

Dimensional Depth

The Dimensional Depth Control panel lets you adjust the final X, Y, Z coordinates in the output objects to either change the look of the final output or to help adjust it for better loading into a 3D rendering or conversion program.

Clicking on the word “ADD” or “SUB” word will toggle between the two. Putting a value in any X, Y, or Z box in the ADD/SUB boxes will zero out previous value in the opposite section (in other words, you can't both add and subtract the same coordinate).

Any floating point number can be used in any box, but multiplying any coordinate by zero will restrict all elements to a single value (Zero) in that coordinate.

These settings can greatly change the output, so experiment with them to find what works best with your rendering software.