

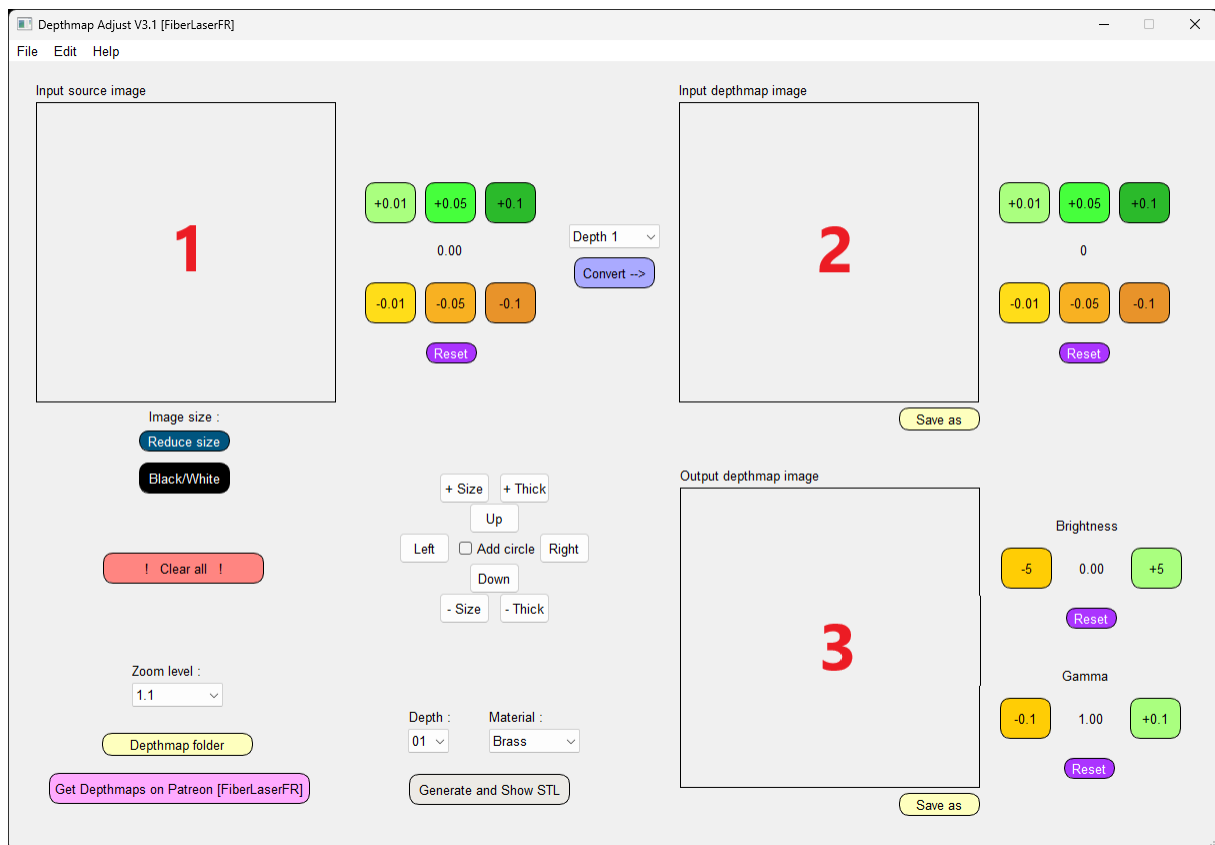
Instruction sheet

Depthmap Generator V3.1

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Image zone



1 – Original image area. You can drag and drop an image directly into this area or load an image by clicking "File/New" (or shortcut CTRL + N).

2 – Depthmap image area. You can drag and drop an image directly into this area or convert the original image by pressing the "Convert -->" button.

You can zoom in on the image by left-clicking and dragging your mouse over it. The zoom is fixed.

