```
#+ require_libraries, echo = FALSE, include = FALSE
# Load Libraries
require( rgl )
require( ggplot2 )
require( grid )
require( gridExtra )
require( purrr )
require( tibble )
require( lattice )
require( png )
# Paths and Files
FIGURES_PATH <- './images/'
STEREOLITHOGRAPHY_FILE <- './R/stereolithograph.stl'
MODEL FILE <- 'model.RDS'
PERIMETER_FILE <- 'perimeter.RDS'</pre>
# Scaling to Real-World Units
SCALE_FACTOR <- 8.0 * 25.4
# Names for convenience and readability
X_AXIS
              <- 1
Y_AXIS
              <- 2
Z_{AXIS}
              <- 3
axes
             <- 1:3
axes[ X_AXIS ] <- 'x'</pre>
axes[ Y_AXIS ] <- 'y'</pre>
axes[Z_AXIS] \leftarrow 'z'
name axes <- function( m ){</pre>
 colnames( m ) <- axes</pre>
}
# Wireframe parameters
STRIPE_WIDTH <- 0.001
              <- 0.0005
STRIPE_TOL
BASE_RADIUS <- 0.3
WIREFRAME_HEIGHTS <- seq( 0.10, 0.60, by=0.05 )
POINTS_ALONG_X <- seq( 0.20, 0.80, by=0.05 )
```

```
# Different ways of looking at the model
TOP_VIEW_A <- viewpoint( list( theta= 0, phi= 90, fov=10, zoom=1 ))
TOP_VIEW_B
              <- viewpoint( list( theta= 90, phi= 90, fov=0, zoom=1 ))</pre>
TOP_VIEW_C
              <- viewpoint( list( theta= 180, phi= 90, fov=0, zoom=1 ))</pre>
               <- viewpoint( list( theta= 270, phi= 90, fov=0, zoom=1 ))</pre>
TOP_VIEW_D
BOTTOM_VIEW_A <- viewpoint( list( theta= 0, phi= -90, fov=0, zoom=1 ))
BOTTOM_VIEW_B <- viewpoint( list( theta= 90, phi= -90, fov=0, zoom=1 ))
BOTTOM_VIEW_C <- viewpoint( list( theta= 180, phi= -90, fov=0, zoom=1 ))
BOTTOM_VIEW_D <- viewpoint( list( theta= 270, phi= -90, fov=0, zoom=1 ))
               <- viewpoint( list( theta= 0, phi= 0, fov=0, zoom=1 ))</pre>
BACK_VIEW
FRONT VIEW
               <- viewpoint( list( theta= 170, phi= 0, fov=10, zoom=1 ))</pre>
LEFT_VIEW
              <- viewpoint( list( theta= 260, phi= 0, fov=10, zoom=1 ))</pre>
              <- viewpoint( list( theta= 90, phi= 0, fov=0, zoom=1 ))</pre>
RIGHT_VIEW
TOP VIEW
               <- TOP_VIEW_A
BOTTOM_VIEW
               <- BOTTOM_VIEW_A
STANDARD_VIEWS <- list( LEFT_VIEW, FRONT_VIEW, TOP_VIEW )
```