

TUTORIALS

Digital Forming connects designers, retailers and manufacturers.

1a. Interface Introduction

www.digitalforming.com

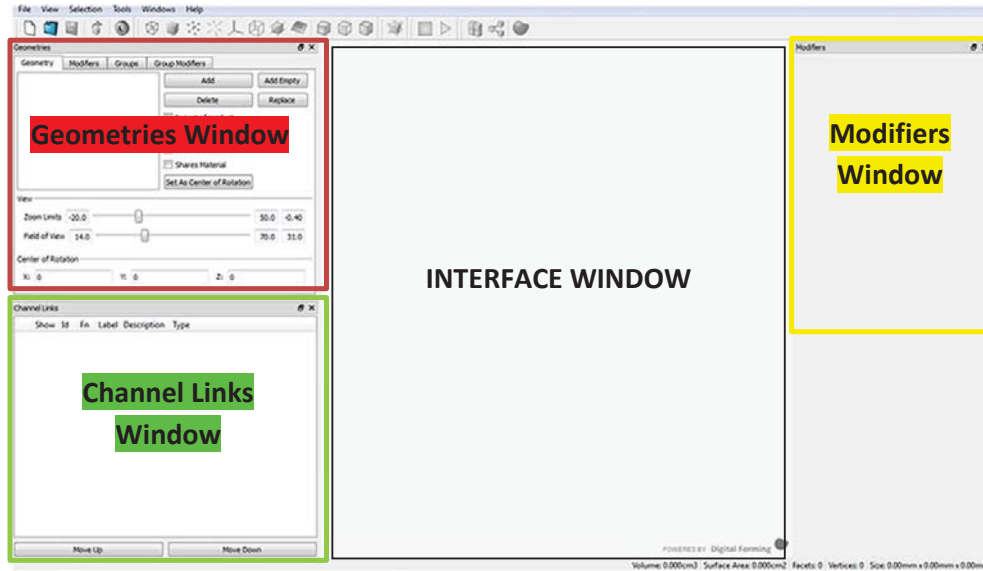
Contact: support@digitalforming.com

Tutorial 1A: User Interface Introduction

Opening ODO

1. You can find the ODO installation on your browsers download folder.
2. On Windows Explorer, go to the folder: C:\Program Files (x86)\Digital Forming Odo v1.00.03.05\bin – ODO.exe
3. Right Click on ODO.exe and select 'Send To'- 'Desktop' to create a shortcut on your Desktop.

When opening ODO and selecting 'New' you will see the following. The main operating windows are named Geometries, Modifiers and Channel Links.



Tool Bar:



- New
- Open
- Save
- Export Stl
- Settings
- Wireframe
- Solid
- Show Vertices
- Show Normals
- Show Axis
- Show Bounding Box
- Switch View- Orthographic/ Perspective
- Smooth/Shaded
- Front View
- Back View
- Top View
- Select Visible Vertices
- Stop
- Play
- Show Geometry Window
- Show Channel Links Window
- Show Modifiers Window
- Preview

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Tutorial 1A: User Interface Introduction

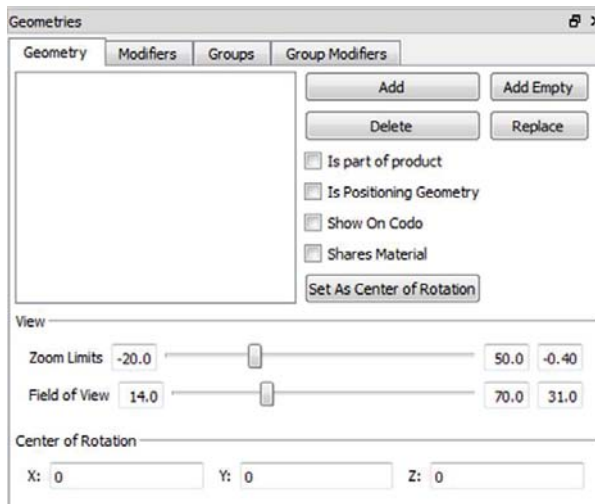
Key Facts for using ODO:

- Use Right Click to move your model around
- When you have created sliders and icons on your interface, use the right click to select them. When the ODO is uploaded the interface icons will switch to using the left click.
- ODO does not have an undo feature
- Use the zoom wheel to zoom in and out
- ODO only imports STL files
- ODO can export STL files, and projects can be saved as .ODO files.

Geometries Window

The Geometries Window is your starting point for creating a Customizer. There are four tabs that enable you to add and delete geometries, manage modifiers, and also create Groups of vertices, and group modifiers which will be explained later.

Below is a brief introduction in to the Geometry Tab, here you can control the geometries that are added in to your ODO project.



Add: Add a Geometry

Delete: Deletes Geometry and any corresponding modifiers.

Add Empty: Adds an “Empty” Geometry (null object) to build on.

Replace: Replaces a selected Geometry without replacing any linked Modifiers.

Zoom limits allow you to control the zoom values on the interface, this can limit how far the user will be able to zoom, making the experience more user friendly for them, as

they cannot zoom out to extremities where they may not be able to see the product on the screen

Tutorial 1A: User Interface Introduction

ODO is designed to create customizable products for 3D Printing. To create customizable designs in ODO, you may sometimes have to import geometries that you won't actually need to be printed, but are used to put the product in context, or used for positioning. This is why you are given the below options.

