Various Modes of Fracturing in Beamer

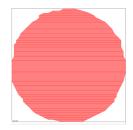
- Segment mode = can only recognize circles and rectangles.
- Sequence mode = can more or less recognize all other arbitrary shapes.

2. Fracturing Mode: LRFT (Large Rectangle Fine Trapezoid)

As the name suggests, this mode will try to fit a large rectangle in the middle and then go around the edges and fill in smaller trapezoids. It will still respect the vertices of the original file.

1. Fracturing Mode: Conventional

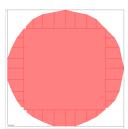
Conventional fracturing will divide the circle into polygons while respecting the original vertices from the CAD file. The output of this looks like:



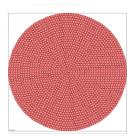
Clearly, this does not look like a nice rounded circle.

3. Fracturing Mode: Curved

This mode is able to recognize circles and tries to optimize the fracturing by moving around vertices. The output is shown below:



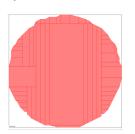
This looks slightly better but still not perfect.



Further, if we view the writing order (<u>CircleWriteOrder</u>), we see that the circle is being filled in a nice

Note: You may need to play with the tolerance setting in segment mode to make BEAMER recognize





The output of segment fracturing is shown below:



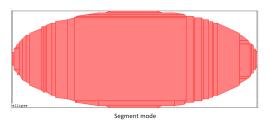
As you can see, the circle is no longer broken up into smaller polygons but is instead recognized as a primitive. We can also see how this circle will be filled by enabling 'view beam shots'. (in the Viewer click on the button circled below)



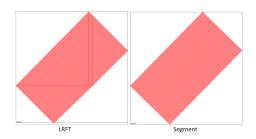
Sequence mode

A full discussion of Sequence mode however, is out of the scope of this tutorial.

Finally, I would like to point out that segment mode can only recognize circles and rectangles. It cannot recognize ellipses for example. I have found that the Sequence mode seems to do a good job of fracturing ellipses as shown below:



Segment mode is also able to recognize rectangles that are at an angle, as primitives. For example, here is a comparison of LRFT vs Segment mode for fracturing a rectangle at a 45 degree angle.



With the beamshots:

