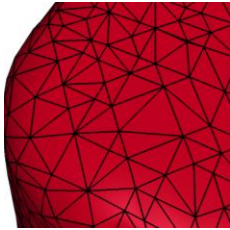


Converting objects

VGSTUDIO MAX Working from Home—Object conversion

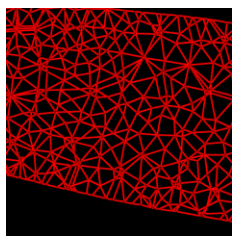
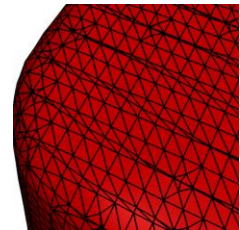
Surface mesh: Ray-based mode



- **Ray-based** mode creates meshes with fewer triangles that adapt better to local structures.
- Use **Resampling** to control the point density.
- Use **Point reduction** to remove points that are too close.

Surface mesh: Grid-based mode

- **Grid-based** mode creates meshes very quickly.
- Use **Resampling** to define the grid size.
- Produces watertight meshes that can be directly used for 3D printing.



Tetrahedral mesh

- Creates a volume mesh based on the determined surface.
- Can be used as an **Integration mesh** for porosity or fiber orientation analyses to create a better model for simulation.
- Can be exported for external FEA applications.

CAD primitives

- Fit **Geometry elements** to your object.
- Use **Measurements > Geometry element actions > CAD from geometry element(s)** to create CAD objects.
- You can create **Solid** elements from cylinders, cones, spheres, and tori.



Fake it 'til you make it



- Convert meshes and CAD objects into a volume object.
- Decide whether you want to create a volume with a surface only or with voxel data underneath.
- This allows you to create data sets for inspection setups before the first part is produced.

