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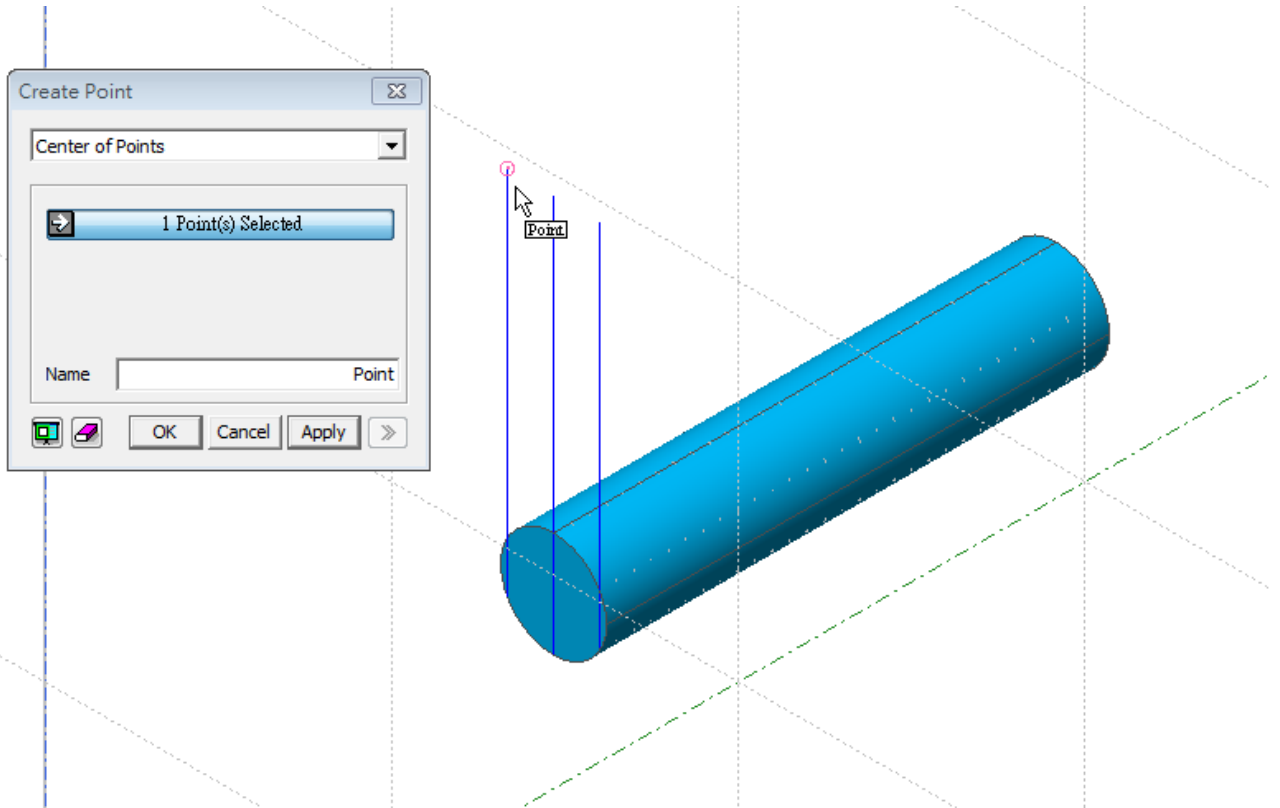
imprint幾何特徵功能說明

