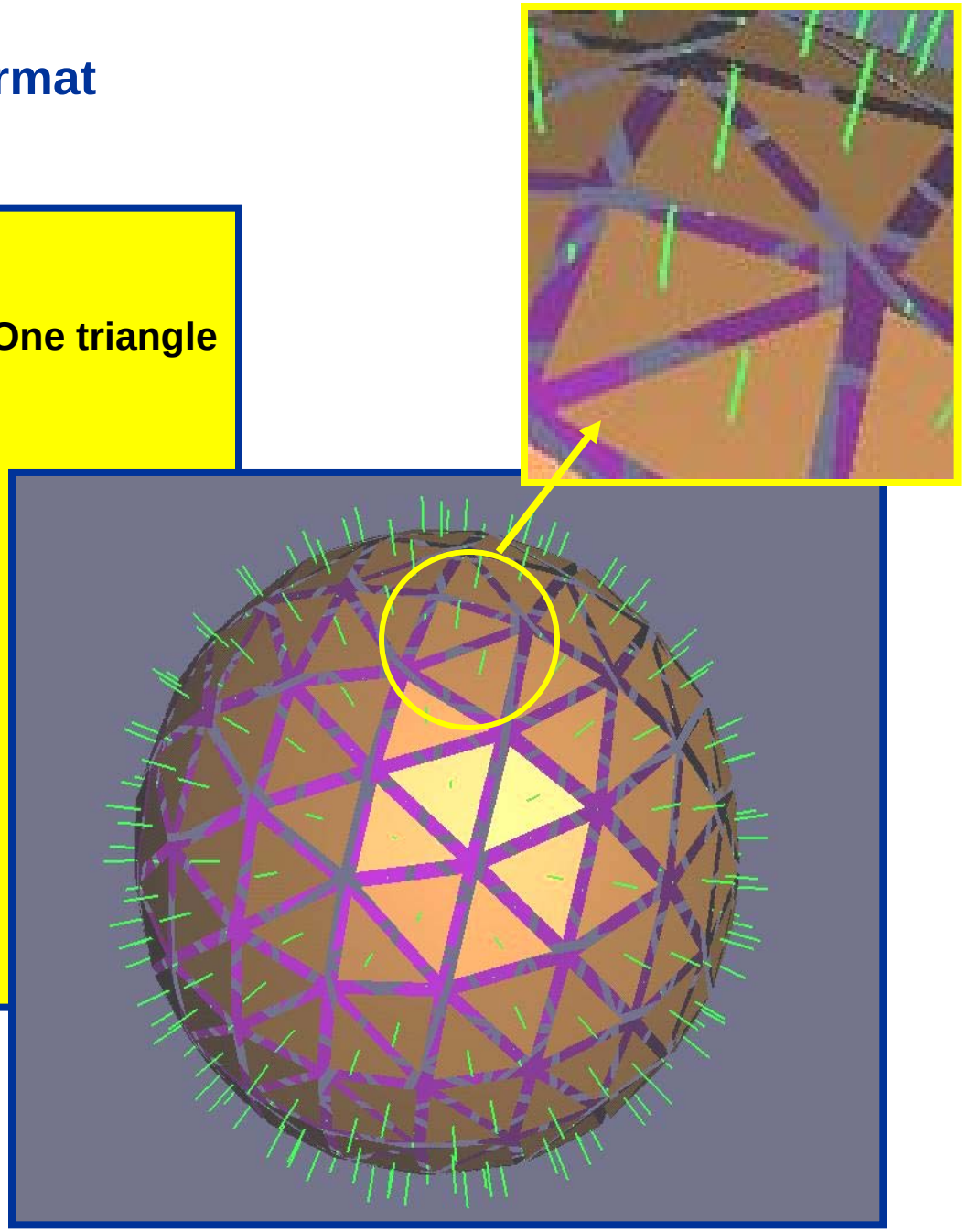
The STL File Format

```
solid
  facet normal -0.62 -0.77 -0.12
    outer loop
      vertex 2.309218 0.639900 0.000000
      vertex 2.346300 0.609991 0.000000
      vertex 2.322692 0.621243 0.049971
    endloop
  endfacet
  facet normal -0.64 -0.76 -0.11
    outer loop
      vertex 2.292096 0.639900 0.100000
      vertex 2.309218 0.639900 0.000000
      vertex 2.322692 0.621243 0.049971
    endloop
  endfacet

     . . .

  facet normal  0.00  0.00  1.00
    outer loop
      vertex 2.568488 5.119200 4.500000
      vertex 2.346300 5.119200 4.500000
      vertex 2.559600 5.118925 4.500000
    endloop
  endfacet
endsolid
```

