



Z CORPORATION®

# ZEdit Pro™

**ZEdit Pro software is the fastest and easiest way to prepare 3D data files for printing on Z Corporation 3D printers.**

## Making 3D Printing More Accessible

This specialized solution enables users of 3D mechanical CAD software to verify and ensure that geometric data is printable; apply colors, texture maps and labels to models; and easily print very large prototypes in component pieces.

It also transforms files never originally intended for 3D printing, including those produced by 3D digital content creation software used in architecture and animation. ZEdit Pro makes these files 3D printing-ready, often with a single click.

With these capabilities, ZEdit Pro enables product designers to create better models faster, and enables a new class of creative professionals – including architects, conceptual designers, and game designers – to reap the same benefits of easy 3D printing as mechanical engineers.

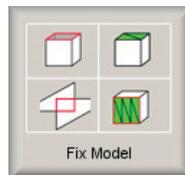
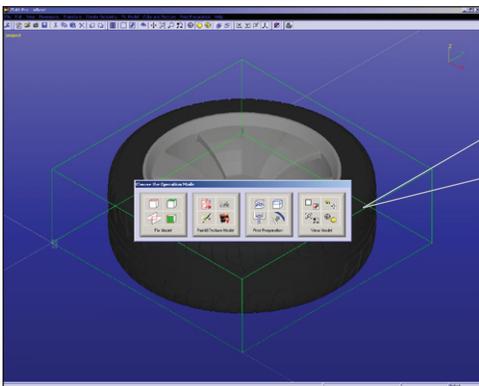
## Challenges and the ZEdit Pro Solution

Today minor issues with 3D data can interrupt access to 3D printing, or require file-fixing software that is costly, complex, and not designed for printing models. The challenge is particularly troublesome for service bureaus and others who work with many file types in varying levels of refinement.

ZEdit Pro is the solution. It is the first 3D-data preparation tool designed specifically for 3D printing, with no unnecessary steps to slow you down, automated operation, and menu-driven prompts that make it easy to learn and use. And because it was designed for Z Corporation 3D printers, it delivers the extra features you'd expect to maximize the speed, color, and versatility of 3D printing.

## KEY AUDIENCES

- MECHANICAL DESIGN ENGINEERS (3D CAD)
- SERVICE BUREAUS THAT RECEIVE A MYRIAD OF 3D FILE TYPES
- ARCHITECTS
- ANIMATORS
- ILLUSTRATORS
- ONLINE GAME PUBLISHERS
- GEOSPATIAL PROFESSIONALS
- ALL USERS OF 3D DATA SOFTWARE



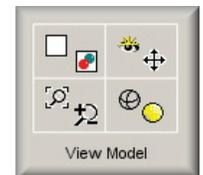
Fix Model



Paint&Texture Model



Print Preparation



View Model

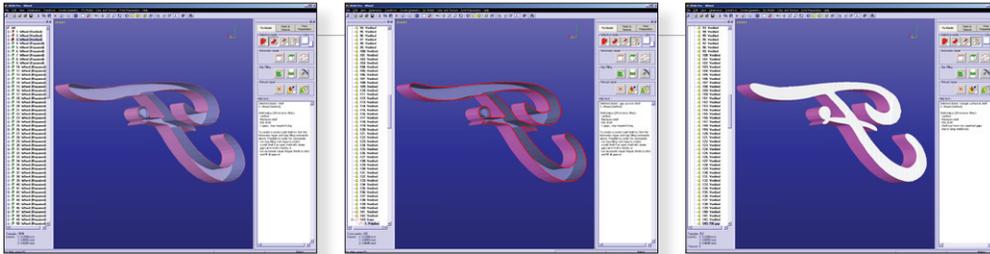
## WORK FAST

One-click access to four key areas of functionality; Fix Model; Paint & Texture; Print Preparation; and View Model

