

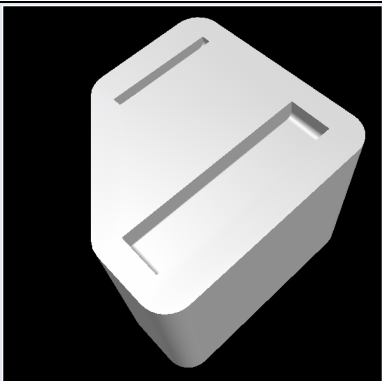
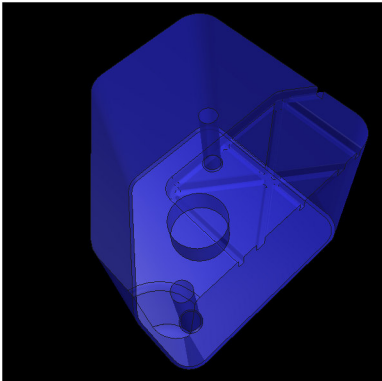
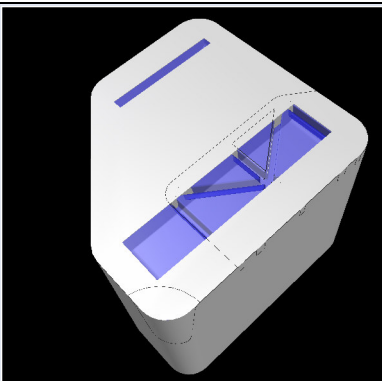


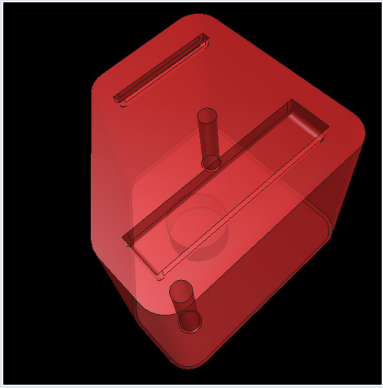
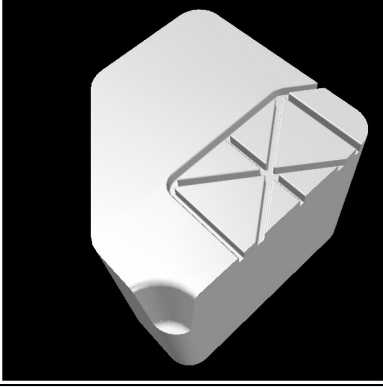
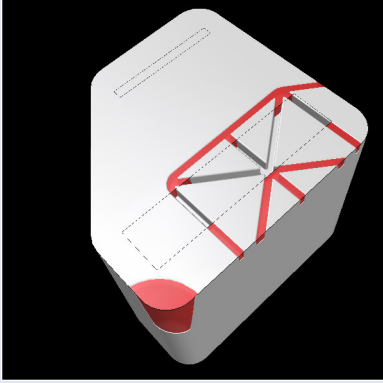
## Compare Two Models in SpinFire Professional

You can use SpinFire Professional to visually compare two models and display the material that has been added or removed. The technique involves laying the new and original models over one another and then changing the color, transparency, and render mode of the models.

**Disclaimer:** The following procedures produce a *graphical* effect that can be used to visually compare two models. Because part transition tolerances can affect precision, this technique should not be used to provide an exact volume comparison but should be used only for a visual comparison of two models.

The following two tables summarize the compare model operations:

Show Added Material	
1. Import the two models into SpinFire Professional	
2. <b>Original Model:</b> <ul style="list-style-type: none"><li>• Color = White</li><li>• Transparency = 0%</li><li>• Render Mode = Smooth Shading</li></ul>	
3. <b>New Model:</b> <ul style="list-style-type: none"><li>• Color = Blue</li><li>• Transparency = 40%</li><li>• Render Mode = Smooth Shading w/ Edges</li></ul>	
4. Show both models. Added material will appear in blue.	