One triangle



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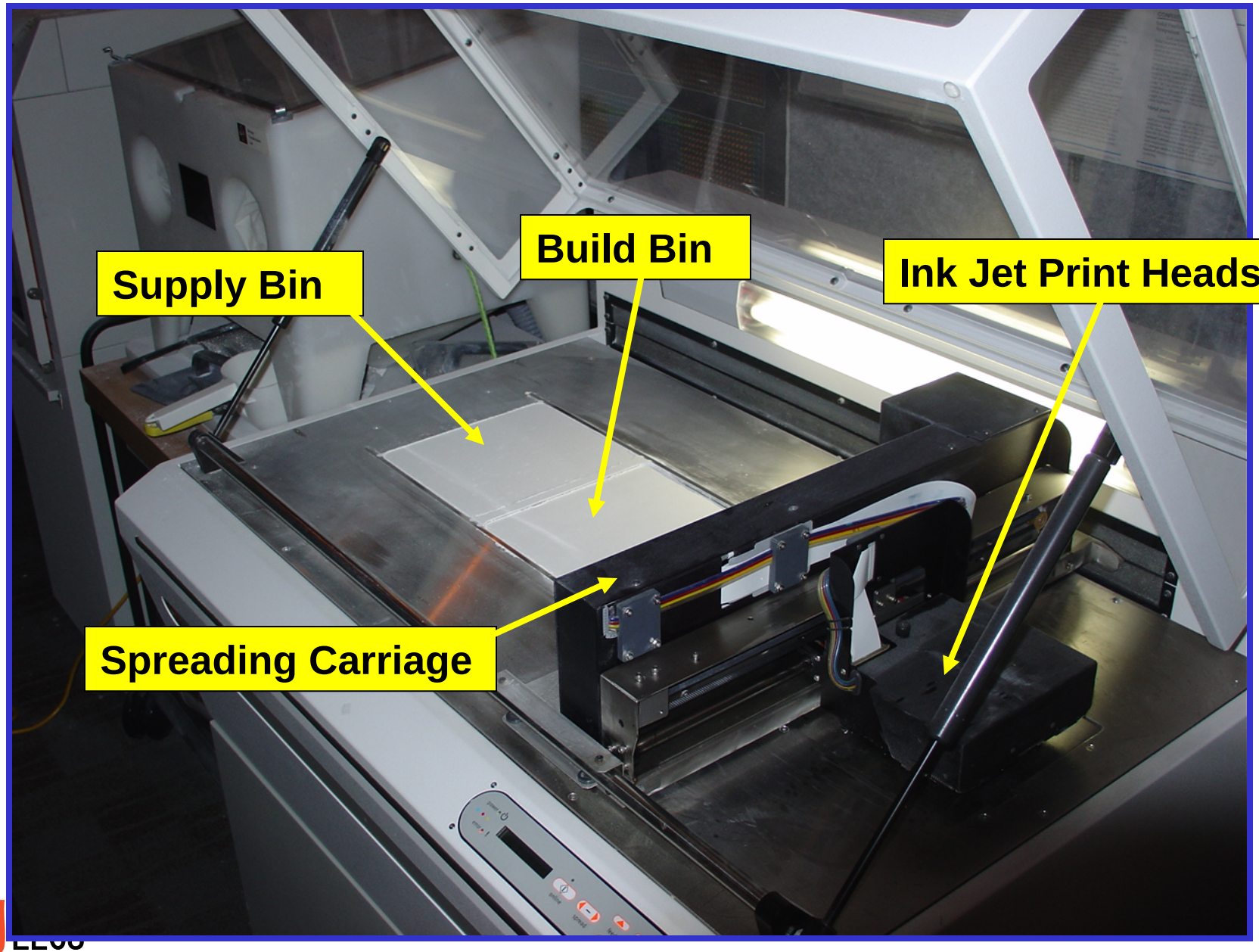
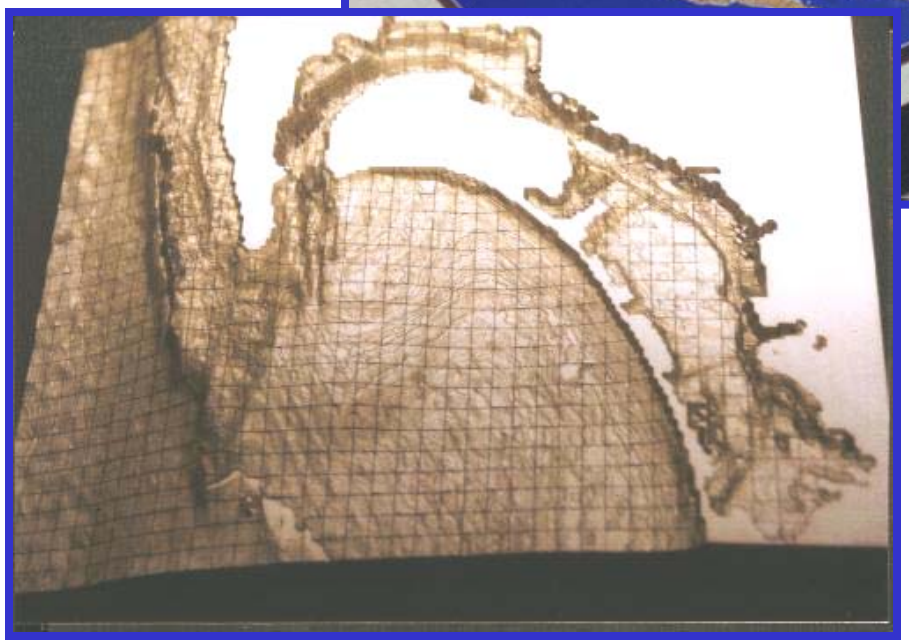
Z Corporation Z406 in the Graphics Lab