A

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

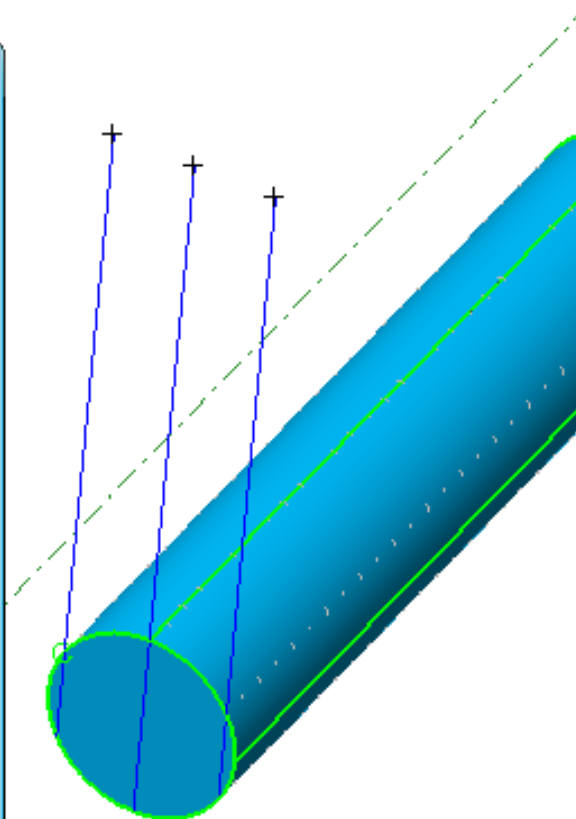
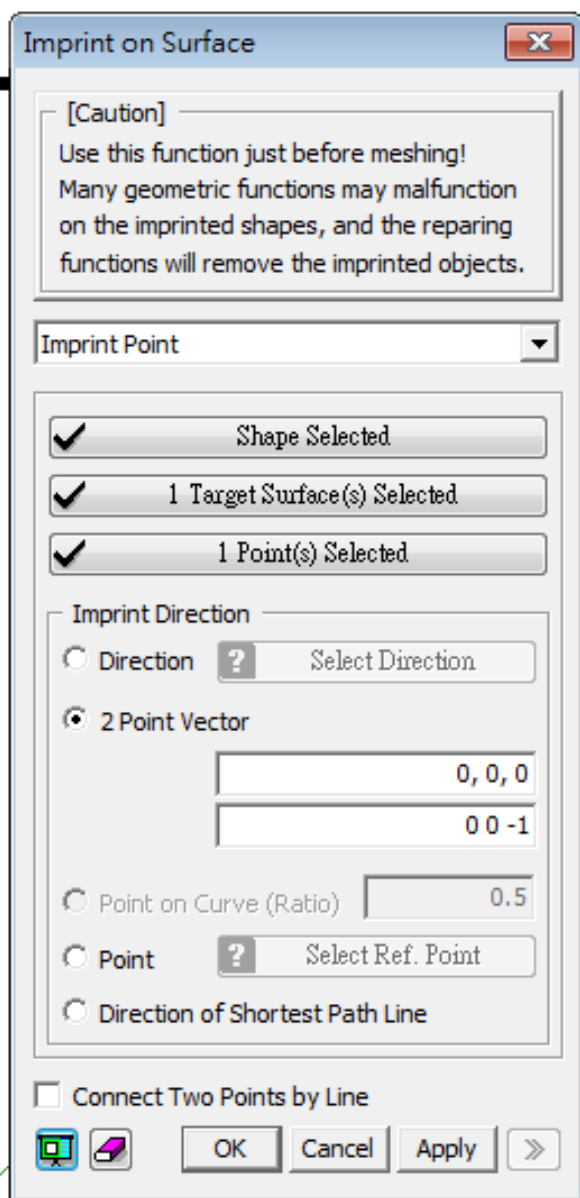
一次選擇一端點



