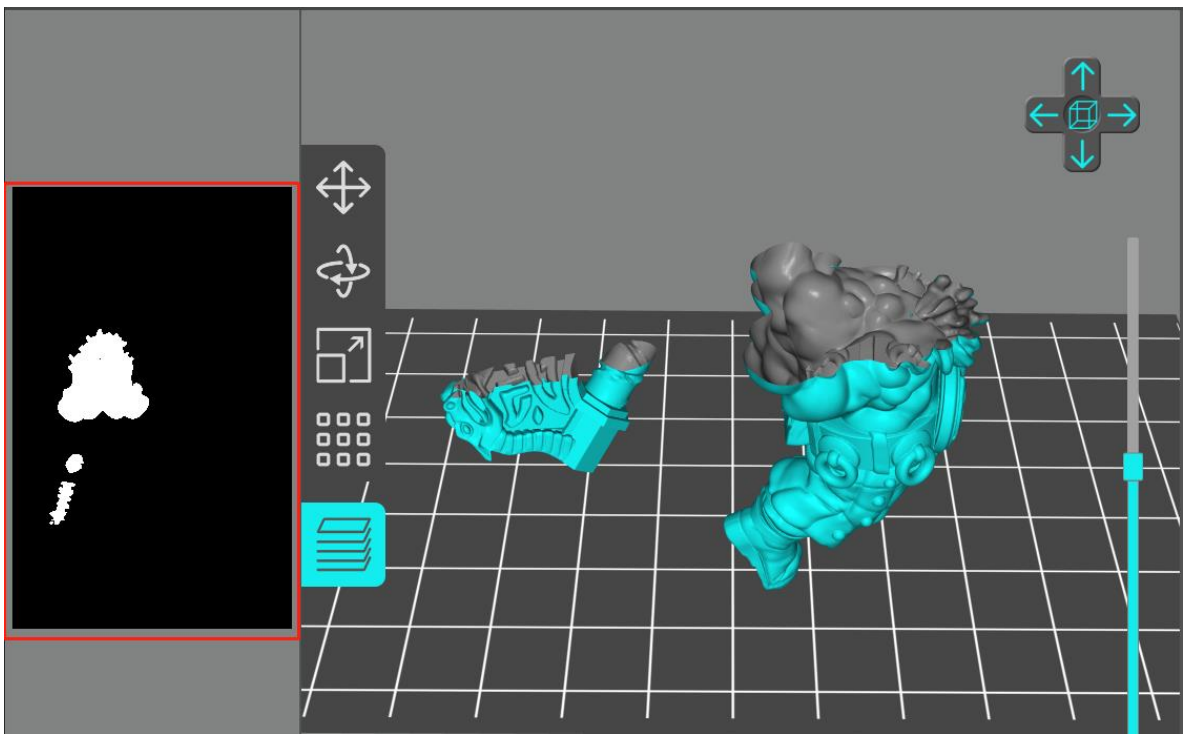


The model name: Slayer Axe
The author of the model: Titan Forge Miniatures

4. Real-time Slicing Image

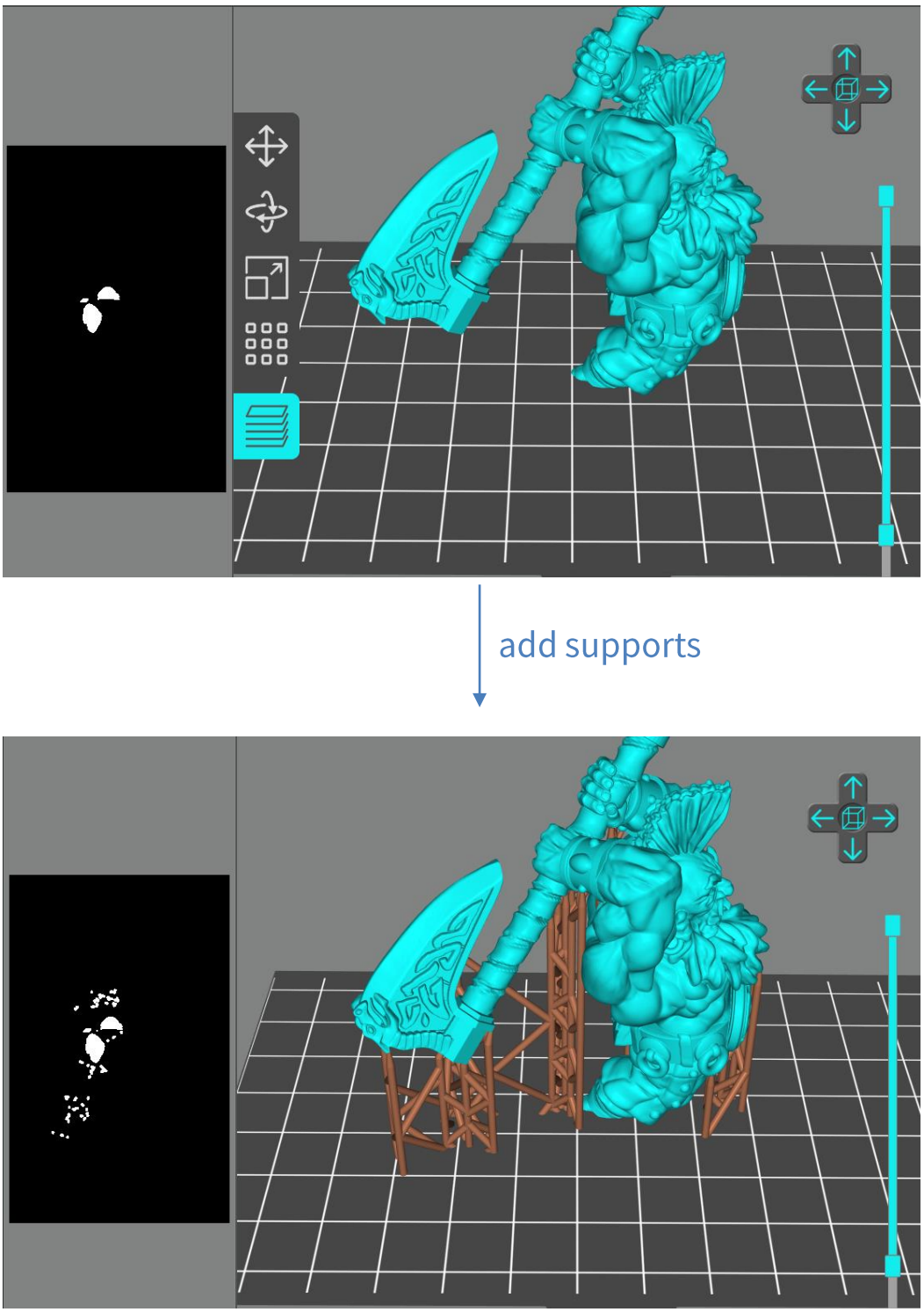
After the manipulation of model, click "View" → "2D View" or press Alt+2, the 2D view will be shown on the left. It displays the image of a certain layer of the sliced model when you drag the slider to the layer.