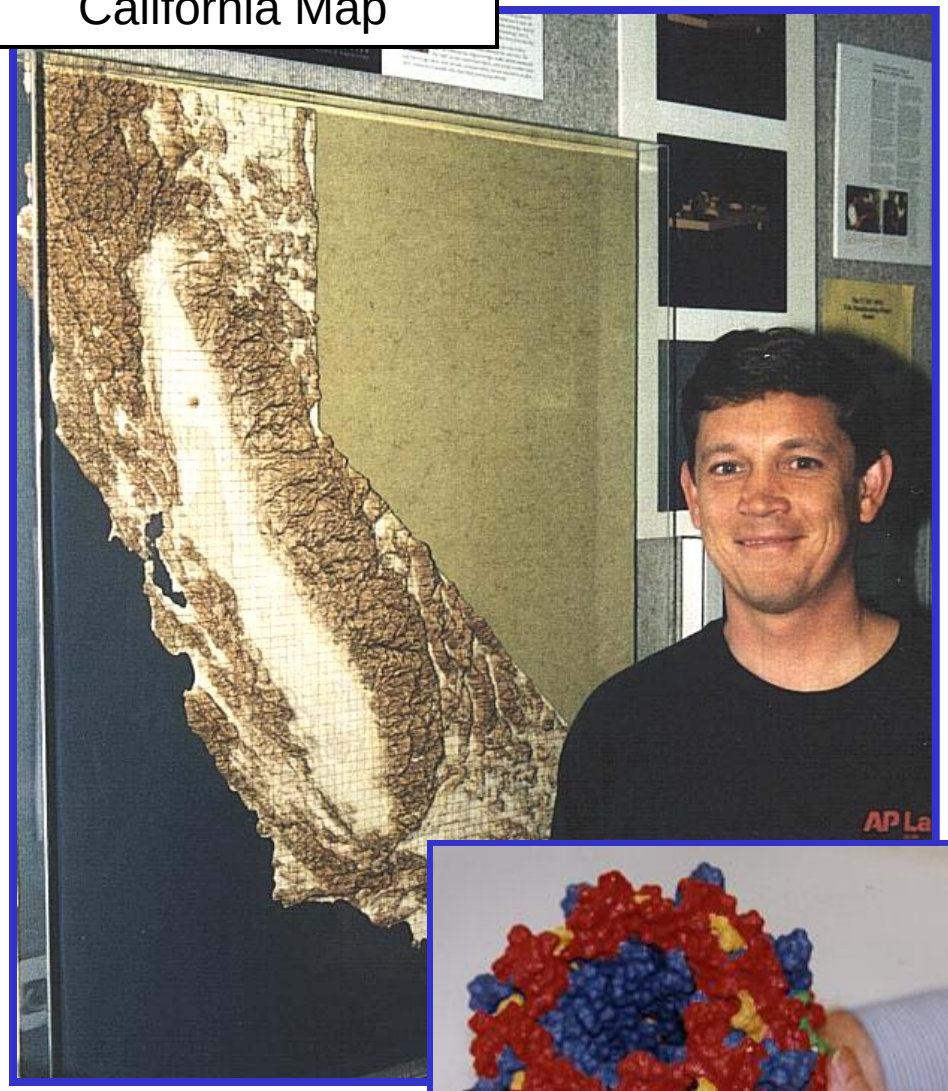


3D Ultrasound

Maps

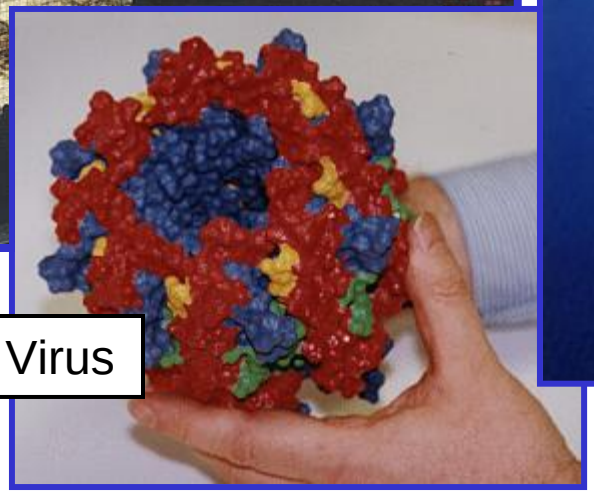


California Map



Wind Tunnel Wing

Ball-in-Socket Joint



Light-Harvesting Virus

