



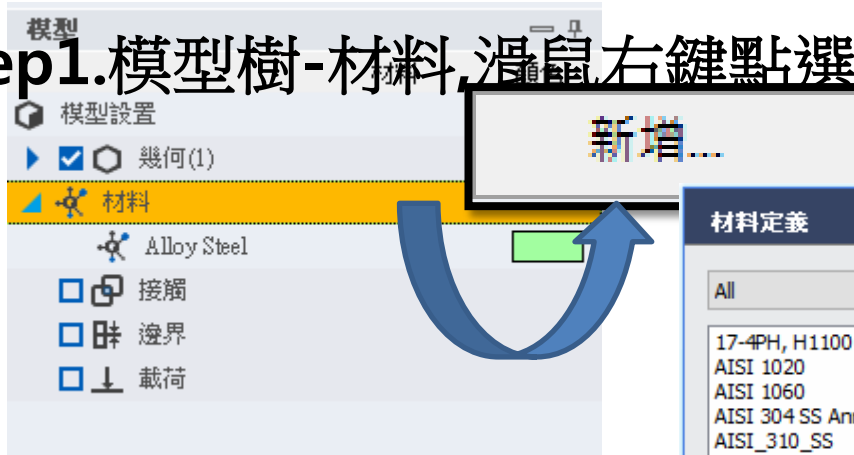
# 前處理-使用者自訂材料

Simple, but Everything.

