

Are you ever troubled when you apply a wood grain material to all your cabinet timbers and the grain does not run in the correct direction on one or more of them?

The user's might first think that he or she will have to redraw the cabinet or, at the very least, rotate and resize each panel to suit. Con: Not easily done if any Boolean operations have already been performed.

A second thought might be to create a number of materials - using the same image, but changing the orientation settings for each material. Con: Cumbersome, to say the least.

Although these are valid options, there is a much simpler way to get all the grain running in the correct direction. This method has affectionately become known as "seeding". That is, using another object to change the coordinate system of another by transferring (seeding) its own coordinate system to the recipient.



● Misaligned Grain



Aligned Grain

This panel was copied and resized

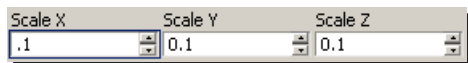
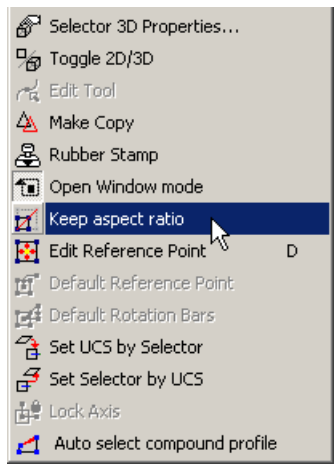
E SEKE snapped on edge

If only one or two panels need to be changed a user may choose to use one of the cabinet panels where the grain is travelling in the correct direction as the seed.

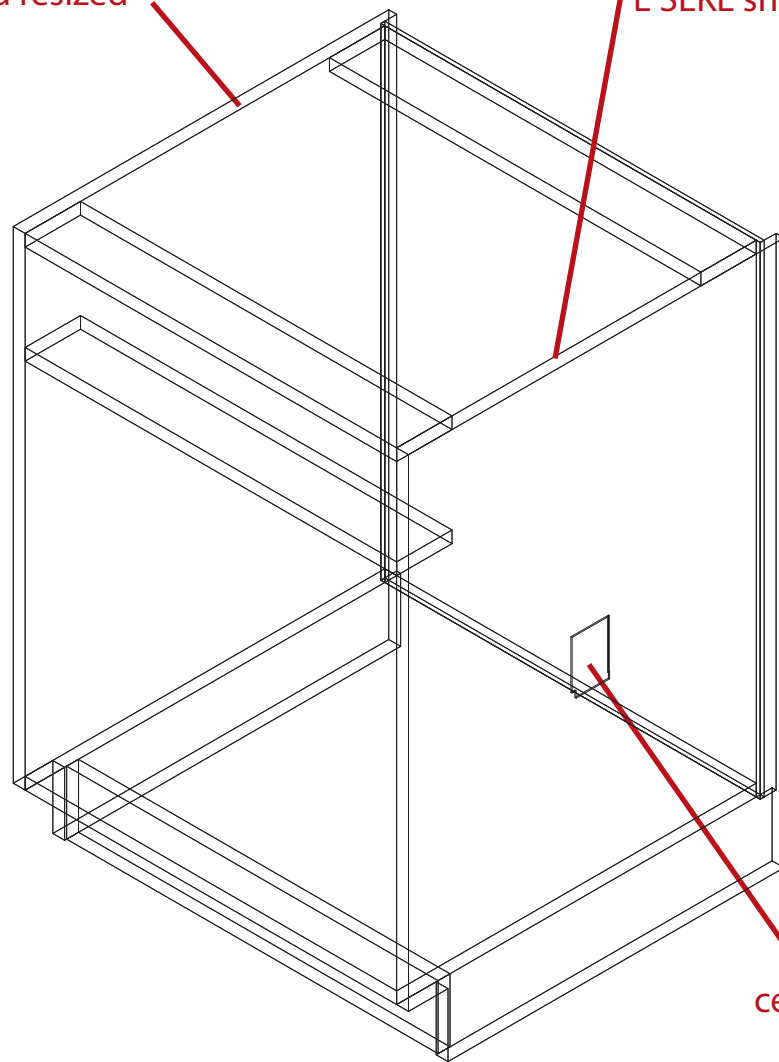
Simply create a copy of the panel, shrink it via the Scale fields on the Inspector Bar and E SEKE snap (Center of Extents) it to the object that is to be changed.

Change all three Scale fields or select Keep aspect ratio from the Inspector Bar or right mouse click local menu and change only one (the others change automatically then).

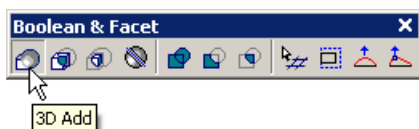
The seed material will look blurry and out of proportion. That is okay.



