

Color Depth

The Color Depth Settings panel directly controls how the color information in the bitmap will be converted to 3D data.

The **Red**, **Green**, and **Blue** select boxes determine if that component of the color will be used. These can be individually selected (or all turned off) and affect the other options that are available.

The **Color Options** area controls how the RGB values are used in determining depth. All the settings use the pixel's brightness ("High" being bright, "Low" being dim, etc.).

If all the **RGB** select boxes are off, then the **Non-Color Options** area is visible and active. Random will generate 3D elements at a random location wherever there is a non-zero pixel in the bitmap. Random Line and Random Column will generate a series of random lines or columns and then place 3D elements on that line or column for any non-zero pixels. Random RGB is similar to Random, except that the 3D element will be equal to or less than the brightness of each pixel.

Reverse Color Depth does just that, brighter pixels become dim, dim pixels are changed to bright, and so on. So a pixel with a brightness of 200 becomes 55; 63 would be changed to 192, etc.

Reverse Objects toggles all "ON" 3D elements to "OFF" and vice versa.

Solid Objects works similar to Reverse Color Depth, except that it leaves the original 3D element turned on and turns all elements between the two to "ON".

Reduce Size removes elements that are mostly hidden by others which can greatly reduce the final size of the output file. This also works well with Solid Objects to "hollow out" enclosed areas.