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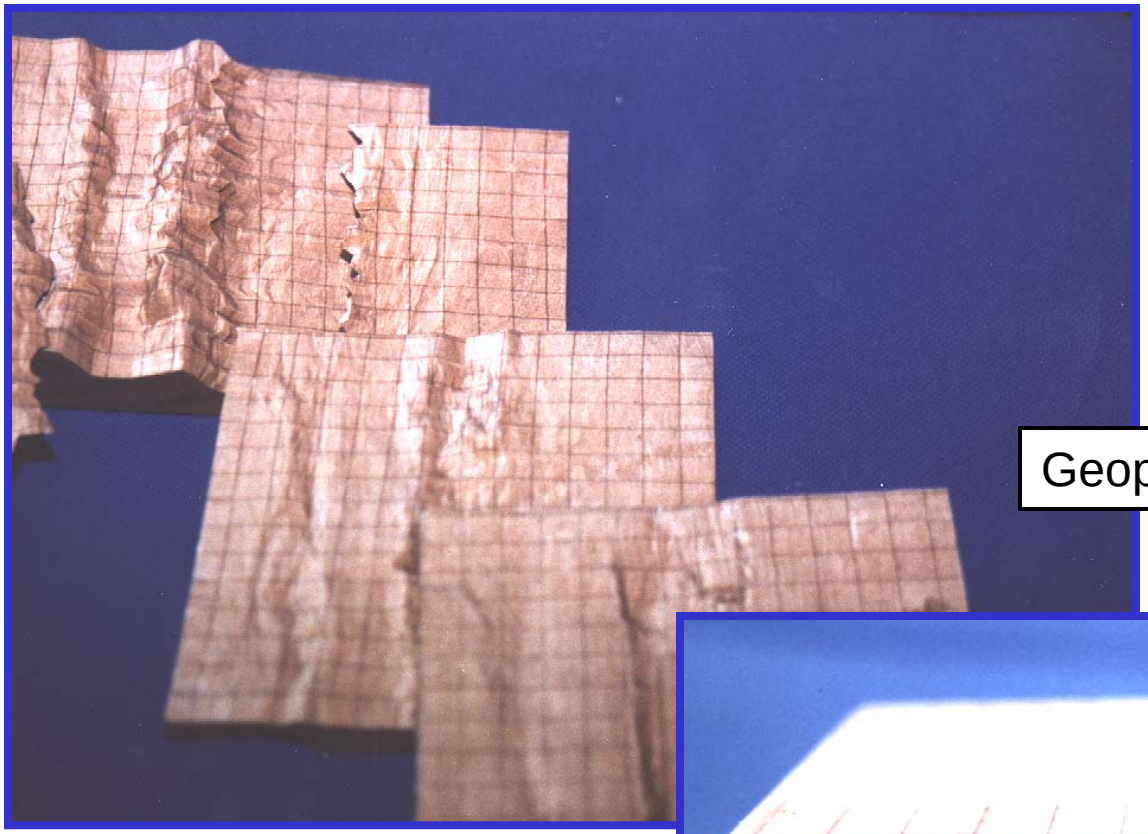
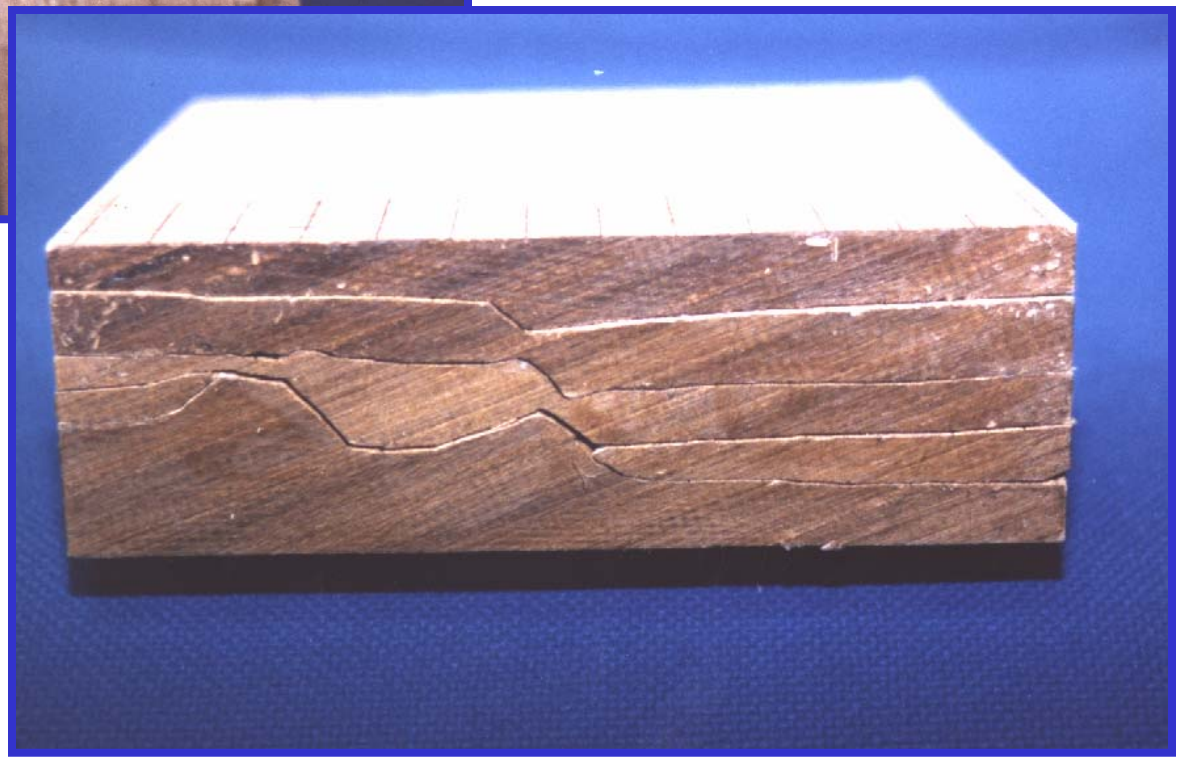


Geophysical Rock Layer “Puzzle”



