

PaperArchitectureMaker (by Xianying Li)

This software should be executed on Windows Vista/7 systems.
Choose the GreenApp package if the user is with the MFC support.
Otherwise the user may run the Setup package to install.

This version includes some features suggested by Mr. Dumene Comploi.

Input

The input model should be an OBJ file with ONLY triangles.
The software "Deep Exploration" would help to convert an arbitrary OBJ into a file of this kind.

Operations

Scroll the WHEEL to zoom in/out.
Press CTRL + RightButton to rotate the object horizontally.
Press SHIFT + RightButton to rotate the object vertically.
Press SHIFT + CTRL + RightButton to rotate the object on the screen plane.
Press SHIFT + CTRL + LeftButton to rotate the object 90 degrees every time.

Press CTRL + LeftButton to adjust the position of backdrop.
Press SHIFT + LeftButton to adjust the position of ground.

Click menu item "Resolution->..." to select the grid size of the algorithm.
Click menu item "Tools->Auto-Adjust Direction" to achieve a more regular and preferable direction once the object has been already roughly aligned.
Click menu item "Tools->Auto-Adjust Background" to slip the ground and backdrop to cling on the object.

Output

Click menu item "Build->Build Paper-Architecture" to compute the paper architecture.
The output contains three OBJ files: "foldable-res.obj", "realizable-res.obj", and "refined-res.obj" (the final output model), and the design sketches: "design.png"/"design.eps".
They are all in the same directory as the input model.
Click menu item "Build->Export Multi-Angle Paper-Architectures" for models with different opening angles during the popup process.