

solidThinking MODELER 1.11 Manual/Program Addenda

1) When you add a new profile from the solidProfiler panel you can add a series of 3DPaths, according to the profile you have defined in the editor, instead of an extruded or lathed object. These paths can be used to build skin objects.

2) In the Shader panel, the **Bound Space** button defines the coordinates system (called bound space) which will determine the space in which the bound value specified with sphere will be interpreted. **world**, **camera**, and **object** are spaces which have the usual meaning; **shader** means the space of the displacement shader attached to the primitive if a displacement shader is present, otherwise the space of the surface shader attached to the primitive; **current** has the same meaning as in the shading language: it is a renderer specific space where shading takes place; **null** means the current coordinate space.

3) In the Memory usage section of the Render panel you can define the **Extreme Displacements** value. Extreme displacement provides a processing/memory tradeoff for objects whose displacements are large in screen space. When you use this option the renderer will perform some extra processing for primitives whose displacement bound is greater than 16 pixels in screen space. This allows to save excess memory usage. Without this, the geometry may be passed through the rendering pipeline too early resulting in excessive memory usage and often paging.