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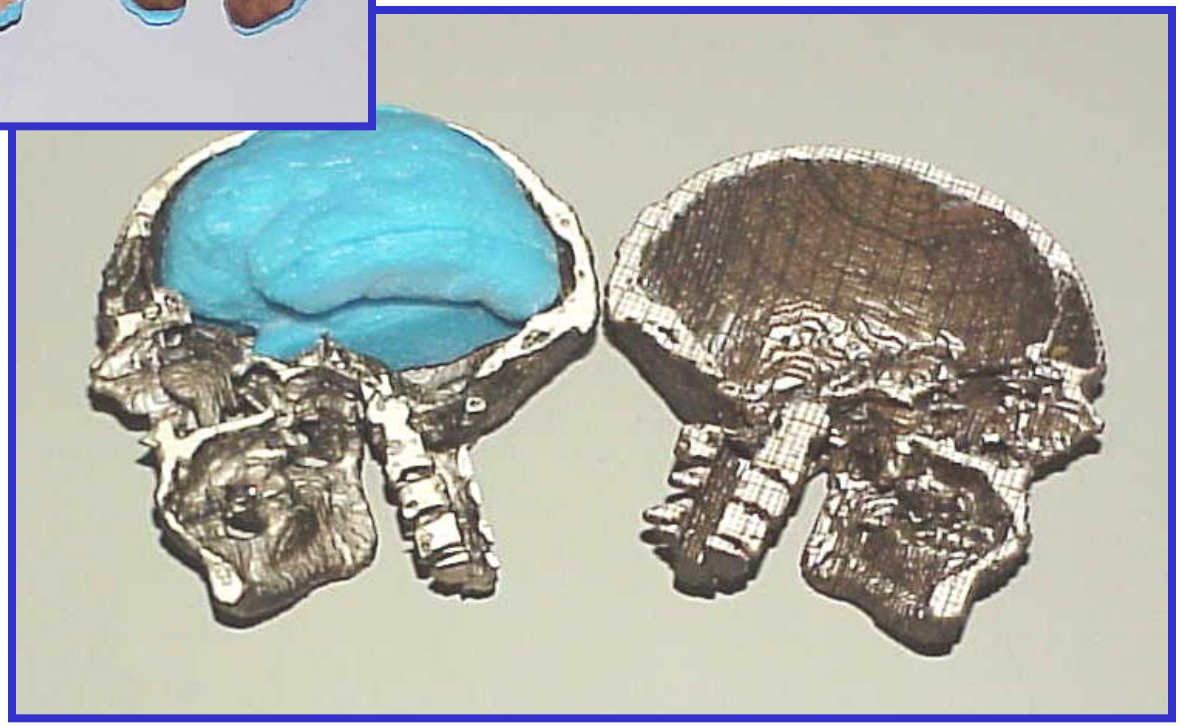
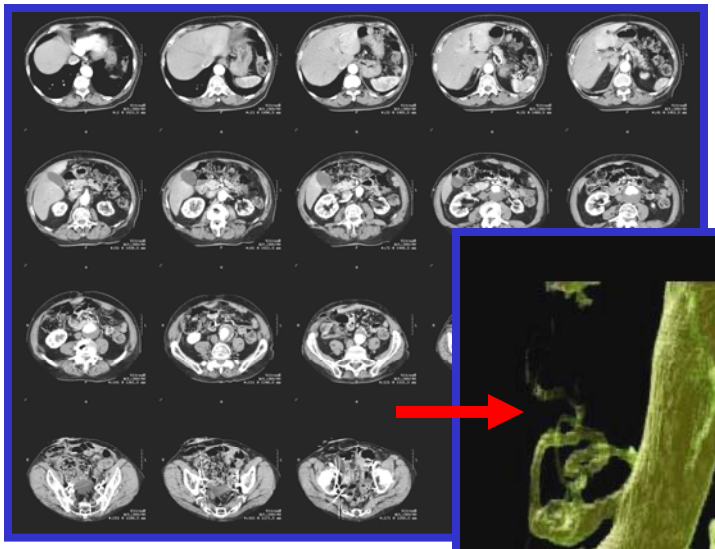
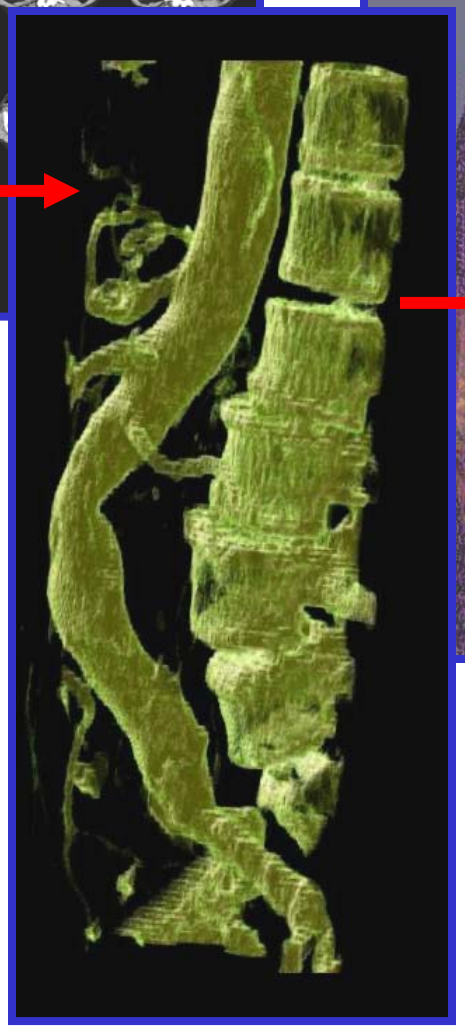
Skull and Brain Slices