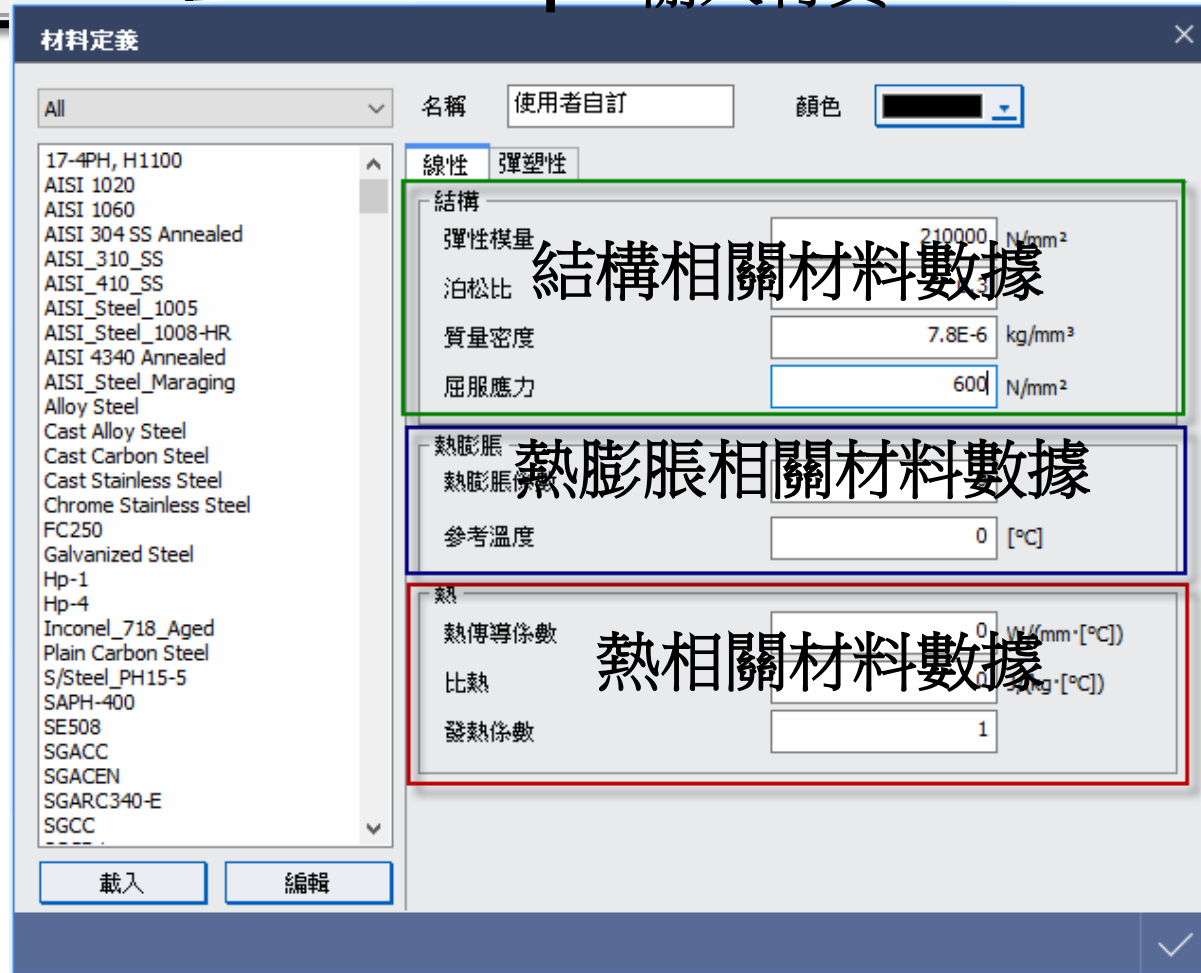
---

# 操作方式1

## Step 1. 模型樹-材料, 滑鼠右鍵點選新增



## Step 2. 輸入材質

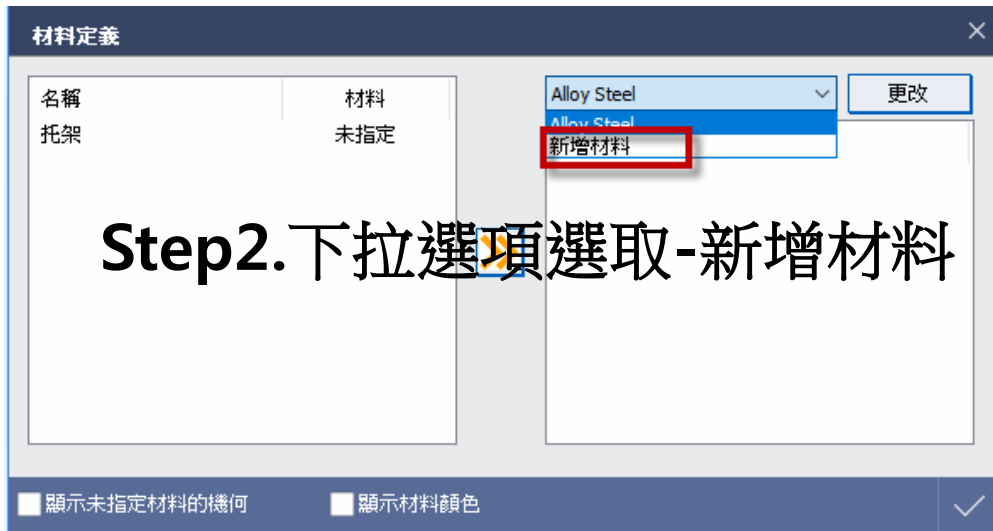


註: Alloy Steel 是預設材料

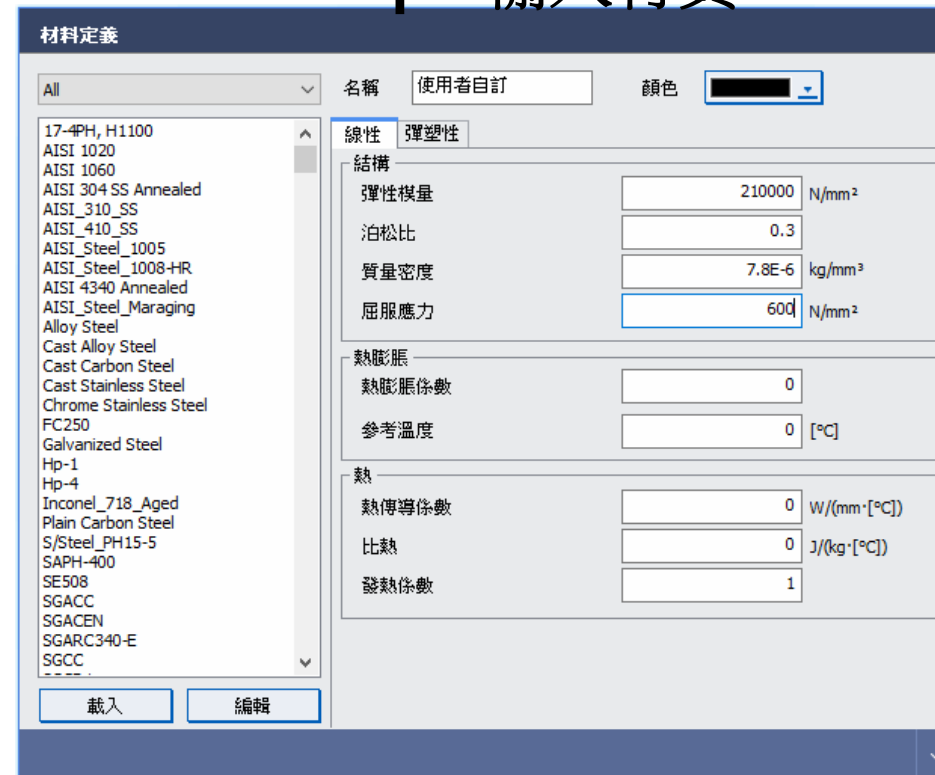
# 操作方式2



## Step1.材料



## Step3.輸入材質



註: Alloy Steel是預設材料