Show Removed Material	
1. Import the two models into SpinFire Professional	
<b>2. Original Model:</b> <ul style="list-style-type: none"> <li>• Color = Red</li> <li>• Transparency = 40%</li> <li>• Render Mode = Smooth Shading w/ Edges</li> </ul>	
<b>3. New Model:</b> <ul style="list-style-type: none"> <li>• Color = White</li> <li>• Transparency = 0%</li> <li>• Render Mode = Smooth Shading</li> </ul>	
<b>4. Show both models.</b> Removed material will appear in red.	

The following steps explain in detail the procedures for showing added and removed material:

**To show added material:**

- I. Import the two models into SpinFire Professional.

The two models must be imported into the same document and must be positioned and rotated in exactly the same way so that they perfectly overlap. Both models will be listed in the assembly tree.

To import a model, either go to **File > Import** or drag to file to the Viewer component of SpinFire Professional.

- II. In the original model, change the color to white, the Transparency to 0%, and the Render Mode to Smooth Shading.

1. Select the **Model** tab and expand the assembly tree to show the entries for both models.

If you do not see the Model tab expand the **Model Explorer** by clicking >.

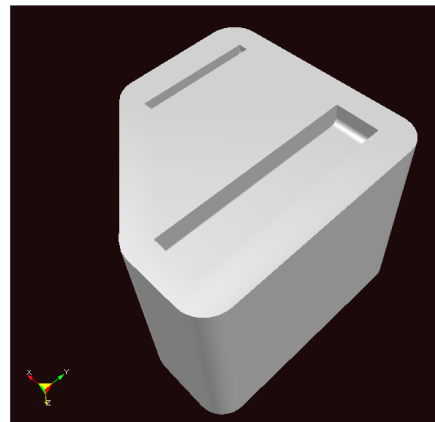
2. Show the original model and hide the new model.

You can change visibility by clearing or selecting the check box in the assembly tree.

3. Right-click the original model in the assembly tree.
4. Point to **Color** and click **Front and Back...**
5. Select white and click **OK**.
6. Right-click the original model in the assembly tree.
7. Click **Transparency...**
8. Set the transparency to 0% and click **Close**.

The slider should be all the way to the left, underneath the "Opaque" label.

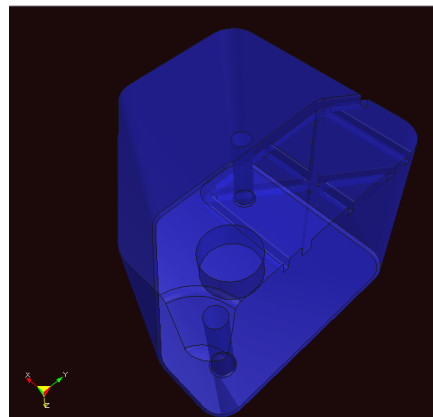
9. Right-click the original model in the assembly tree.
10. Point to **Render Mode** and click **Smooth Shading**.



- III. In the new model, change the color to blue, the Transparency to 40%, and the Render Mode to Smooth Shading w/ Edges.

1. Show the new model and hide the original model.
2. Right-click the new model in the assembly tree.
3. Point to **Color** and click **Front and Back...**
4. Select blue and click **OK**.

Another color may be selected if

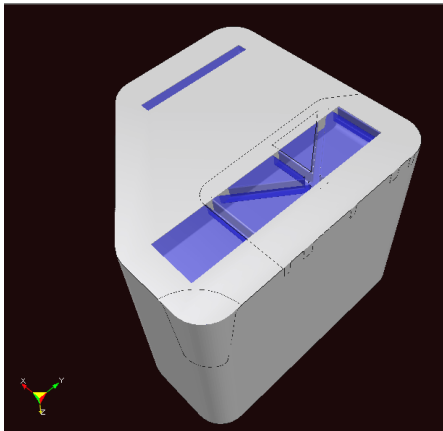


desired.

5. Right-click the new model in the assembly tree.
6. Click **Transparency...**
7. Set the transparency to approximately 40% and click **Close**.
8. Right-click the new model in the assembly tree.
9. Point to **Render Mode** and click **Smooth Shading w/ Edges**.

