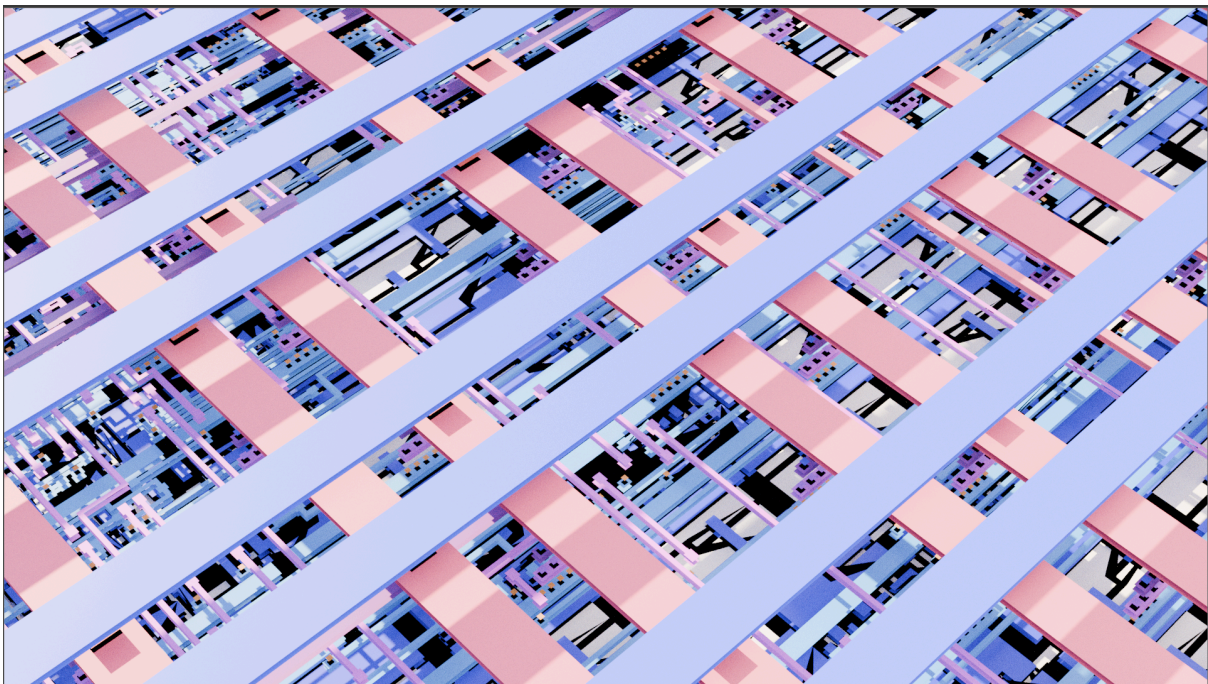


Screenshot , all stl files can be looked in the github repo- I have forked ssa iit physical design one



layer_65_20 → diffusion Z=0
layer_66_20 → poly Z=0.2
layer_67_20 → li Z=0.4

The STL layers were stacked following the SKY130 metal hierarchy, from diffusion and poly at the bottom up to metal at the top, matching the standard CMOS vertical cross-section.

Image Layer	Blender STL
metal1	Layer_68_20 Z=1
via1	Layer_68_44 Z=1.2
metal2	Layer_69_20 Z=2
via2	Layer_69_44 Z=2.2
metal3	Layer_70_20 Z=3
via3	Layer_70_44 Z=3.2

metal4	Layer_71_20 Z=4
--------	--------------------

via4	Layer_71_44 Z=4.2
------	----------------------

metal5	Layer_72_20 Z=5
--------	--------------------