SEKE = Single Entry Keyboard Equivalent



Seed lands at center of extents

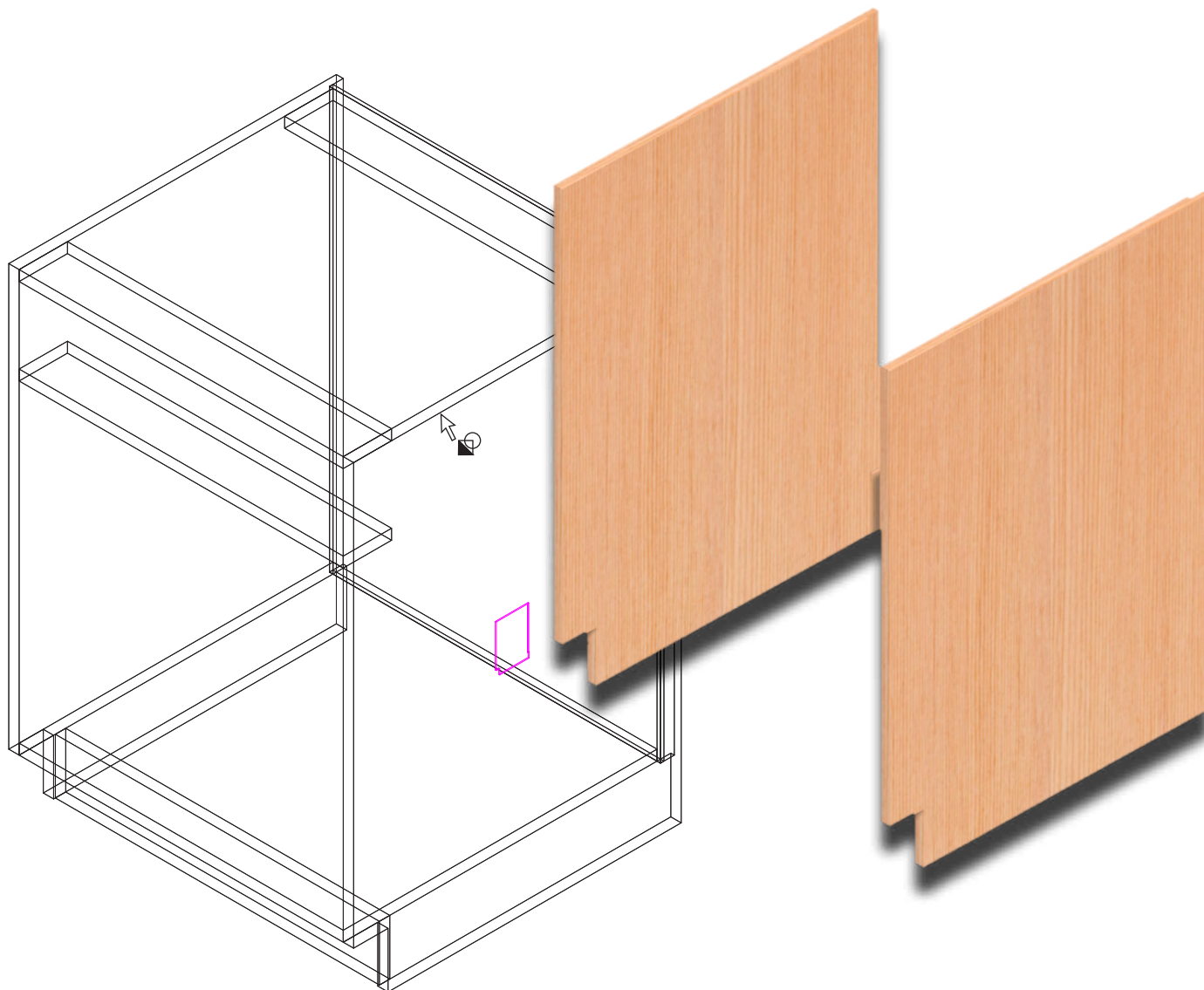


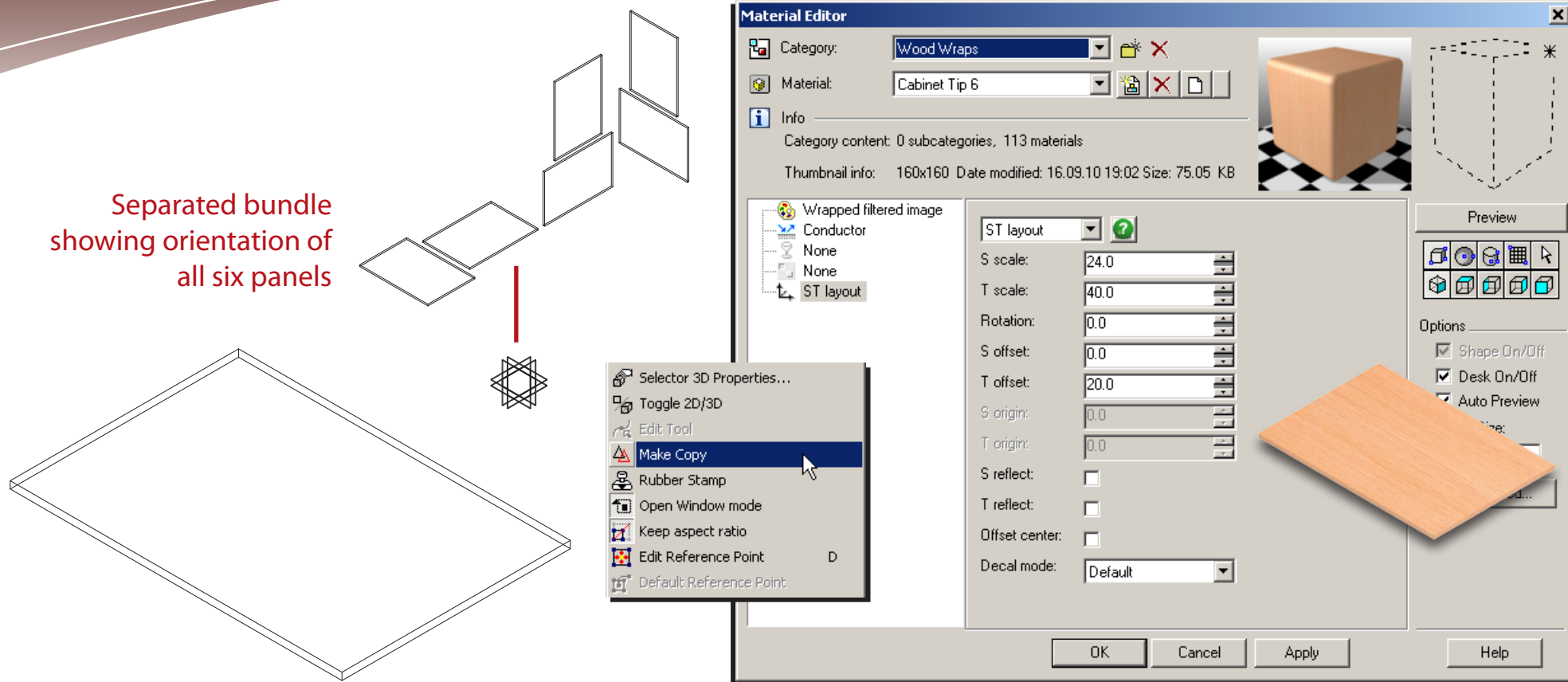
The 3D Add tool is selected from the Boolean & Facet toolbar.

To add the two objects together the seed is selected first and then the recipient second. The seed is 'absorbed' and the operation is complete. Order of selection is crucial - always select the seed first.

Note that this operation transfers not only the objects coordinate system, but its layer assignment and other properties as well. Adjustments may be required afterwards.

The operation also causes the materials to become facet locked and a user may need to employ the release function illustrated in TurboCAD Tip 7.