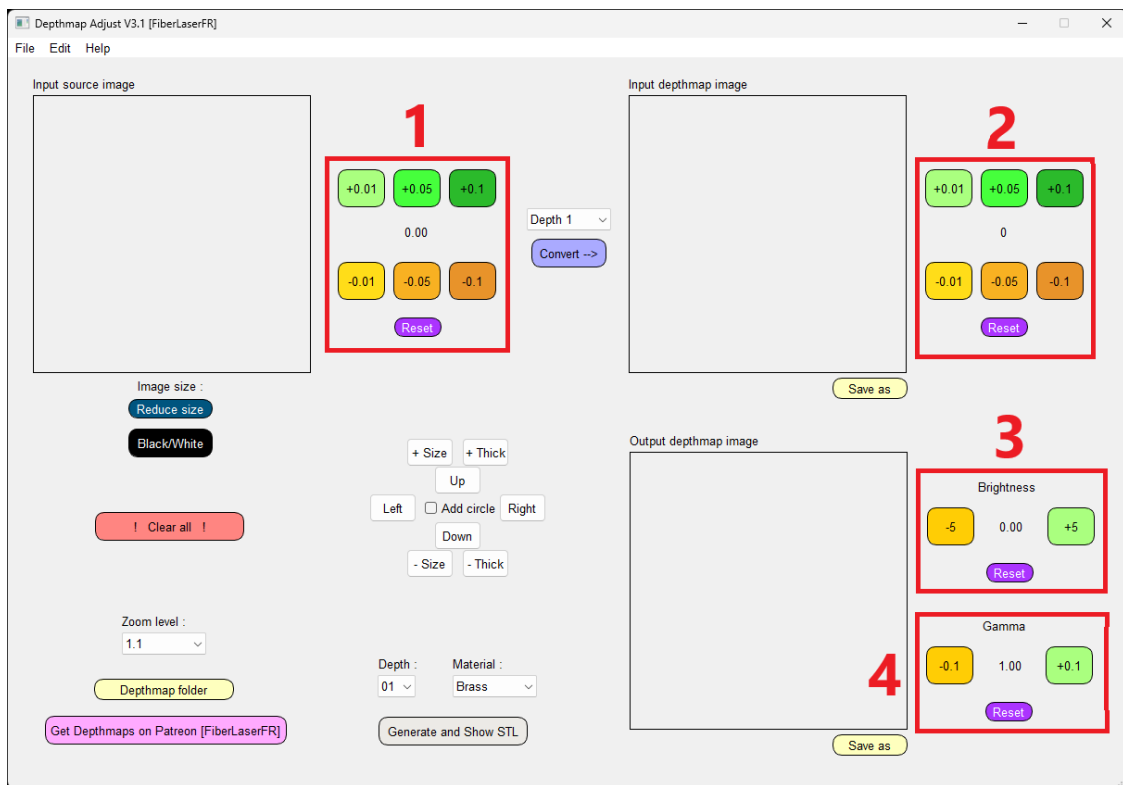
The 'Save as' button located just below area 2 allows you to choose an output folder for the generated image.

3 – This area displays the enhanced image after loading an original image in area 1 and a depth map image in area 2.

You can zoom in on the image by left-clicking and dragging your mouse over it. Zoom is adjustable using the "Zoom Level" combo box.

The "Save As" button located just below area 3 allows you to choose an output folder for the generated image.

Output image settings



The generated output image is a combination of the original image and the depth map image. The following buttons allow you to highlight the original image to add more detail to the original depth map image. Be careful not to exceed a certain level (usually 0.25 maximum) so that the depth map image maintains adequate depth.

The original image must be in black and white to maintain a level of contrast for engraving. If this is not the case, you can do this directly in the software using the 'Black/White' button. Then press an adjustment button to apply the new black and white image.

1 – Pressing a "+" button highlights the original image. This allows for more detail in the original image but can also result in a loss of engraving depth if the threshold is too high.

The "-" button highlights the original image further.

0.00 -> The original image is not superimposed on the depthmap image.

0.50 -> The original image will have 50% transparency with 50% transparency of the depthmap image.