## ZEDIT PRO SOFTWARE SPECIFICATIONS

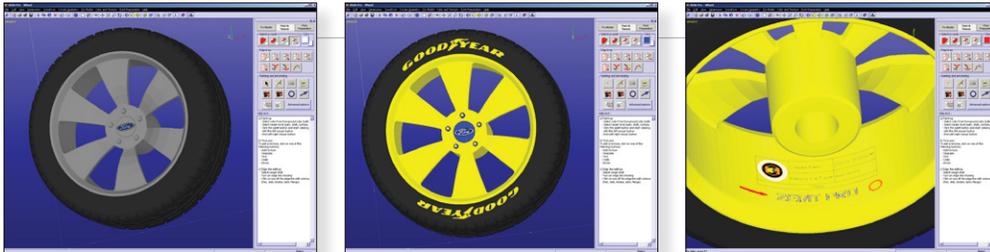
SUPPORTED IMPORT FILE FORMATS: .zbd .zpr .stl .ply .vrml (wrl) .3ds — EXPORT FILE FORMAT: .zpr — MINIMUM SYSTEM REQUIREMENTS (SOFTWARE/ZPRINTER): WINDOWS® 2000 PROFESSIONAL, WINDOWS XP® PROFESSIONAL, OR WINDOWS VISTA™ (BUSINESS AND ULTIMATE) 32-BIT OPERATING SYSTEMS, 3.2GHZ OR BETTER (RECOMMENDED), 2GB OR BETTER (STRONGLY RECOMMENDED), TRUE COLOR GRAPHICS, 1024 X 768 PIXELS OR BETTER, 16 BIT OR BETTER WITH OPENGL ACCELERATION, 1GB FREE SPACE, ETHERNET 10/100 BASE T

# ZEdit Pro



## FIX MODELS

Fix geometries fast: close gaps, repair meshes, and add depth.



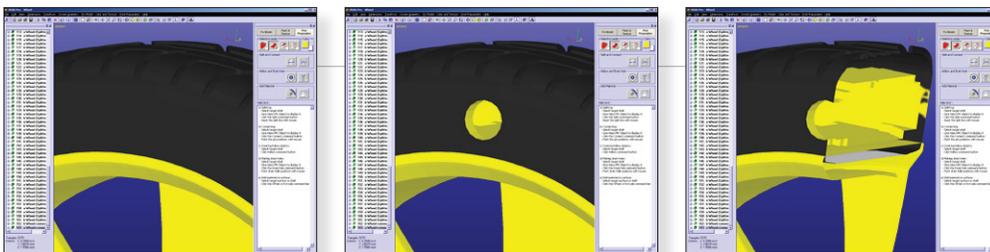
## ADD COLOR & GRAPHICS

Select a target part. Add impact with logos, color and graphics. With one click, apply engineering labels.



## PRINT LARGE MODELS, IN PARTS

For larger models, define where to split into component parts. With one click, split the model. With another, add pins and holes to simplify assembly later.



## REDUCE WEIGHT, SAVE MONEY

With one click, make a part hollow to reduce weight and material use. With another, add a drain hole to remove powder.

## Key Features

ZEdit Pro's industry-first capabilities focus on three functional areas that improve the quality of 3D printed models and enable more full-color 3D content to be printed.

### Optimize Geometries

Automatically analyze whether a 3D data file is ready for 3D printing or has problems. Then use Autofix to correct issues with a single click. Repair geometries with the fewest possible steps, using menu-guided prompts (e.g. close gaps, repair meshes, add depth).

### Add Color & Annotations

ZEdit Pro makes it easy to add graphical elements to 3D data files to improve the communication value of the printed model. Simply follow the menu prompts to add color, texture, annotations and engineering labels. Create annotations from scratch, or apply graphics created in software like Adobe® Photoshop® or Adobe Illustrator®.

- Color parts by shell, surface or triangle
- Apply texture maps, project labels, logos, images or other graphics directly to the surface of the part

- Crop labels across edge lines and automatically wrap around contours
- Easily size, shrink, expand and move labels once applied to parts
- Add colored text, circles and arrows to surfaces, for instance to highlight a subtle but important feature. Markup capabilities support multiple languages
- Print preformatted engineering labels on the surface of parts to communicate part information. Includes standard, customizable templates plus an easy-to-use label editor
- Take advantage of built-in prompts for ease of use
- Leverage the .zpr file format to retain color and texture mapping information in a single file for later use or analysis

### Prepare Models

Create models larger than the build size of the printer, in component pieces. A single-click splits the file into two pieces. Another click creates pins and holes for reassembly of sections after printing. Easily hollow solid objects to reduce weight and save money. Create bases and pedestals for models and other simple new geometry.



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