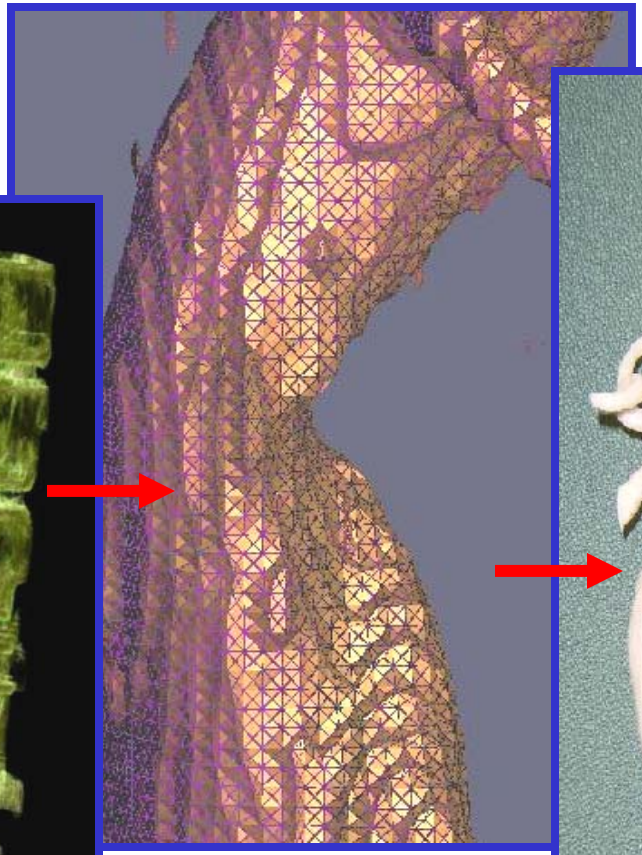
Modeling Anabolic Aortic Aneurysms



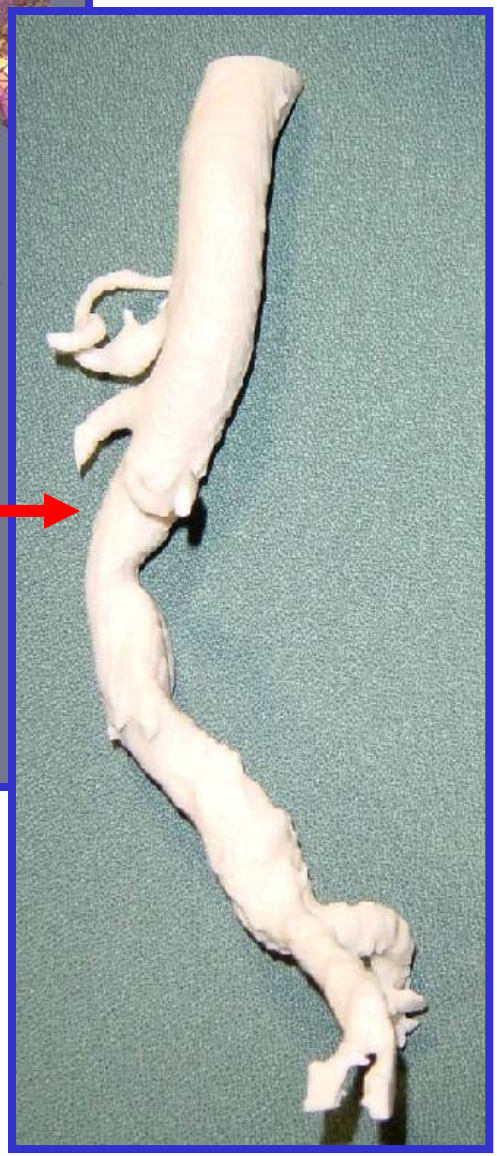
CAT scan slices from the UCSD Medical School



Interaction in OSU *vx* (Volume Explorer)