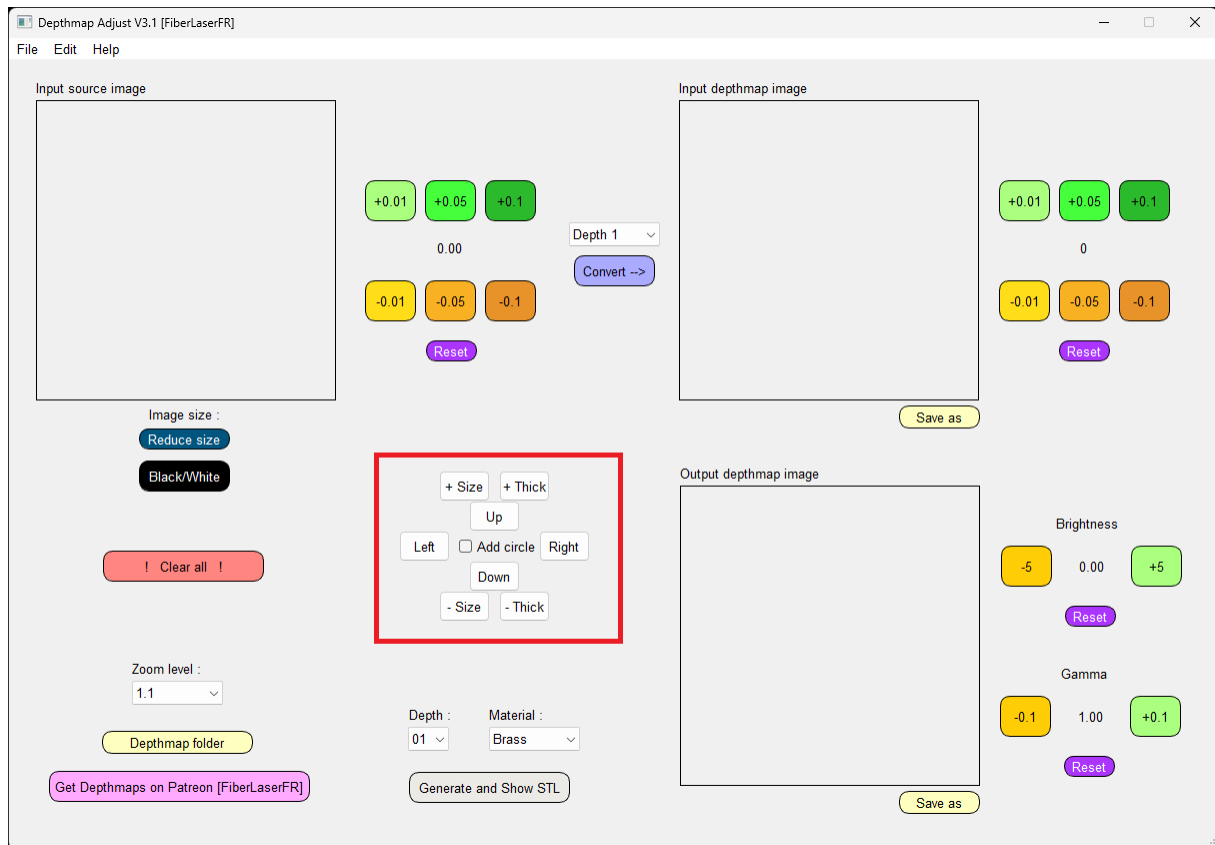
Pressing one of these buttons also changes the depthmap value to maintain a ratio of 1.0 between the two images.

2 – Same operation as for the previous settings but these buttons do not adjust the values of the original image. So there can be for example a ratio of 1.00 of the depthmap image with 0.20 of the original image.

3 – These buttons allow you to adjust the light on the final image. It is not possible to go below 0.00.

4 – These buttons allow the adjustment of the Gamma of the original image, this can make the image darker by going to negative values.

Add circle



Check the center box (Add circle) to add a circle to the output image.

This circle eliminates the area outside the created outline, ideal for removing elements for engraving on a round shape.