The model name: Slayer Axe
The author of the model: Titan Forge Miniatures

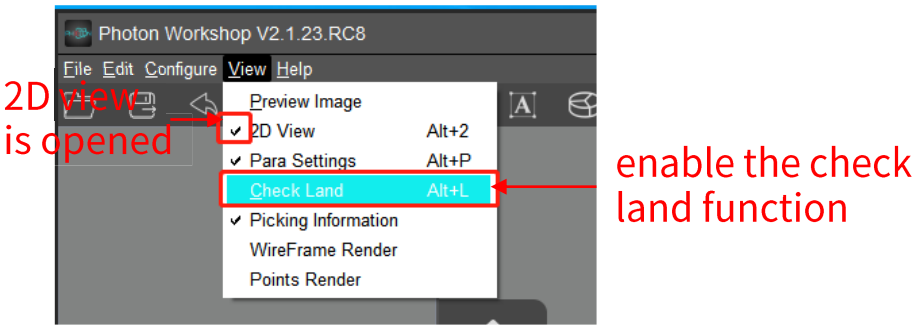
The view can show the status of sliced model in real time.



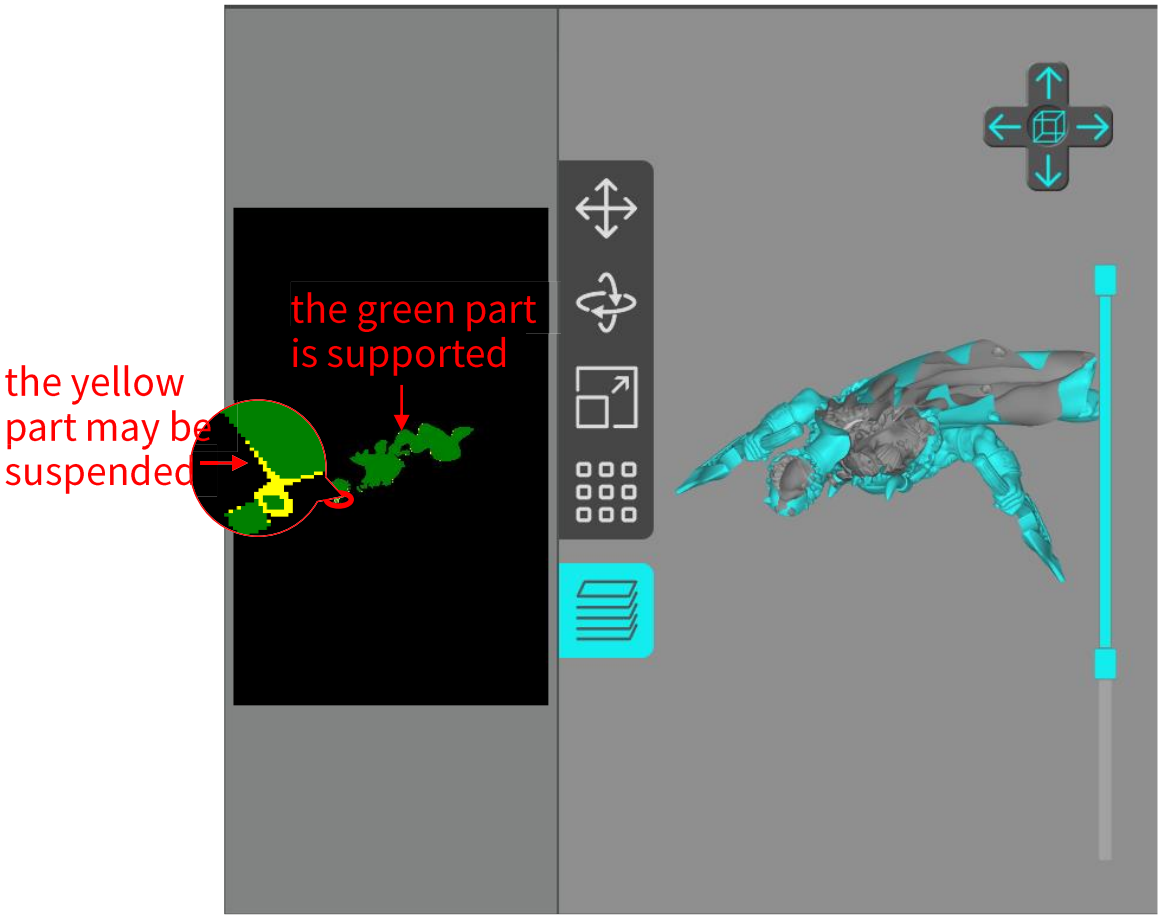
show the status of sliced model in real time

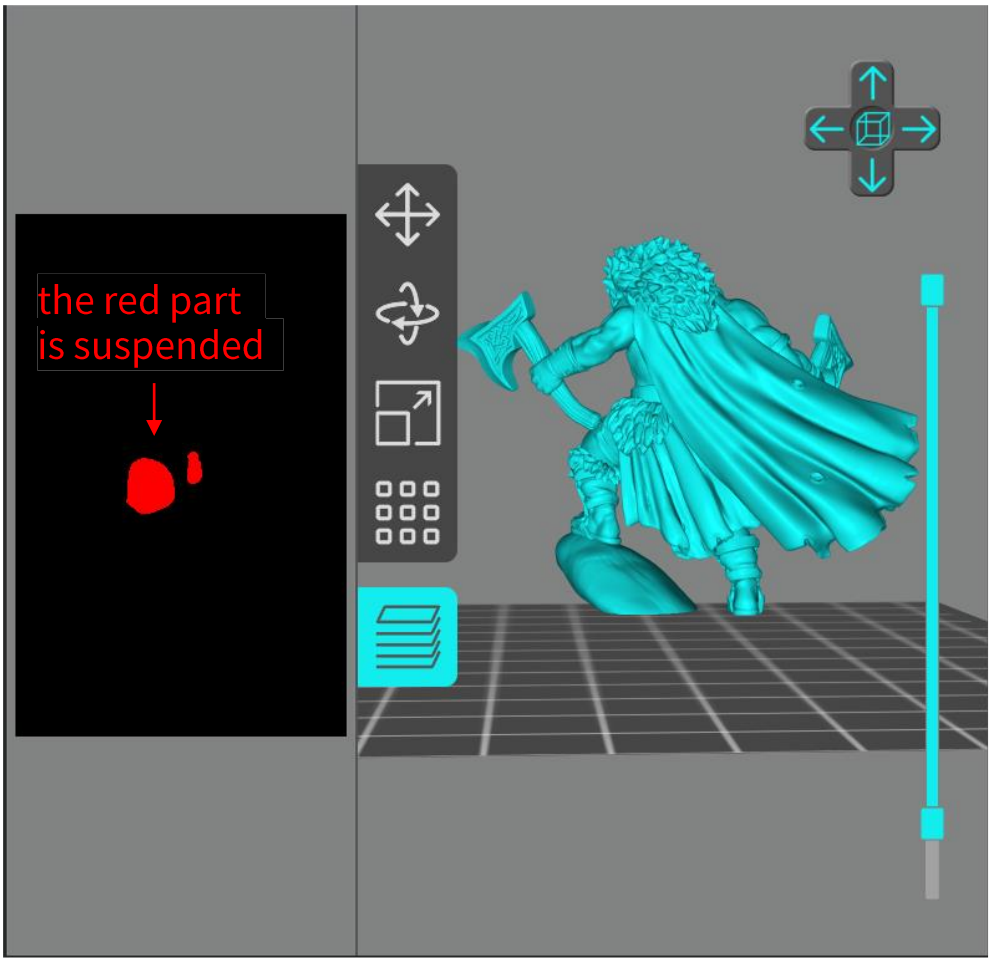
5. Check Land

The check land function can check whether the model remains suspending part in 2D view. Click “View” → “Check Land” and drag slider to check the image of every layer.



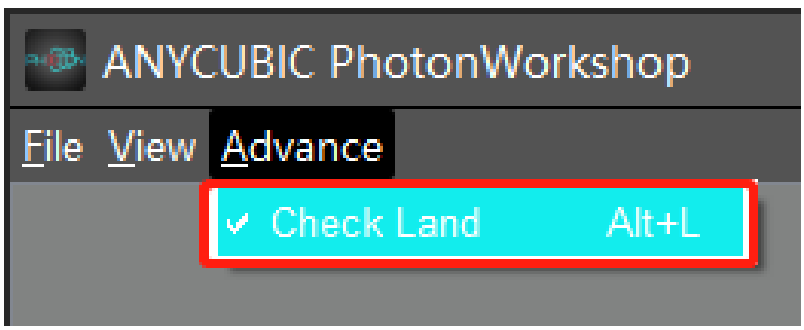
The green part means there is support below; the yellow part is connected to other parts but may be suspended and may need supports; the red part is completely suspended and must be added supports.