Geometry>surface>imprint>依表單選擇

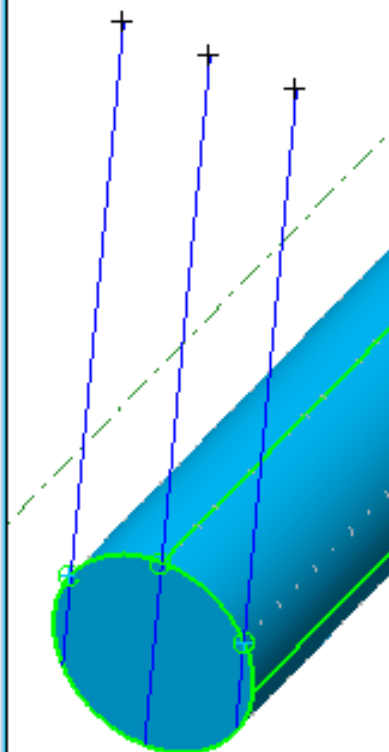
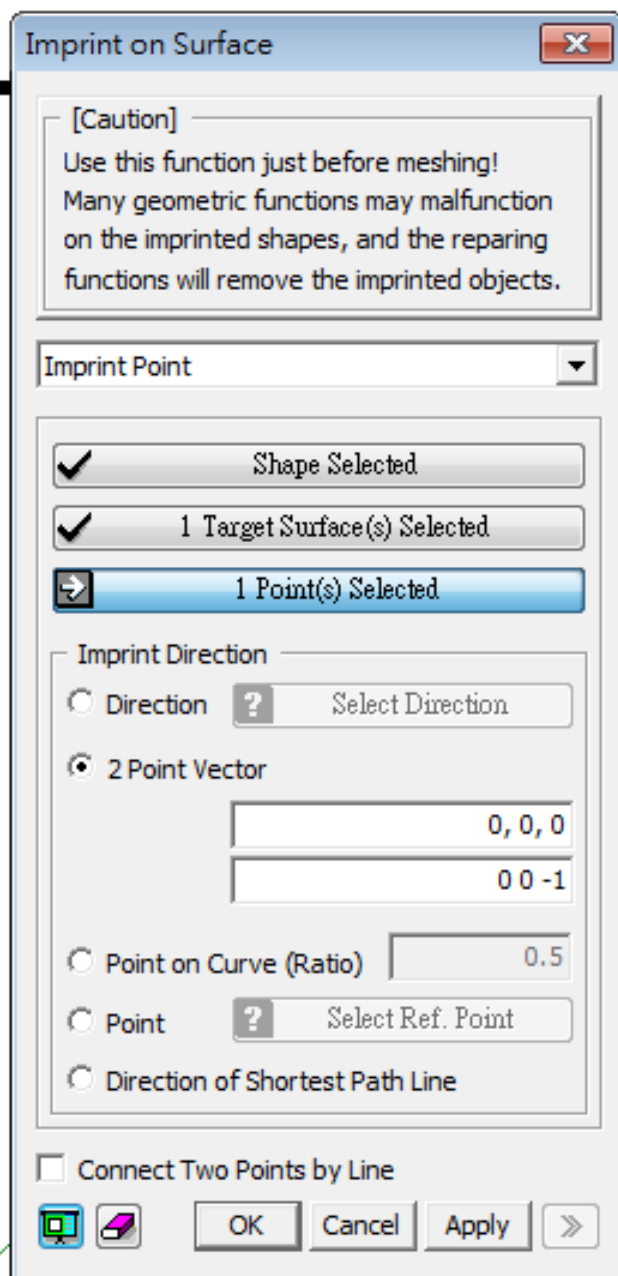
一次imprint一點至一個面

不可一次多點至多面



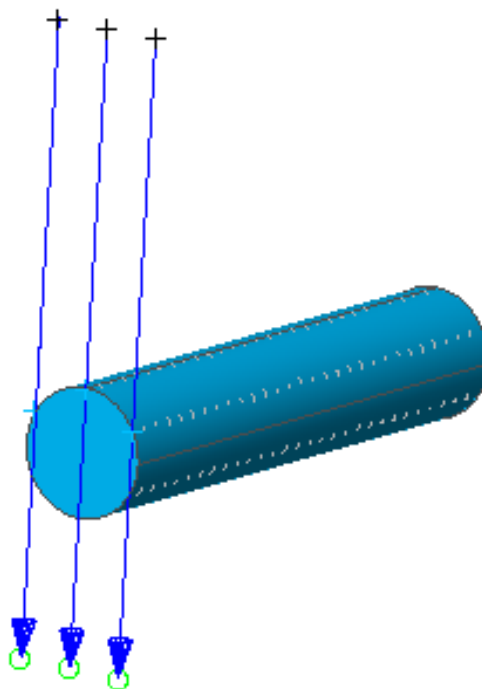
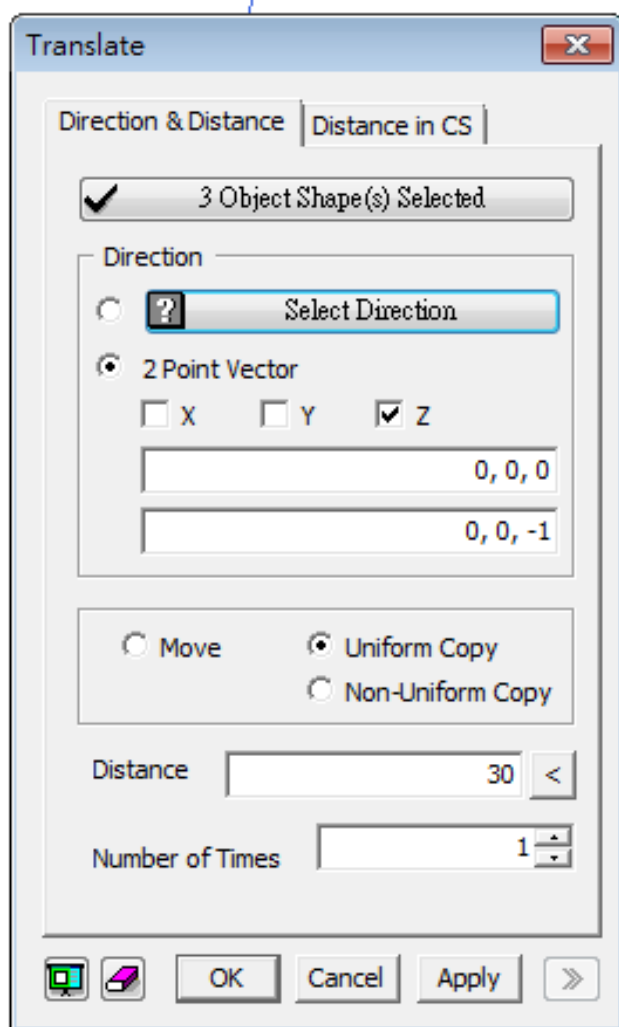
Geometry>surface>imprint>依表單選擇

