

imprint幾何特徵功能說明

Α

幾何建模常需要將實體上烙印上幾何特徵,以方便形成網格節點位置所在處, 例如支撐於圓形隧道斷面的位置,本範例的點位即是八角支撐在隧道圓形斷面 的位置。

Geometry>point>create>選擇Center of Points



一次選擇一端點

Geometry>surface>imprint>依表單選擇

一次imprint一點至一個面

不可一次多點至多面

[Caution] Use this function just before meshing! Many geometric functions may malfunction on the imprinted shapes, and the reparing functions will remove the imprinted objects.	
Imprint Point	
✓ 1 Target Surface(s) Selected ✓ 1 Point(s) Selected	
C Direction Select Direction	
2 Point Vector 0, 0, 0 0 0 -1	
C Point on Curve (Ratio)	
C Point Select Ref. Point C Direction of Shortest Path Line	
Connect Two Points by Line	

2

Geometry>surface>imprint>依表單選擇 須注意中間那點到底要選左邊還是右邊的surface要試試看!

 [Caution] - Use this fundamental data with the second data with the	ction just before meshing etric functions may malfur nted shapes, and the rep	! nction aring	
functions wil	I remove the imprinted of	ojects.	
	Shape Selected		
	Target Surface(s) Selected 1 Point(s) Selected		
Imprint Dire O Direction O 2 Point V	ection Select Direction /ector	m	
		0, 0, 0	
C Point on C Point C Direction	Curve (Ratio) ? Select Ref. Point of Shortest Path Line	0.5 nt	
	vo Points by Line		

MIDAS

Geometry>Tranform>tranferlate

往下平移複製三點位至下端

i	
Translate 💽	
Direction & Distance Distance in CS	
C 2 Select Direction	
 	
C Move C Uniform Copy C Non-Uniform Copy	
Distance 30 <	
Number of Times	
OK Cancel Apply >>	

Geometry>surface>imprint>依表單選擇

須注意中間那點到底要選左邊還是右邊的surface要試試看!

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Imprint on Surface				
[Caution] Use this function just before meshing! Many geometric functions may malfunction on the imprinted shapes, and the reparing functions will remove the imprinted objects.				
Imprint Point				
Shape Selected				
1 Target Surface(s) Selected				
1 Point(s) Selected				
Imprint Direction O Direction ? Select Direction				
2 Point Vector				
0,0,0				
001				
C Point on Curve (Ratio) 0.5				
C Point ? Select Ref. Point				
O Direction of Shortest Path Line				
Connect Two Points by Line				



imprint完成後!





Show only "Clay"的mesh set 以同樣方式imprint

16	Imprint on Surface [Caution] Use this function just before meshing! Many geometric functions may malfunction on the imprinted shapes, and the reparing functions will remove the imprinted objects.	33.275
	Imprint Point Imprint Point Imprint Point Shape Selected Imprint Direction Imprint Direction Imprint Direction Select Direction Imprint Vector 0, 0, 0 0 0 - 1	
	C Point on Curve (Ratio) 0.5 Point Select Ref. Point Direction of Shortest Path Line Connect Two Points by Line Connect Two Points by Line	+ + +

imprint完成後!