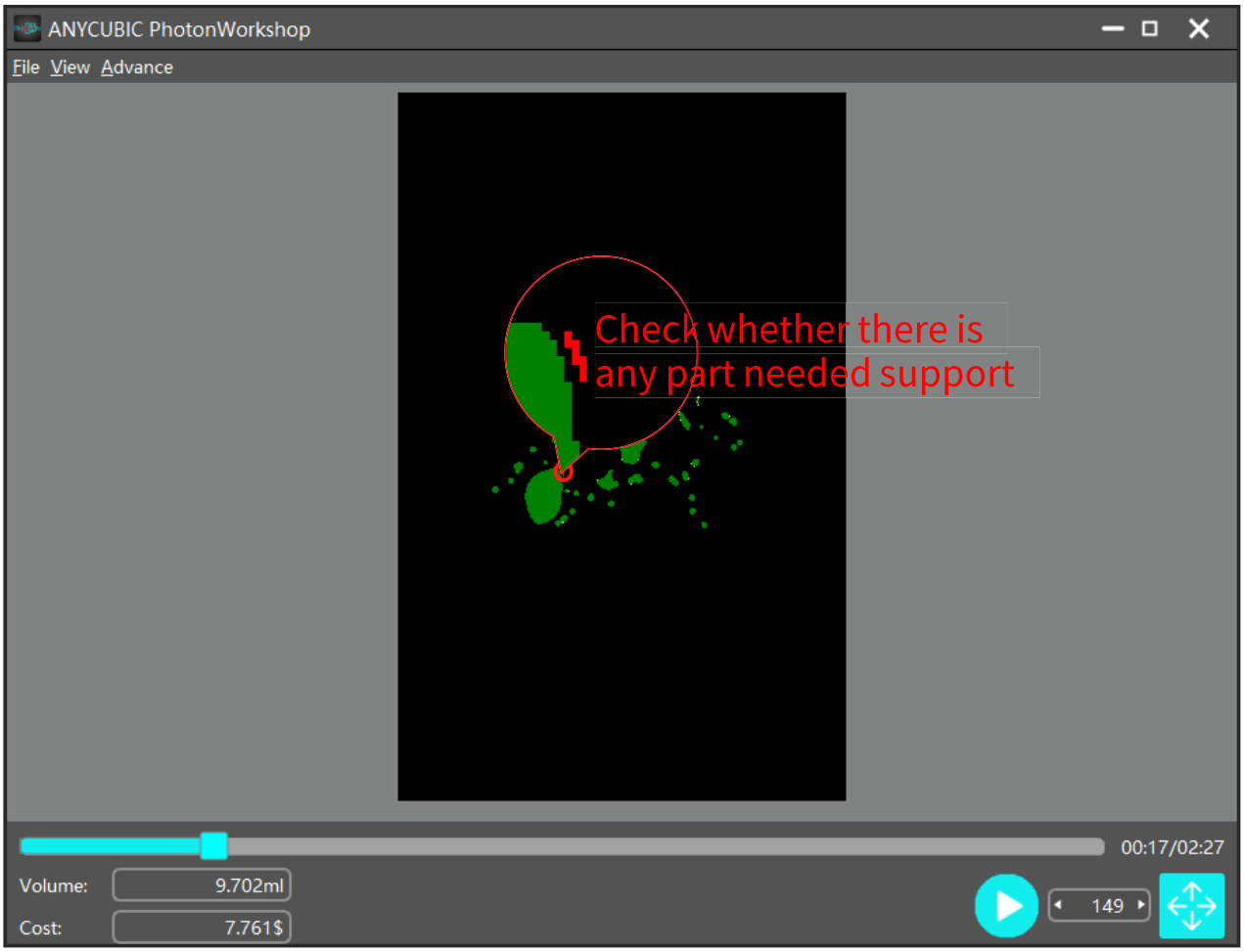


The model name: Barbarian
The author of the model: Titan Forge Miniatures

After slicing, in the slice file view interface, click “Advance” → “Check Land” to check whether there is still any part needed support.

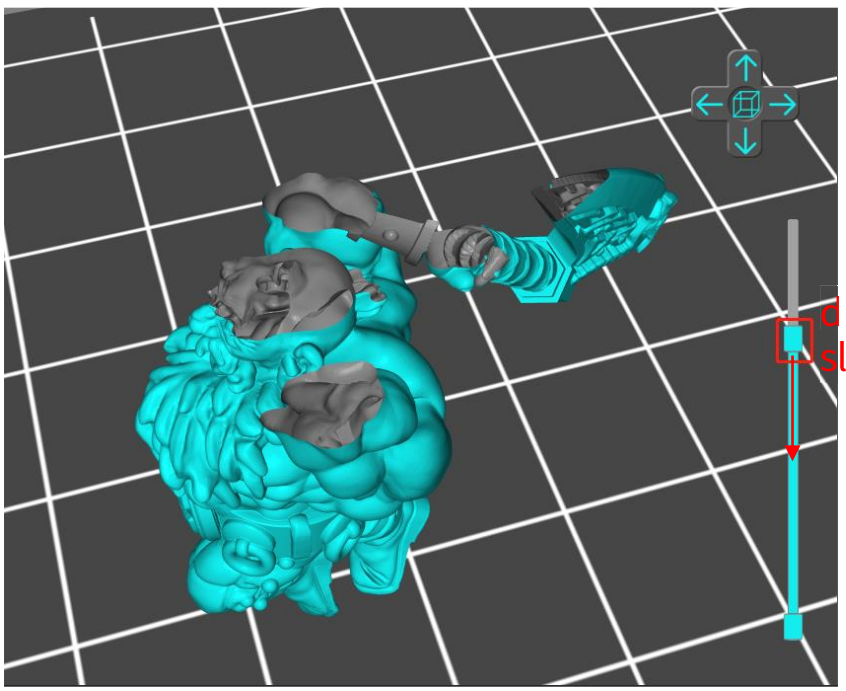


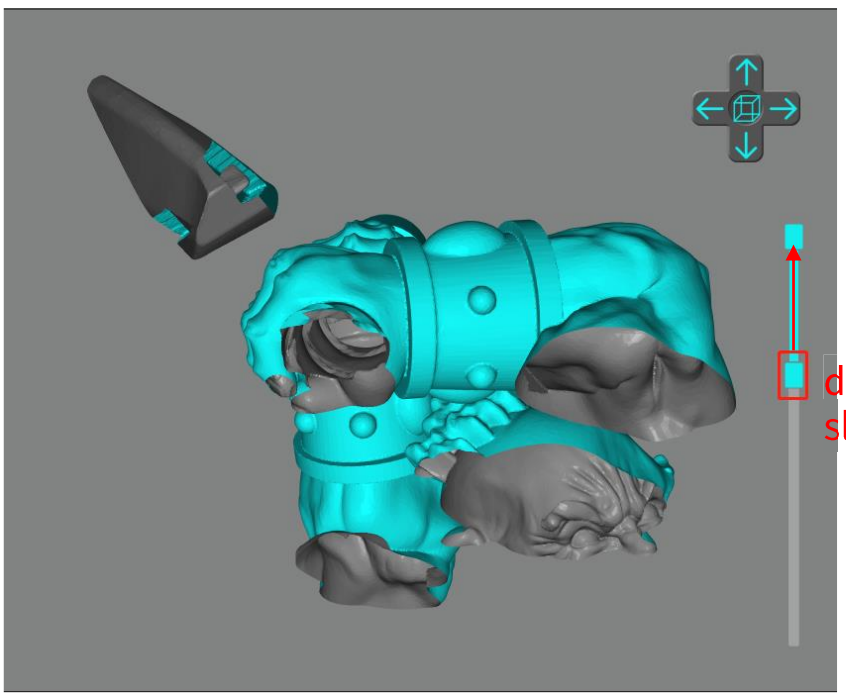
New Function of Slicing Software



6. Dual-direction Slider

The dual-direction slider can be dragged from up to down or from down to up. You can hold the left mouse button on the slider and drag it, or press “↑” “↓” after clicking the slider to see the structure of model. It is easier to add supports at some points by dual-direction slider.