Tesselated by OSU *vs* (Volume Solid)



Fabricated in OSU Graphics Lab

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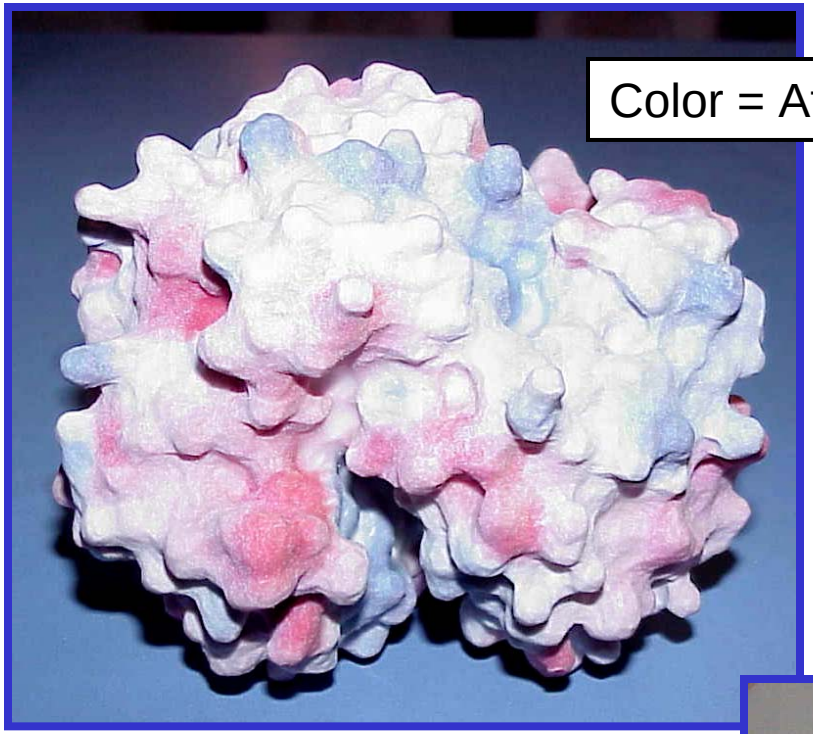
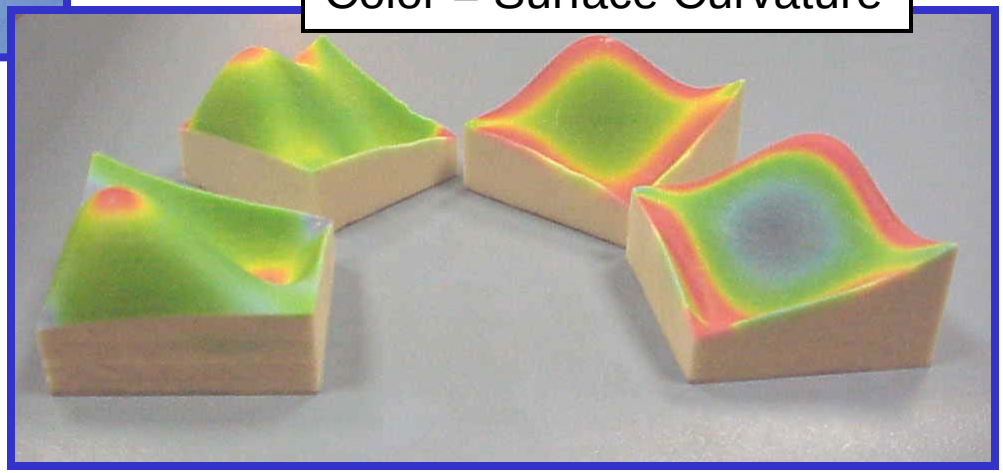
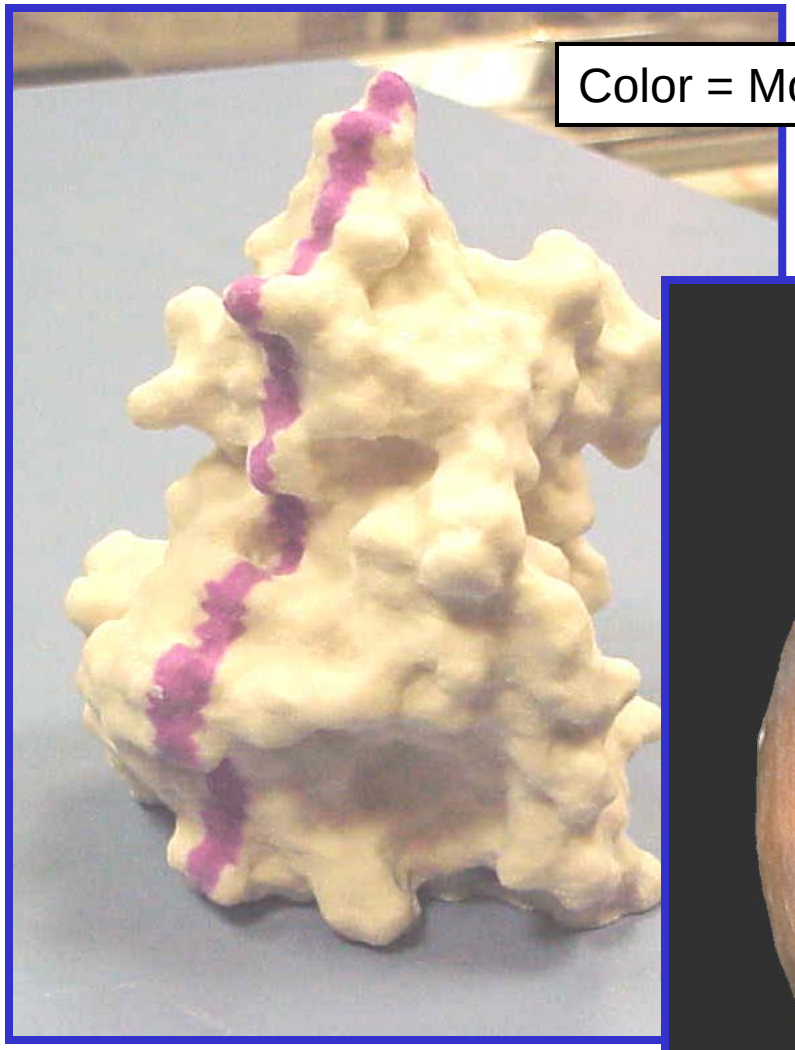