須注意中間那點到底要選左邊還是右邊的surface要試試看!



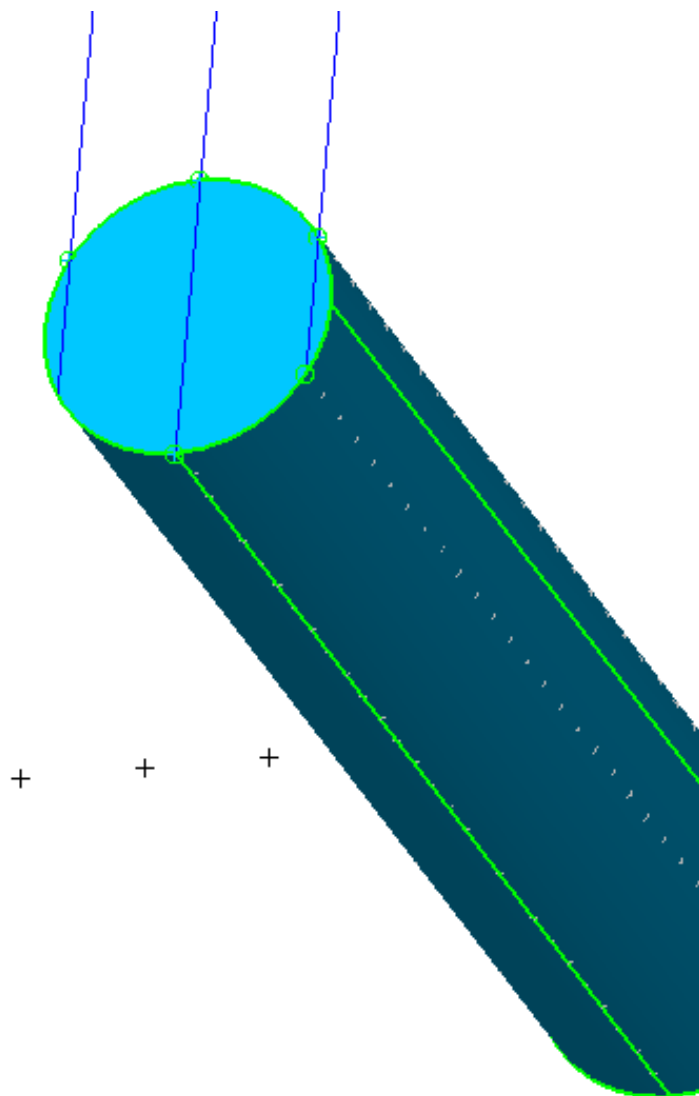
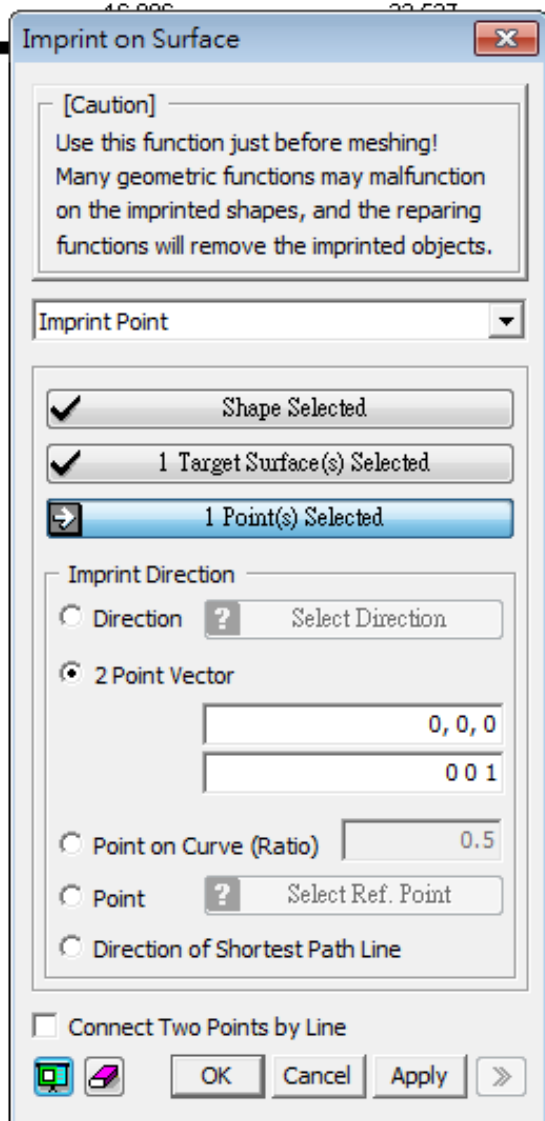
Geometry>Tranform>tranferlate