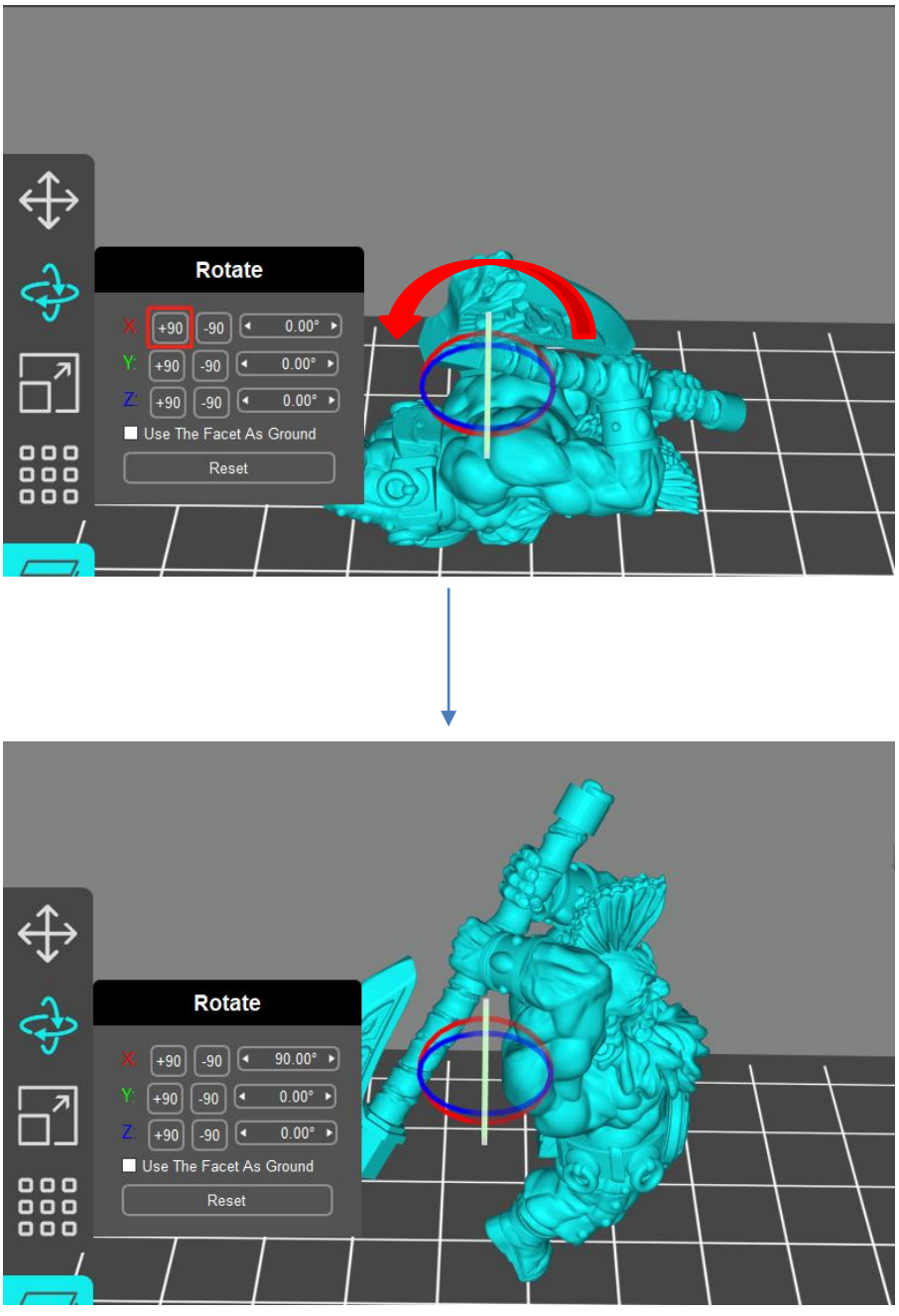




The model name: Slayer Axe
The author of the model: Titan Forge Miniatures

7. Rotate +/-90°

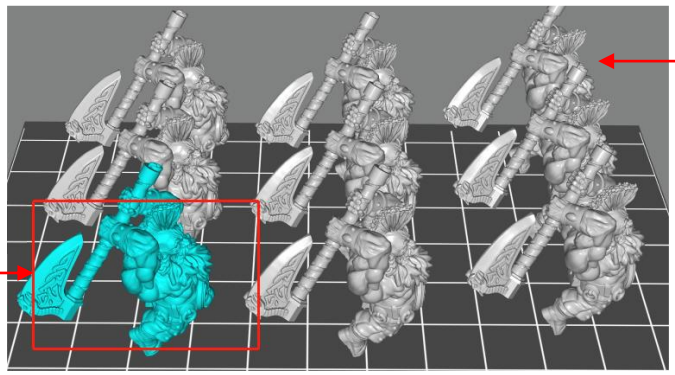
Click +/-90 in rotate window to rotate the model 90 degrees in the corresponding direction.



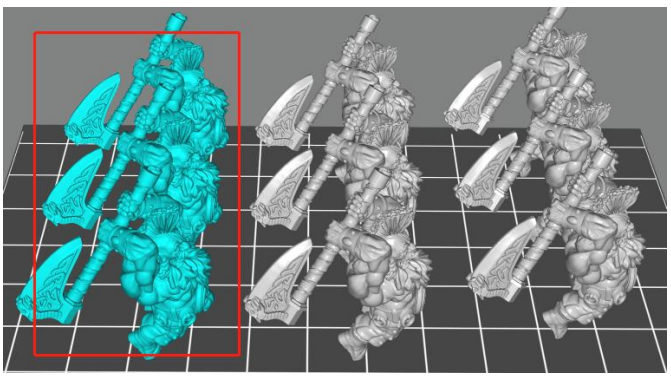
The model name: Slayer Axe
The author of the model: Titan Forge Miniatures

8. Select One/Multiple/All Model(s)

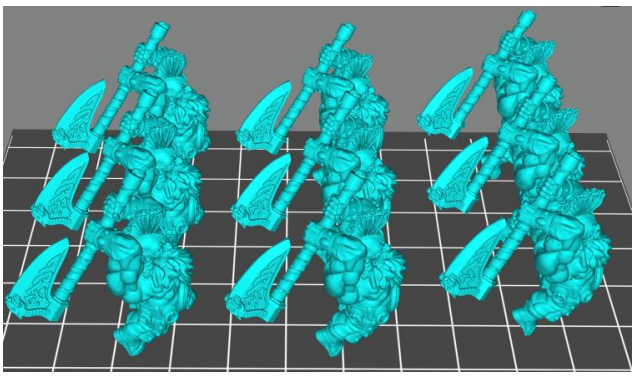
Left click on a model can select one model; Press Ctrl with left click on multiple models to select multiple models; Press Ctrl+A to select all models.



