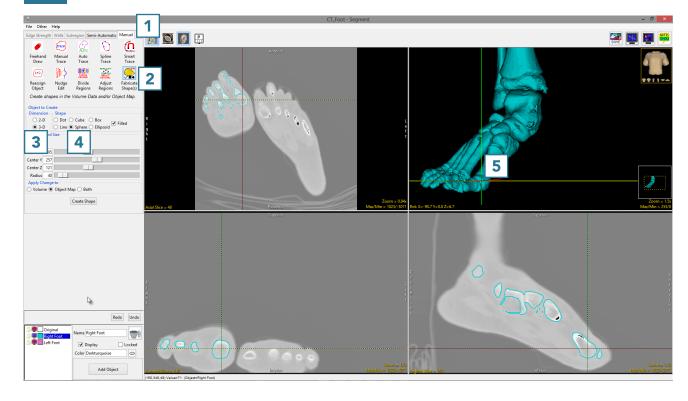
Fabricate Shape(s)

The Fabricate Shape(s) tool allows users to create 2D and 3D objects in the object map or input grayscale data. The tool provides options for users to create shapes interactively or by loading a list of coordinates defined in a text file.

32. Creating a Shape

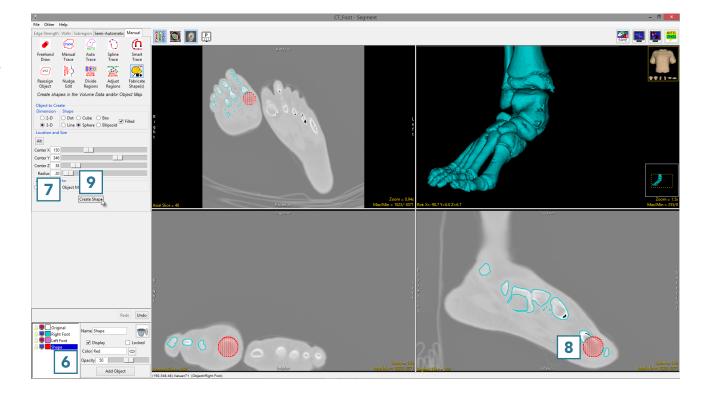
- Select CT_Foot and open Segment.
- Select File > Load Object Maps and load CT_Foot.obj.
- Select Manual 1 and choose
 Fabricate Shape(s). 2
- Set the Dimension to 3Dand set the Shape to Sphere.
- Use the linked cursor to navigate to the location where you would like to create the new shape.





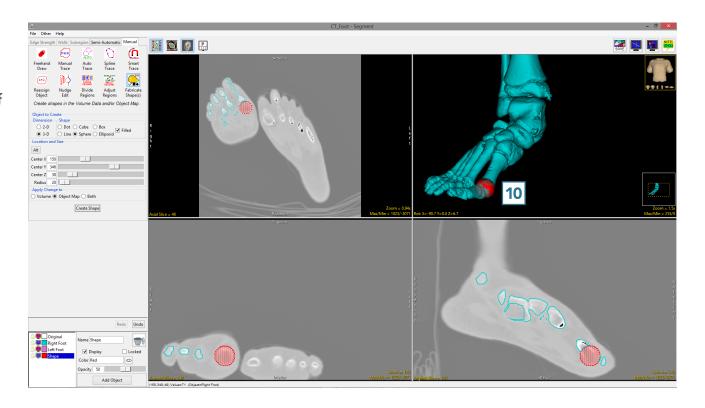
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- Add a new object, name it and assign a color.
- Change the Radius of the sphere
 and drag the 2D shape
 template in any of the images to
 the location you where you want
 to create the shape.
- Select Create Shape. 9



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 The shape will be created and added to the object map. Rightclick on the rendering and select Transparency for a clearer view of the object in 3D.



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