往下平移複製三點位至下端

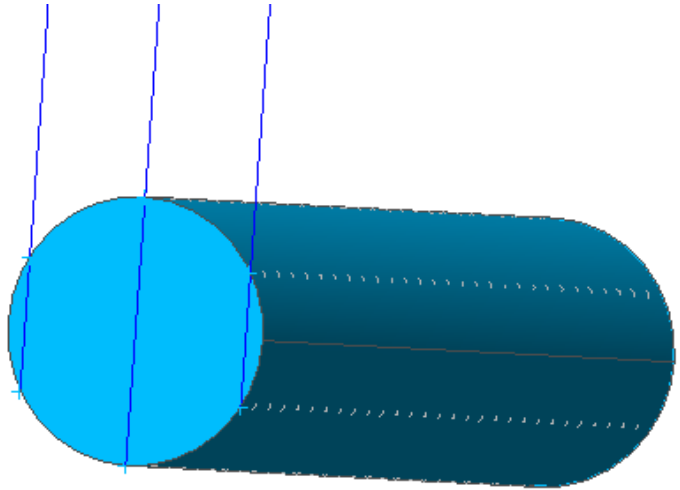
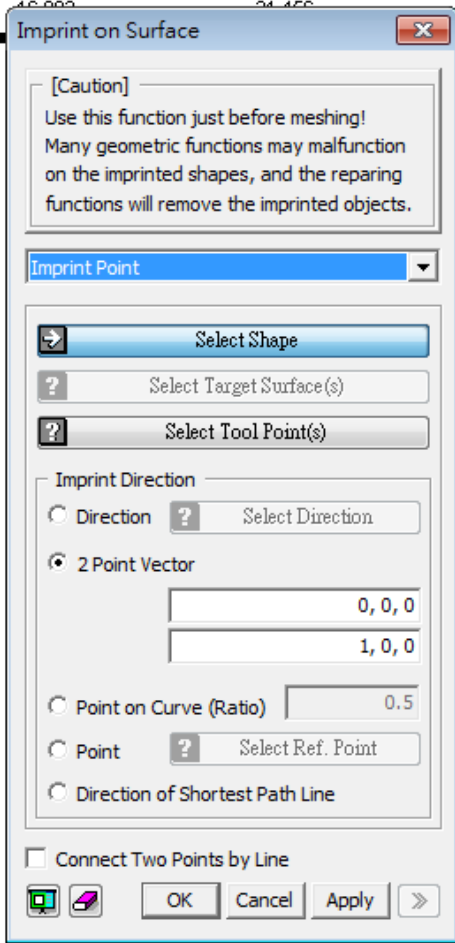


Geometry>surface>imprint>依表單選擇

須注意中間那點到底要選左邊還是右邊的surface要試試看!