select a model

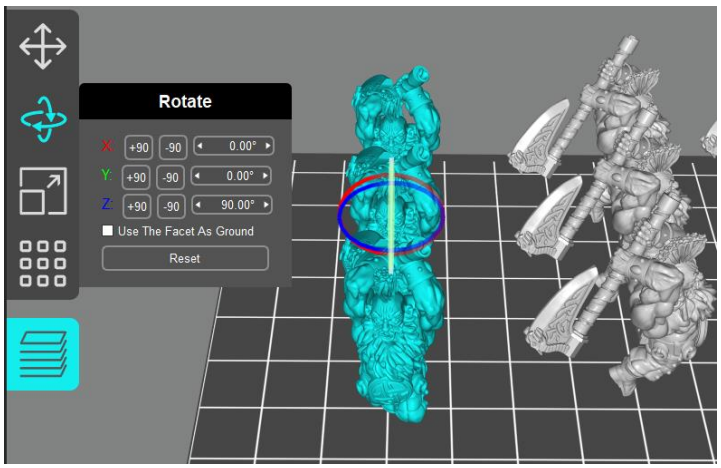


select multiple models



select all models

When import multiple models, you can select one at a time and separately manipulate them; or perform bulk manipulations on multiple models after selecting them.

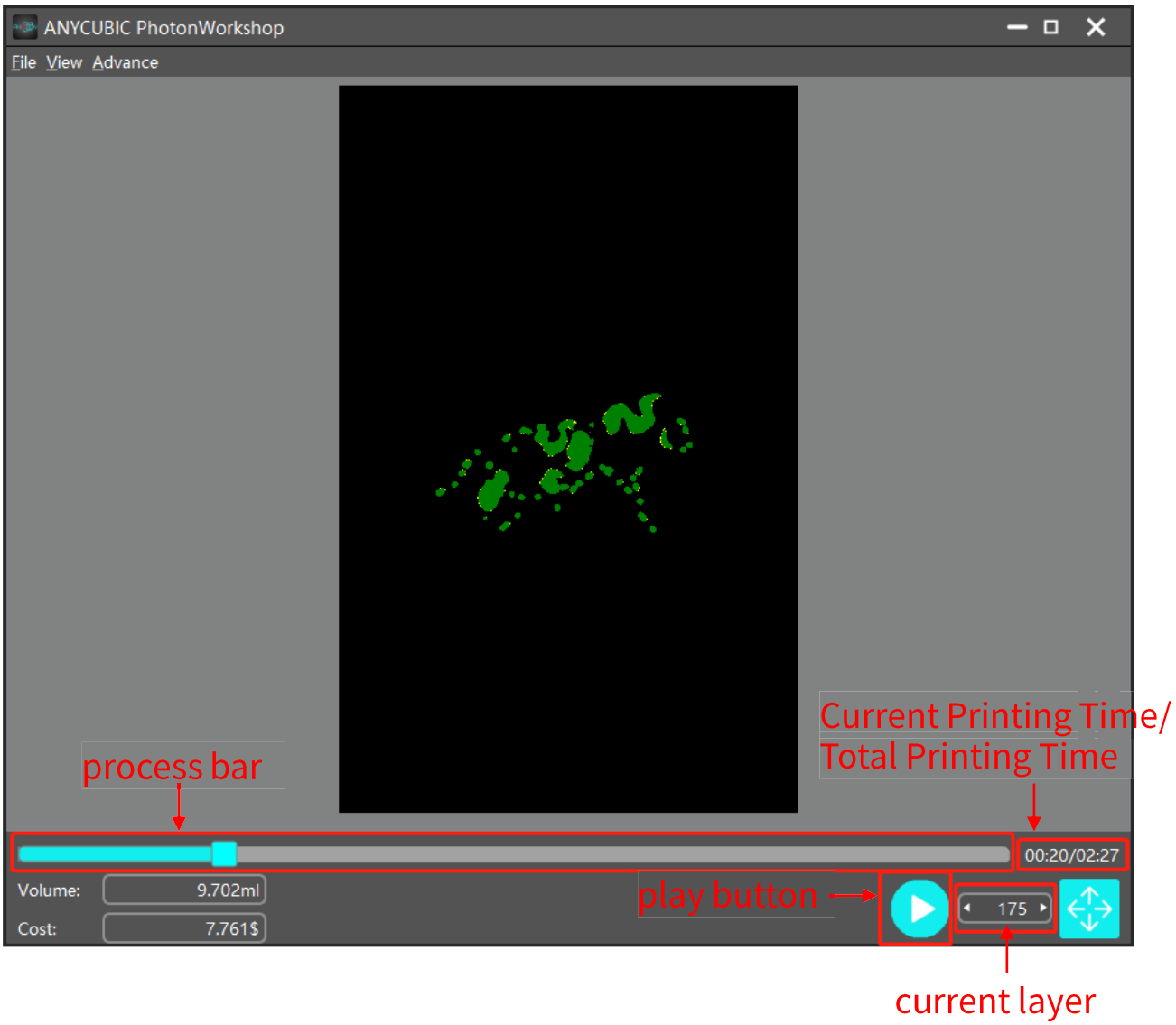


The model name: Slayer Axe
