

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