'Facet Designer' Tip #2

PRINT GEM DIAGRAM

ALIGN THE IMAGE

As shown in Fig.1, turn on *Edges* (black arrow) and make the gem *Non-transparent* (red arrow) so you can only see the ones on the surface.

You will probably want to align the image in a certain way, such as the side view shown here; this is not an easy task. Try moving the gem to the position you want; it will not move as you think it should. In time you will develop 'tricks' to do it.

The only trick I can give you is that – once you have the girdle level, as shown here – with no 'zaggy' lines in it – then you can rotate the gem about its axis by dragging the yellow dot shown here horizontally; this is the 'center' of the gem in this software.

MAKE WHITE ENVIRONMENT

Next, go to *RayTracing* to get *The Map of Illumination* (black arrows) in Fig.2. Select the customizing sphere (blue arrow) and paint both back and front of the sphere white (purple arrows). Then turn on *Const* (red arrow) to make the front be uniform white (no gray grading). Do not turn viewer on (black 'X').

TURN GEM WHITE

As shown in Fig.3, turn on *Reflected* to replace the artificial surface shading with the white light source. You have now completed the job except to print it.

PRINT THE DIAGRAM

Go to *Print* and select *Image*. You will get the control box partially shown at the bottom of Fig.4 (*Size* controls do not show here). With this you can do all sorts of things to position and size your picture. You will even be able to print several views of the same gem (or views of several gems) on the same piece of paper – by generating a new image and reloading the same piece of paper each time. We may discuss this at another time.

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Fig.1

Fig.2

Fig.3

Fig.4