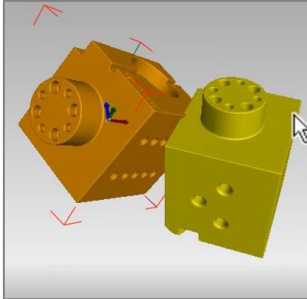


(Re-)Arrangements

VGSTUDIO MAX Working from Home—Registration

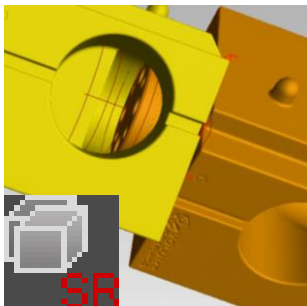
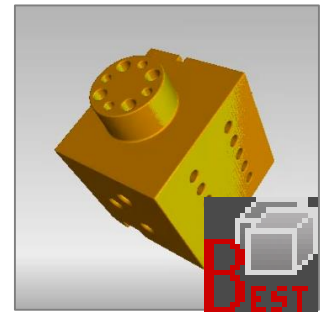


Alignment 101: General remarks for registration

- Use **Advanced** surface determination with **Remove particles and small/all voids** to ensure best registration results
- **Store transformation** and **Apply transformation** let you switch between different registrations of the same object
- Open the lock only for rough placement of objects

The perfect match: Best fit registration

- Maximizes surface overlap of two objects
- Limit to ROIs to specify areas to be matched
- Choose **Consider surface orientation** and **Reverse surface orientation** to match opposing surfaces



Pairing up: Sequential registration

- Map consecutive pairs of geometry elements to fix degrees of freedom
- **Flip orientation** if needed
- Fix remaining degrees of freedom with optional Best fit checkbox

Step by step: 3-2-1 registration

- Does not need a reference object
- Align geometry elements to axes and define the origin
- Switch directions of axes and their order to customize directions