IV. Show both the new and original models.

The added material will appear in blue.



#### To show removed material:

I. Import the two models into SpinFire Professional.

The two models must be imported into the same document and must be positioned and rotated in exactly the same way so that they perfectly overlap. Both models will be listed in the assembly tree.

To import a model, either go to **File > Import** or drag to file to the Viewer component of SpinFire Professional.

II. In the original model, change the color to red, the Transparency to 40%, and the Render Mode to Smooth Shading w/ Edges.

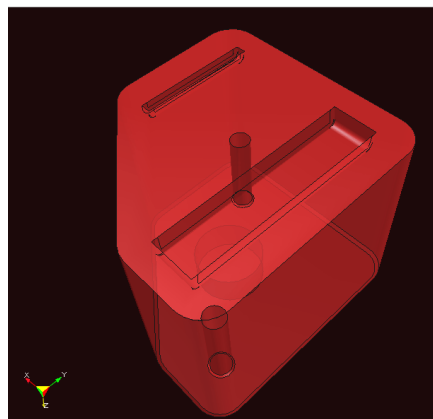
1. Select the **Model** tab and expand the assembly tree to show the entries for both models.

If you do not see the Model tab expand the **Model Explorer** by clicking >.

2. Show the original model and hide the new model.

You can change visibility by clearing or selecting the check box in the assembly tree.

3. Right-click the original model in the assembly tree.
4. Point to **Color** and click **Front and**



**Back...**

5. Select red and click **OK**.

Another color may be selected if desired.

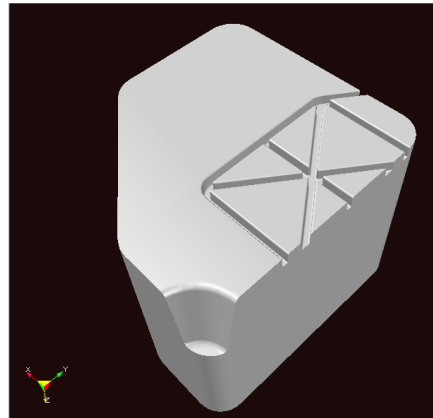
6. Right-click the original model in the assembly tree.
7. Click **Transparency...**
8. Set the transparency to approximately 40% and click **Close**.
9. Right-click the original model in the assembly tree.
10. Point to **Render Mode** and click **Smooth Shading w/ Edges**.

- III. In the new model, change the color to white, the Transparency to 0%, and the Render Mode to Smooth Shading.

1. Show the new model and hide the original model.
2. Right-click the new model in the assembly tree.
3. Point to **Color** and click **Front and Back...**
4. Select white and click **OK**.
5. Right-click the new model in the assembly tree.
6. Click **Transparency...**
7. Set the transparency to 0% and click **Close**.

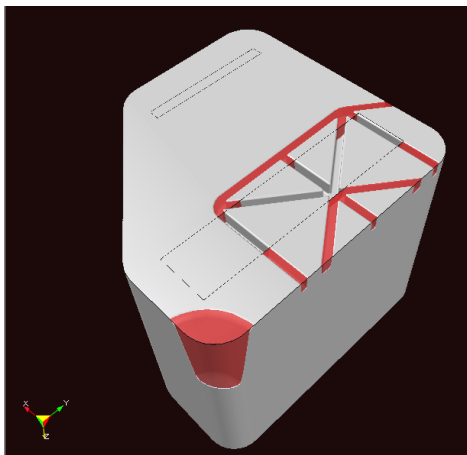
The slider should be all the way to the left, underneath the "Opaque" label.

8. Right-click the new model in the assembly tree.
9. Point to **Render Mode** and click **Smooth Shading**.



- IV. Show both the new and original models.

The removed material will appear in red.



**Note**

- If the added or removed portion is not rendering properly, you may need to adjust the color settings on your computer. Go to Control Panel > Display > Settings and change the Colors to at least 32 bit.

- The video card installed on the system greatly affects how effective this operation is in showing the added or removed portion of a model. Some video cards may display artifacts. Any video card should be updated with the latest driver.