- Is part of product
- Is Positioning Geometry
- Show On Codo
- Shares Material

'Is Part of Product' This should be ticked when the geometry is going to be part of the final product, and will require 3D Printing. You may have other standard components that are part of the final product but do not require 3D Printing, in this case you would not tick this box.

'Is Positioning Geometry' This should be ticked if the geometry you have imported is just for positioning. i.e. you are using it as a reference point to position other geometries around it. It will become clear how this can be useful as you become more familiar with ODO. When a geometry is set as a positioning geometry it will show as wireframe.

'Show On CODO' Tick this when you want the geometry to show on the customisation. You may want this un-ticked if you have used a geometry for positioning and don't want your end customer to see it.

'Shares Material' Tick this if you want all of the geometries to show in the same material. You can use this tool to change the colour of individual geometries. This can be useful if you have a product with a standard component in that would be made of a different material, for example a pen insert, necklace chain or earring hook.

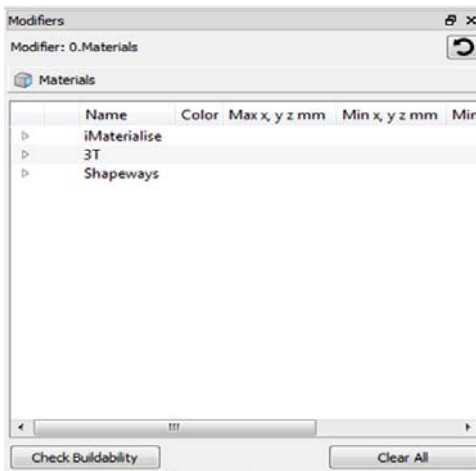
Tutorial 1A: User Interface Introduction

Modifiers Window

Modifiers are applied to a model to add customization to your product. This could be adding text, shape modification, assembly modifications, or adding dynamic skins.

The Modifiers Window is where you control the Modifier tools. Depending on which Modifier you have selected, the window will automatically change to show all of the relevant tools. When a geometry is first added, the window defaults to show the Materials Modifier.

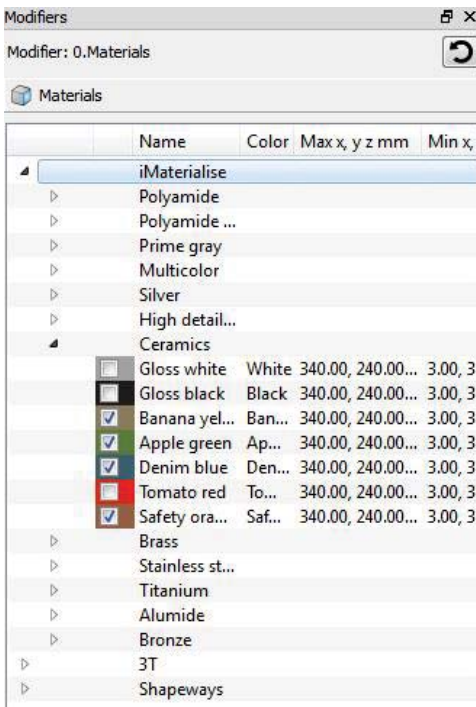
Below is an example of how the Modifiers Window shows the Materials library.



The Materials tab is where you select the materials you would like your product to be made of, i.e. nylon, ceramic, silver, stainless steel etc.

You can select multiple materials as long as you have checked that your product can be made in the selected material. You can check this by seeing our Design Guidelines.

We currently work with multiple manufacturers (Bureaus), each of these offer a selection of different materials, by selecting the arrow to the left of the bureau name, you will see their library of materials.



Once you have found the materials you want your product to be made in, simply tick the boxes next to the material name.

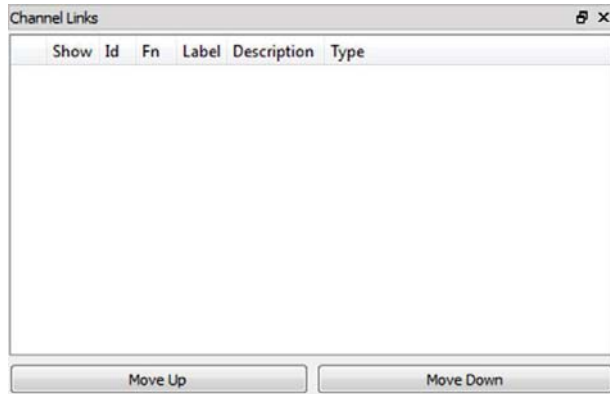
These are the material options that your end user will then see, and the only materials your product can be manufactured in. Below is an example of an interface with material icons showing.



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Channel Links Window

A 'Channel Link' links the Modifiers you have applied to your model with the interface, in turn creating interface buttons and sliders that your end user will interact with. This will become clearer as you complete the first few Modifier tutorials.



The Move Up and Move Down buttons allow you to re-order elements of your interface; you will see how this is useful as you get more familiar with ODO.

See the first Assembly Modifier Tutorial (2a) for more information on Channel Links.