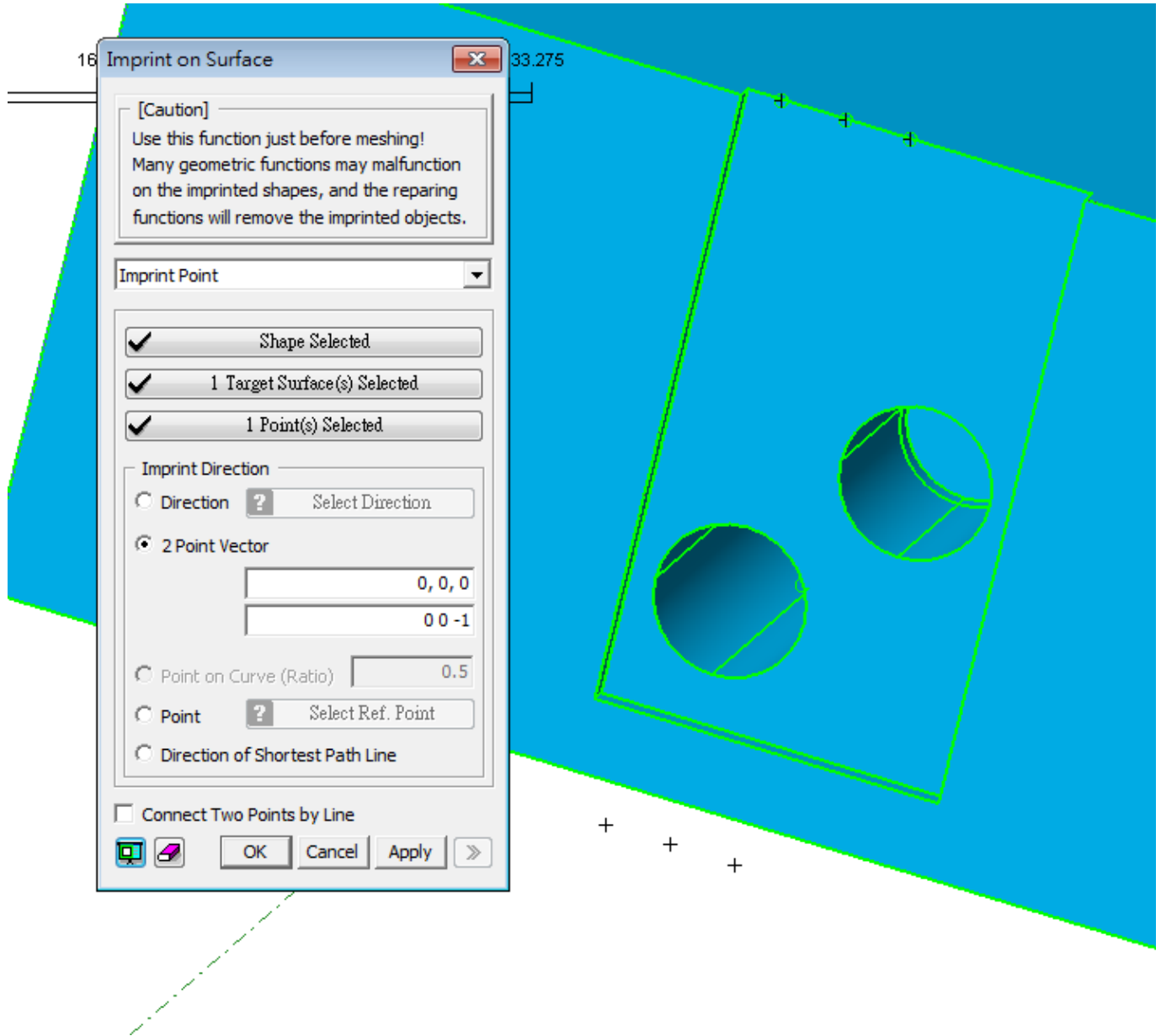


imprint完成後!



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



imprint完成後!