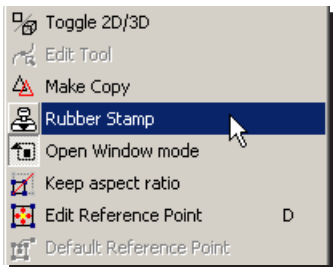




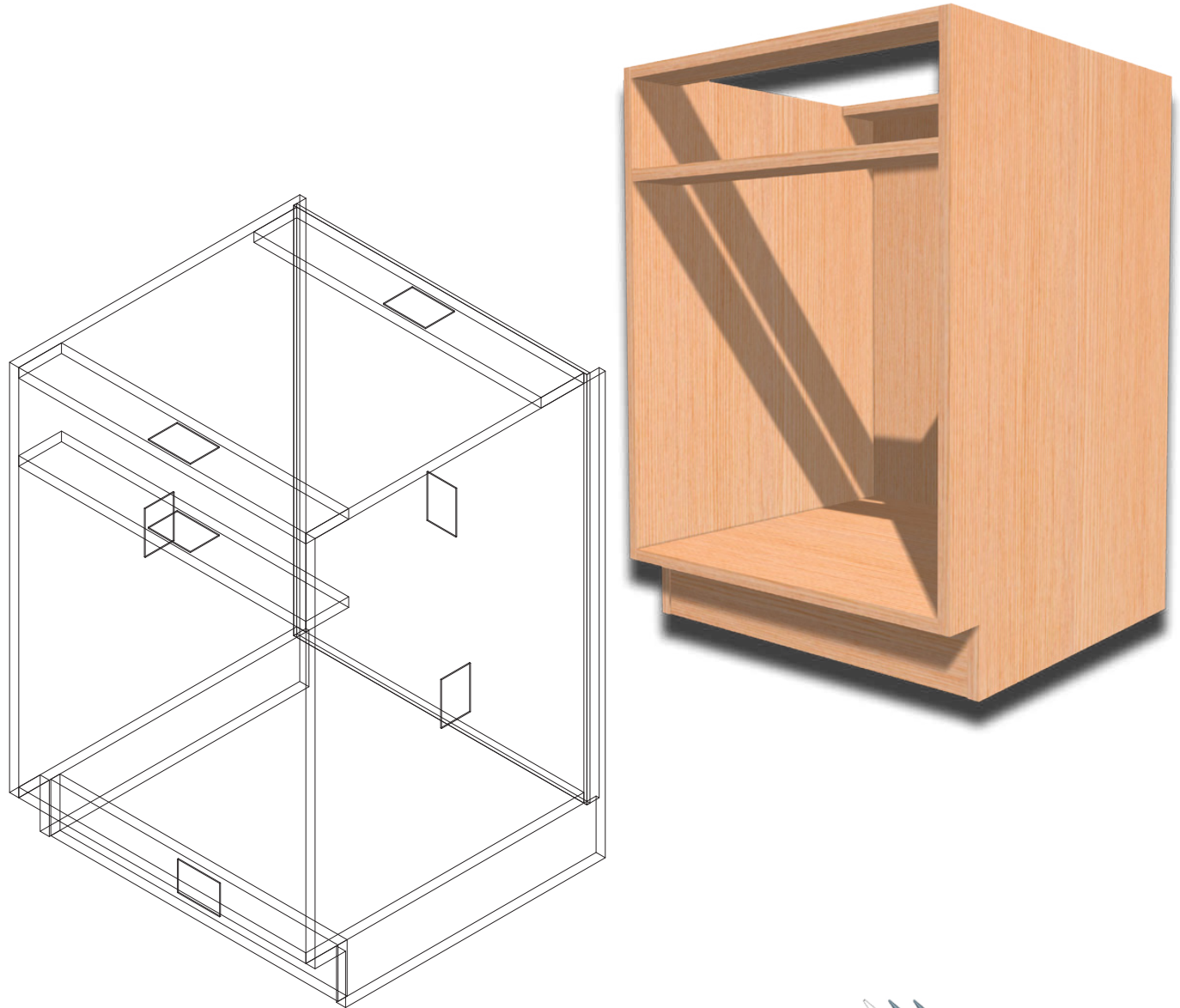
An approach that Don Cheke frequently employs is to create a panel and a seed bundle.

- Create a single panel, usually the same size as the largest panel and apply materials to suit.
- Resize the panel with Keep aspect ratio engaged (Scale 0.1).
- Create a seed bundle from the resized panel. The Make Copy tool is engaged and five copies are rotated accordingly to cover all panel planes. A seed bundle can be saved as a symbol and brought into other drawings when required.

To seed the cabinet panels, the user selects the seed panel with the desired orientation. Rubber Stamp is then selected from the Inspector Bar or right mouse click local menu and a copy is ESEKE stamped to each cabinet panel with the same orientation. The user continues by selecting the next seed panel and repeats the process with those with the same orientation.



The 3D Add tool is then employed with each seed/panel set.



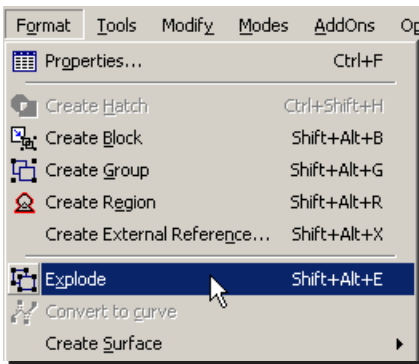
Seeds may not always land within an object and may be visible after the 3D Add. This is okay.

As long as the two objects remain as separate objects, they can be exploded to separate them. The seed can then be deleted and the seeding process will remain a success.



Image wrap applied to cylinder with the correct circumference and height and then rotated to line up as required.

Cylinder is resized and placed at center of extents for the curved panel. 3D Add is then performed



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