To prepare the model for painting, load each obj file to a separate layer. Load material 1 and material 2 (the outer models) to the second and third layer, respectively. Then, add material (name it "white") to each of the models. In addition, create three more materials for later use: "red", "blue", and "black". As the final step for preparing for painting, separate voxels in the outer models by switching to Edit Mode and pressing "P" to separate by loose parts. User then will be able to access individual voxels and paint on them.

Select all layers so user can paint on the entire model. User can choose individual voxel and click on the desired color ("red" or "blue") to color the voxel. If user want to color multiple voxels, select all voxels s/he wants to color, click the desired color, and the active voxel will be color; to color the rest of the selection, press "ctrl + L" and choose "material." User can use box select ("B") to select a entire region.

Once user is done with painting, click "Process Model for Projection" to change model into black and white. Voxels in material 1 painted red by user earlier and those in material 2 painted blue are converted to black and the rest of the model are converted to white. In projection module, all the white voxels are going to be turned off while the black voxels remain on so the physical model will display pattern designed by user.