The author of the model: Titan Forge Miniatures

9. New Function of Slice File View Interface

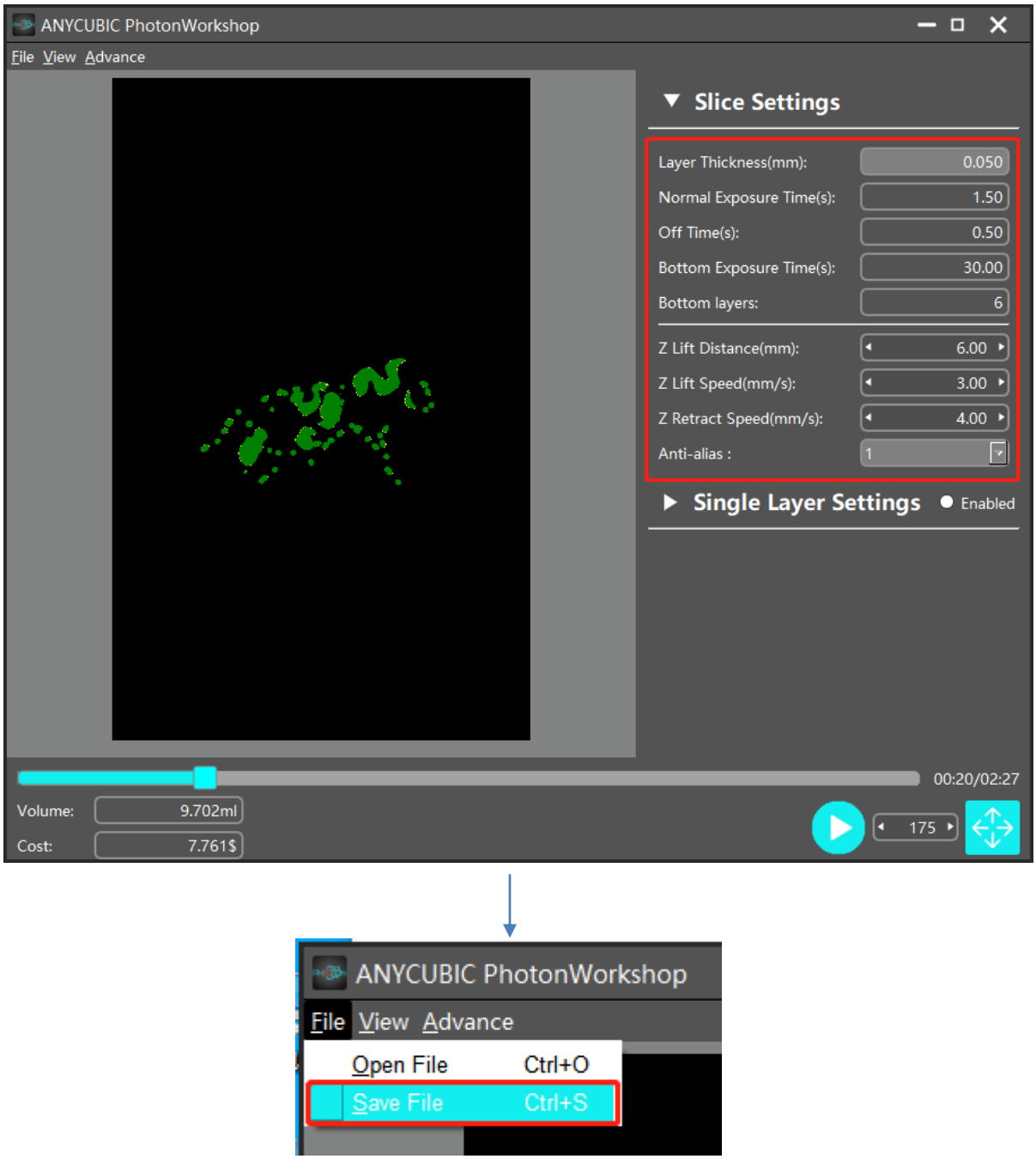
(1) Preview the process of printing

In the slice file view interface, click play button and preview the process of printing. Check the images of slice file to confirm it is error-free.



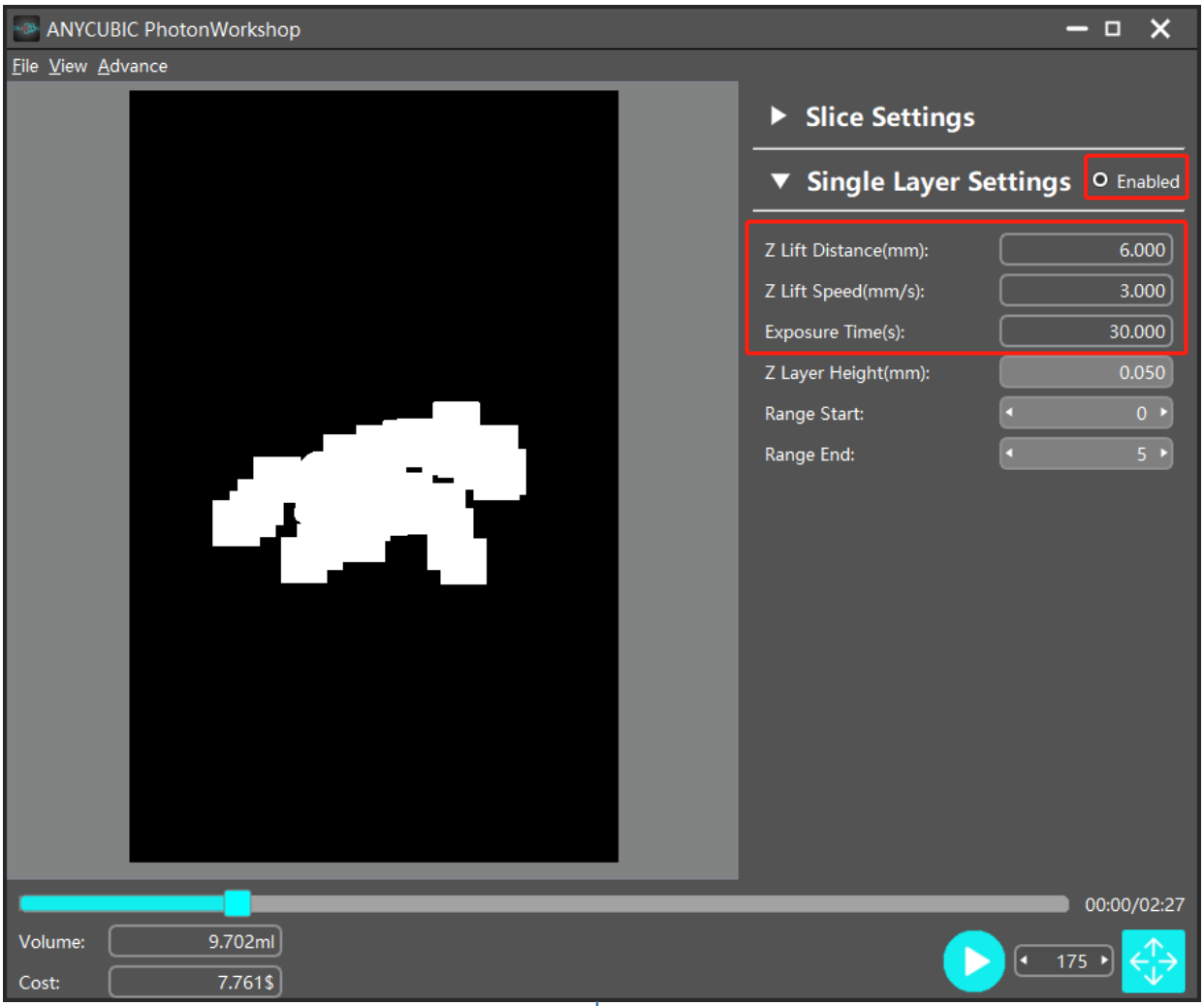
(2) Modify the slicing settings

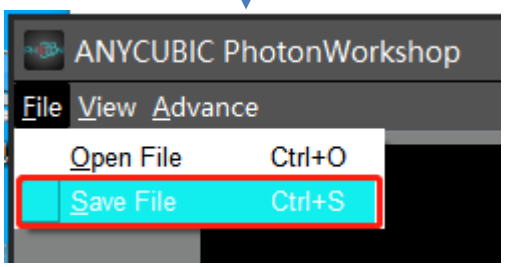
In the slice file view interface, you can set exposure time, off time, bottom exposure time and other slice settings (except layer thickness and anti-alias). Upon finished, click "File" → "Save File" on the upper left corner to save it as a new slice file.



(3) Modify the layer parameter

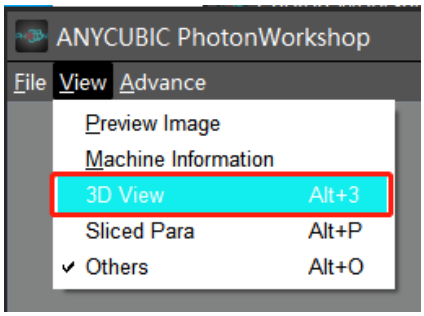
In the slice file view interface, check "Enabled" to set the exposure time, Z lift distance and Z lift speed of the layers in the current interval according to personal requirements. Upon finished, click "File" → "Save File" on the upper left corner to save it as a new slice file.

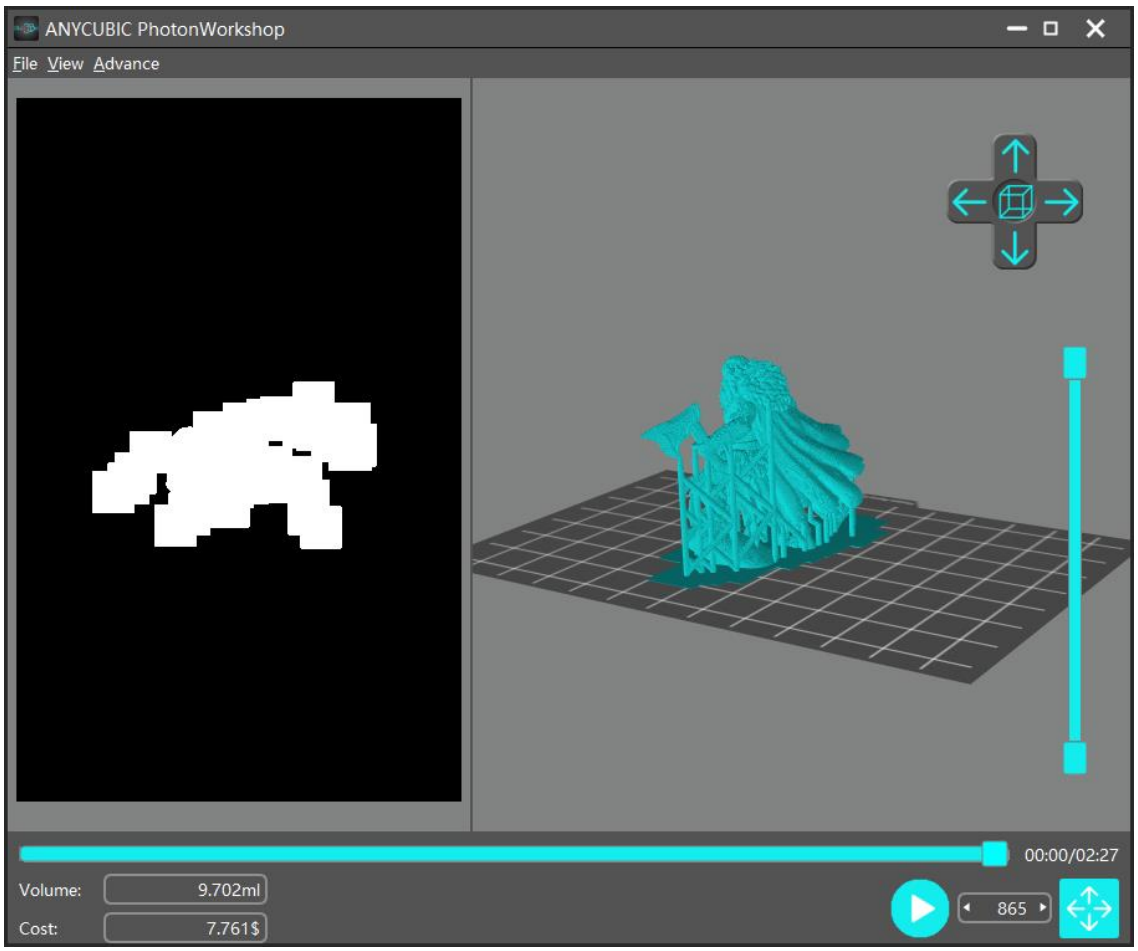




(4) Restore the 3D model

Click “View” → “3D View” to restore the 3D model.





The model name: Barbarian
The author of the model: Titan Forge Miniatures

Note: This function is demanding, make sure the computer is configured to use it.