Algorithmically Generate 3D Models

The Wolfram Language core principles of automation and unification make it easy to generate geometry and 3D-printable models algorithmically better than ever.

Create 3D-printable objects from 2D images.

```
In[1]:= extrudeImage[image_] :=
          Block[{res, img},
            img = DeleteSmallComponents[Binarize[image, 0.9], 500];
            res = ImageMesh[ColorNegate[img]];
            RegionProduct[res, Line[{{0.}, {50.}}]]
          ]
```

```
In[2]:= extrudeImage /@ {
```

```
}
```

```
Out[2]= {
```

```
}
```