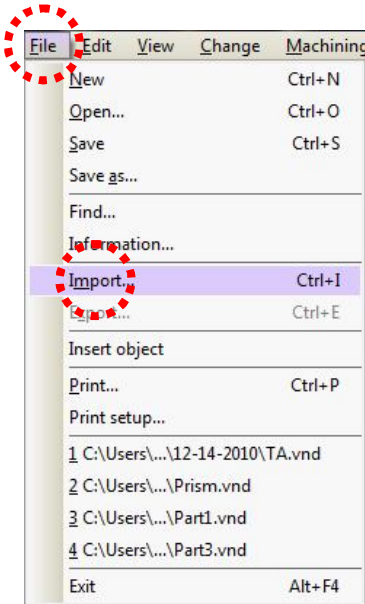




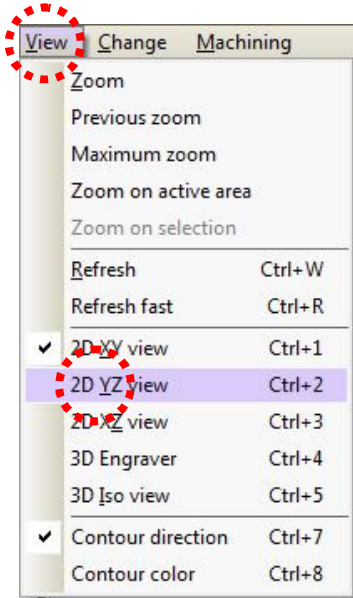
## How to set a 3D Scene higher or lower the Z origin?

Unleash your Router's 3D Capabilities

- Import a model from the "3D Models" folder.

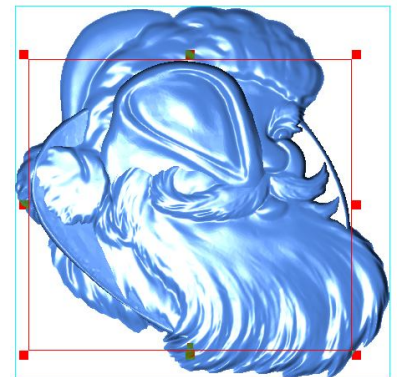


- In the Top menu bar select the View Menu and go on the 2D YZ View command.





**Note:** After an import any VNA are automatically displayed by default with the back (bottom) at zero (Z=0), as shown above.

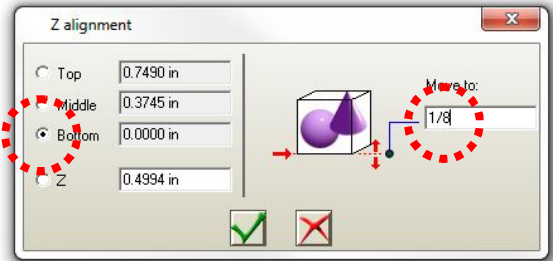
This facilitates the association of several models together by having the same import reference position for the back. Below is added a second 3D Model, the cowboy's hat.



To execute a Z elevation or a lowering in position, there is a main tool to use that allows positioning the 3D models at any Z height.

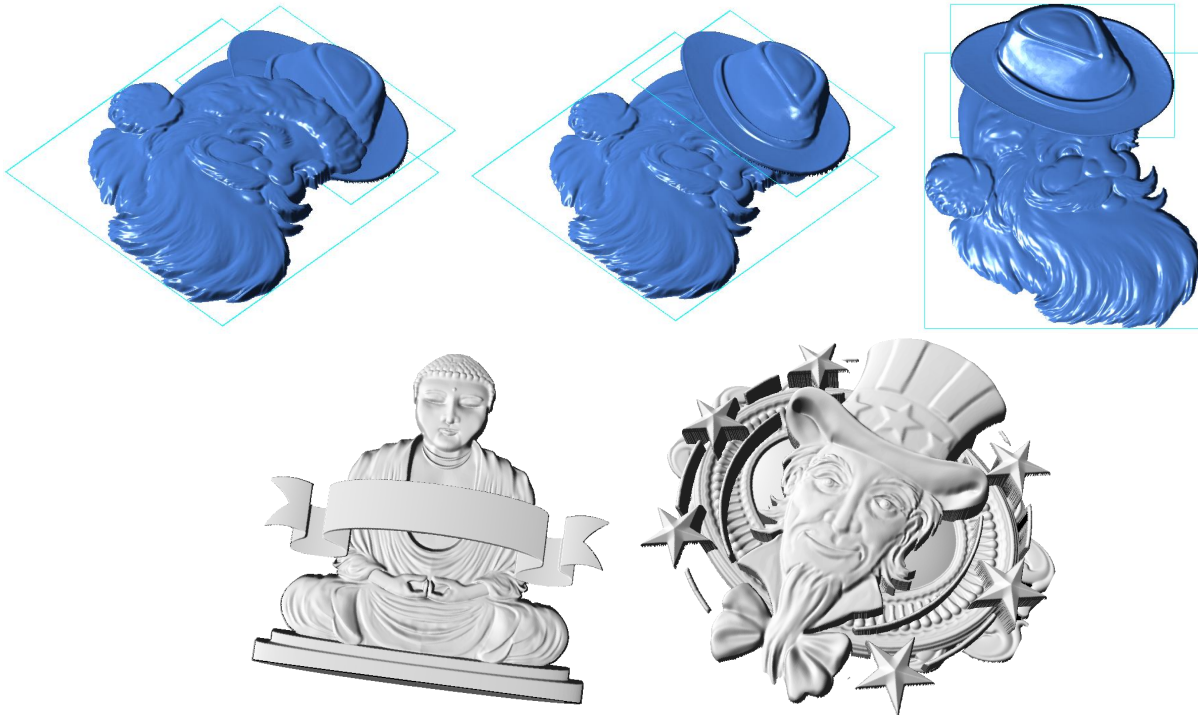
This tool is the Z alignment tool:  located in the Alignment tools: .

By selecting in red the 2<sup>nd</sup> model and clicking the Z alignment tool we can elevate the model in Z (+).



See how the base line of the 2<sup>nd</sup> model in red went above zero at 1/8 of an inch.

This simple action allows several effects within the Z direction, such as defining background and foreground positions of the 3D models.



## **J.Tip!**

To know the total dimension and height of the 3D model built, the bottom dialog line on the screen shows the D value. The selection corresponds to a 10.8 x 10.9 x 1 design size, with 1in of thickness.

1 Digitized surface (W 10.8837 in, H 10.9274 in, D 1.0000 in)[ Cx 5.7830 in Cy 5.7830 in Cz 0.5000 in ]