Adjust the thickness of the circle with the 'Thick' buttons:

- "+ Thick" thickens the circle.

- "- Thick" thins the circle.

Adjust the size of the circle with the 'Size' buttons:

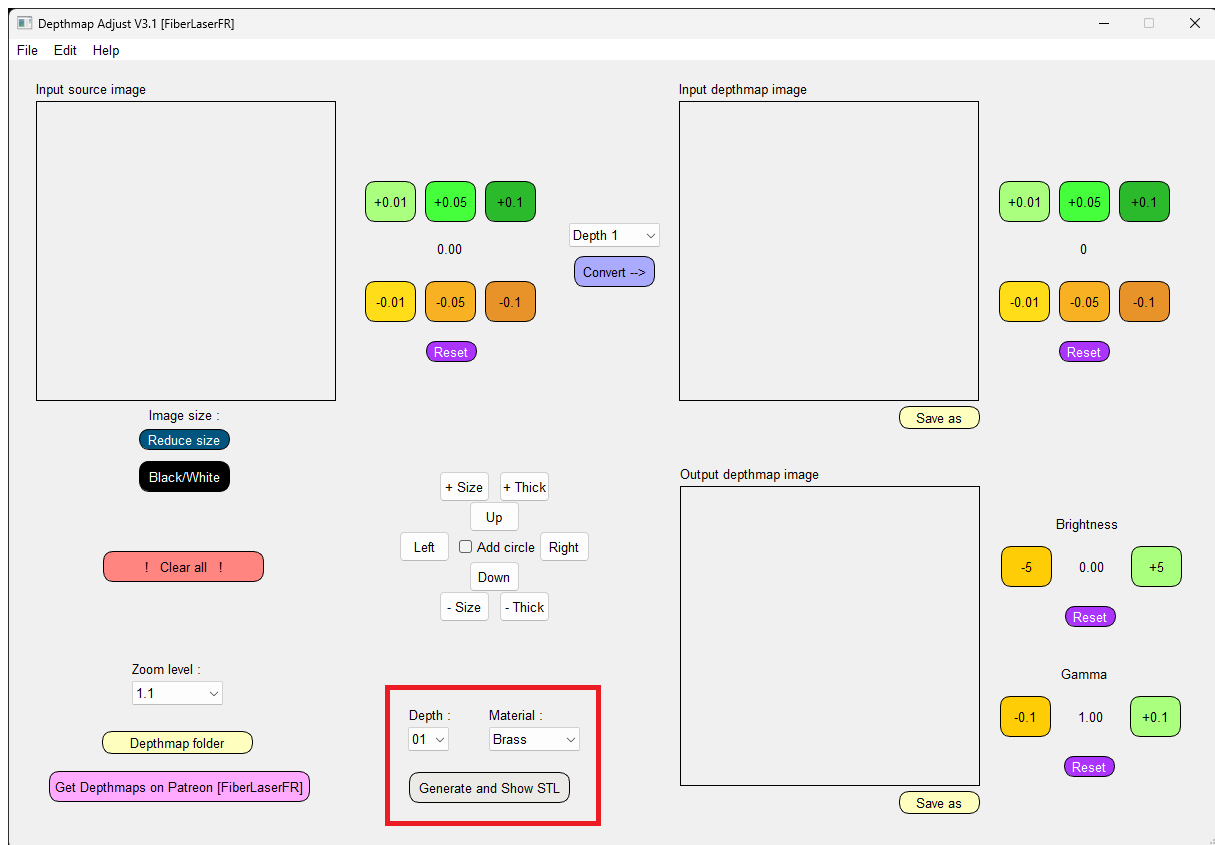
- "+ Size" enlarges the diameter of the circle.

- "- Size" reduces the diameter of the circle.

Adjust the position of the circle with the 'Up', 'Down', 'Left', and 'Right' buttons.

Uncheck the 'Add circle' box to remove the circle.

Generation and preview of the STL file



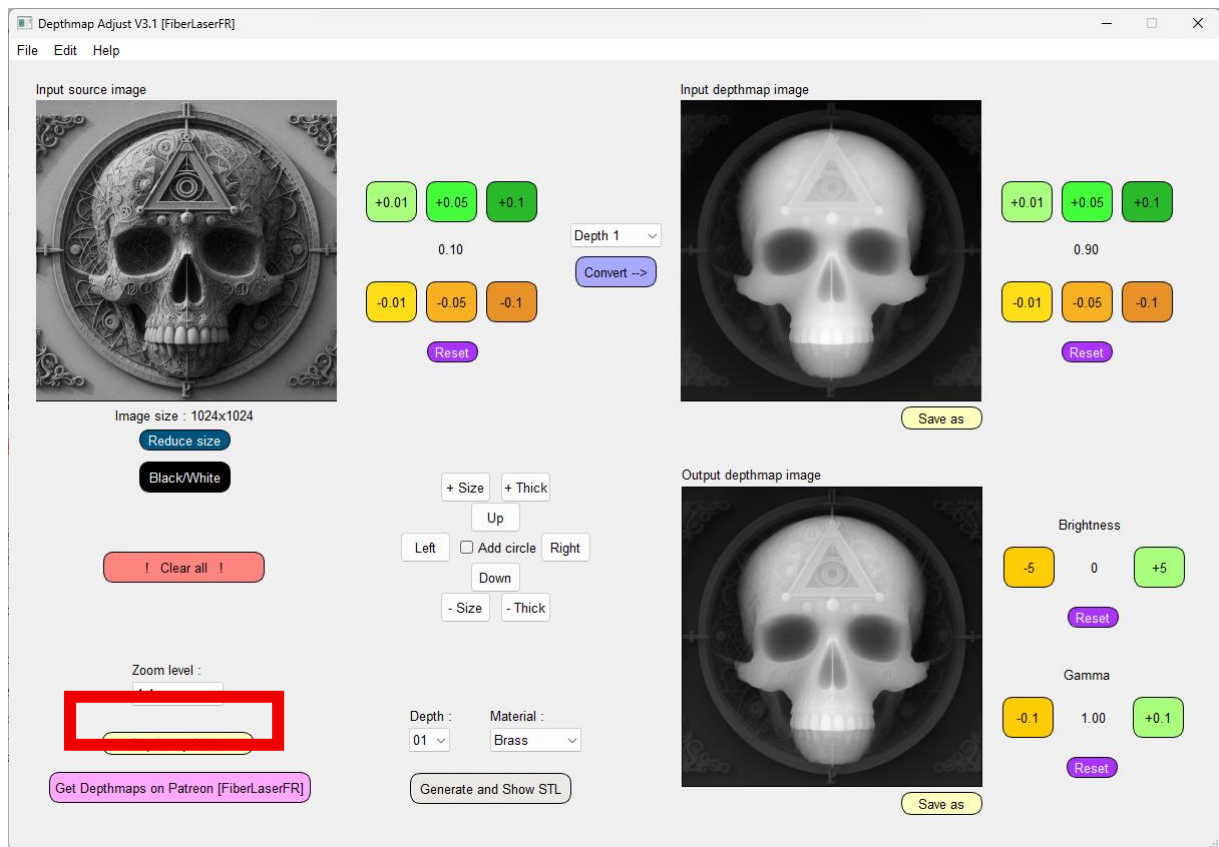
Clicking the "Generate and Show STL" button generates a 3D file (.STL) from the final image and displays it in a new window.

The depth can be adjusted using the "Depth" combo box: 01 shallow / 05 very deep.

The "Material" combo box allows you to choose the texture for displaying the rendering.

File backup

Files are automatically saved as soon as they appear on the interface. To retrieve these images, click on the “Depthmap folder” button located at the bottom left :



Zoom

You can zoom in on the generated images by clicking and holding them. Then move the mouse over the image area while holding down the left mouse button. The zoom level is adjustable via the combo box located at the bottom left of the screen :

- 1.1 = 110% of the initial size.

- 2 = 200% of the initial image.