Color = Atomic Charge

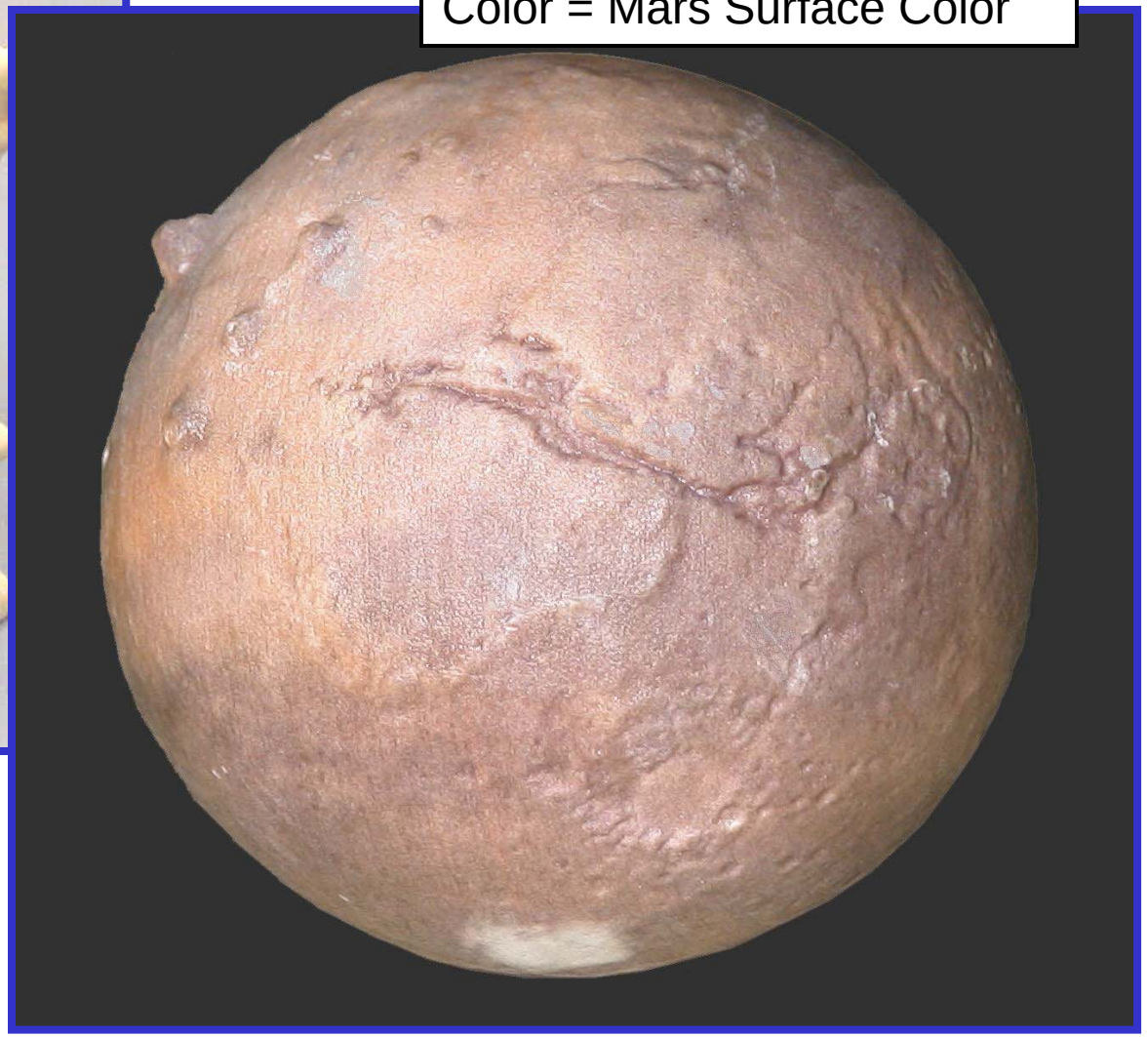
Color = Surface Curvature





Color = Mold Parting Line

Color = Mars Surface Color



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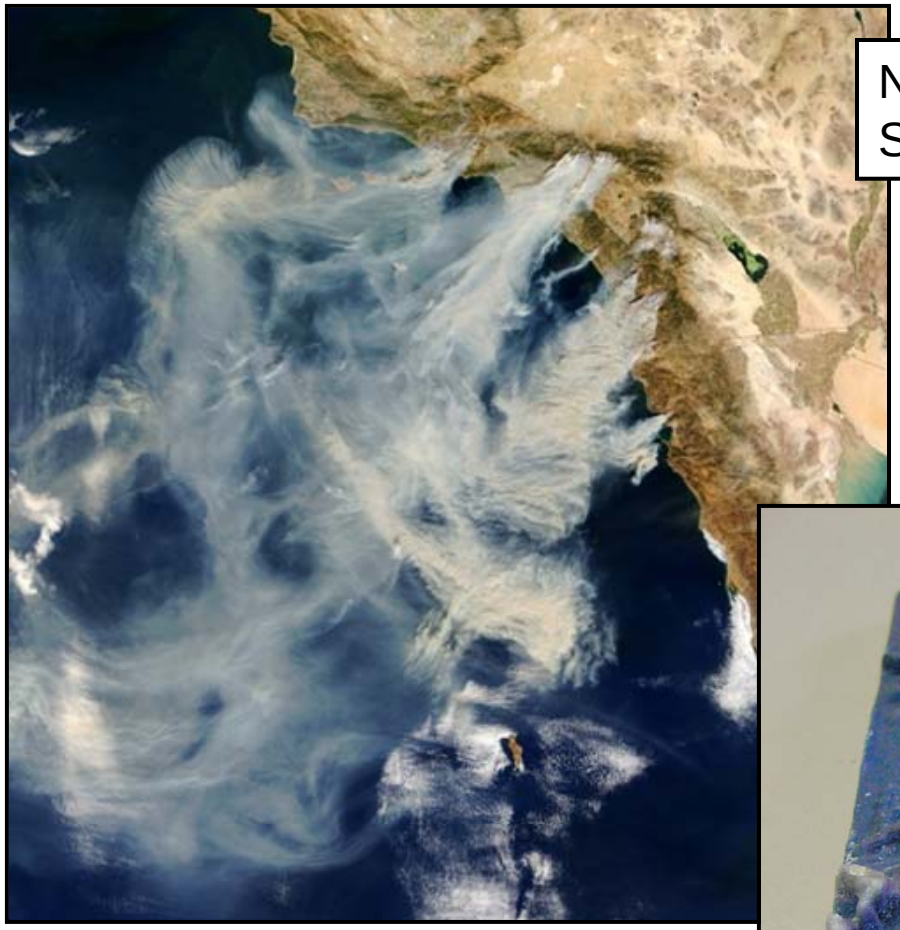
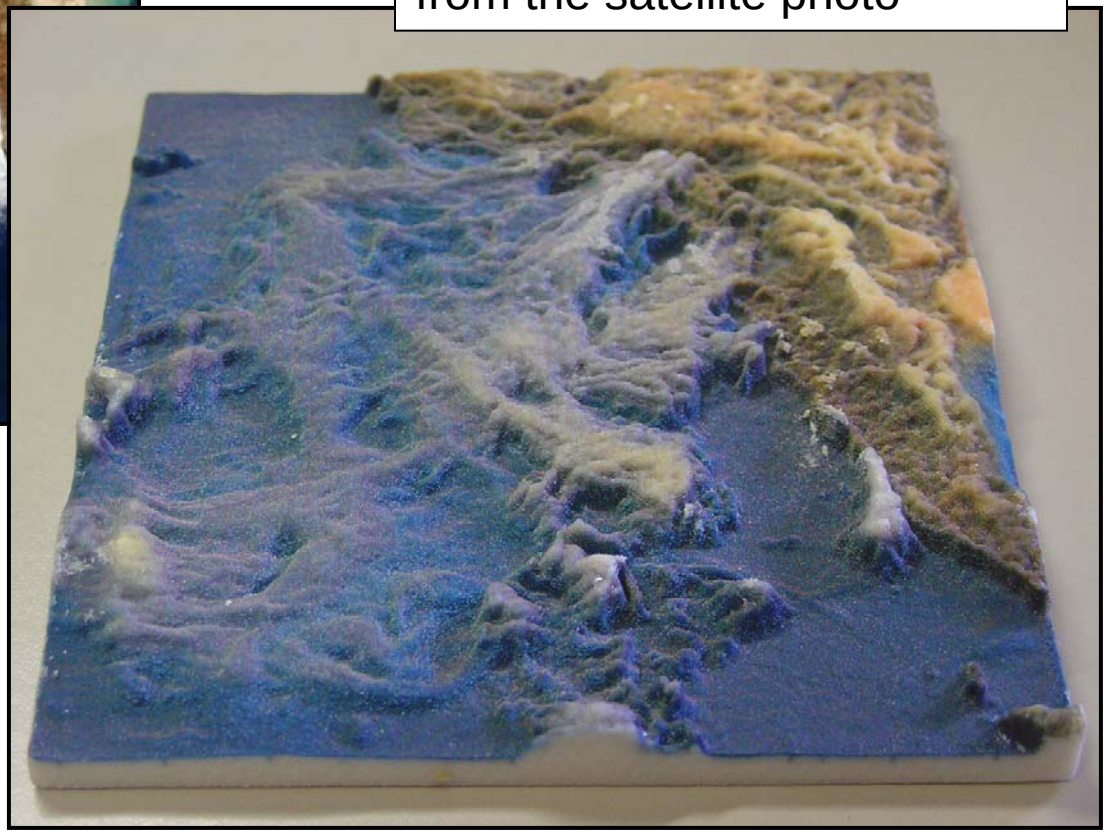


NASA satellite image of the Southern California fires, 2003

Color physical model made from the satellite photo



Height = .30R + .59G + .11B

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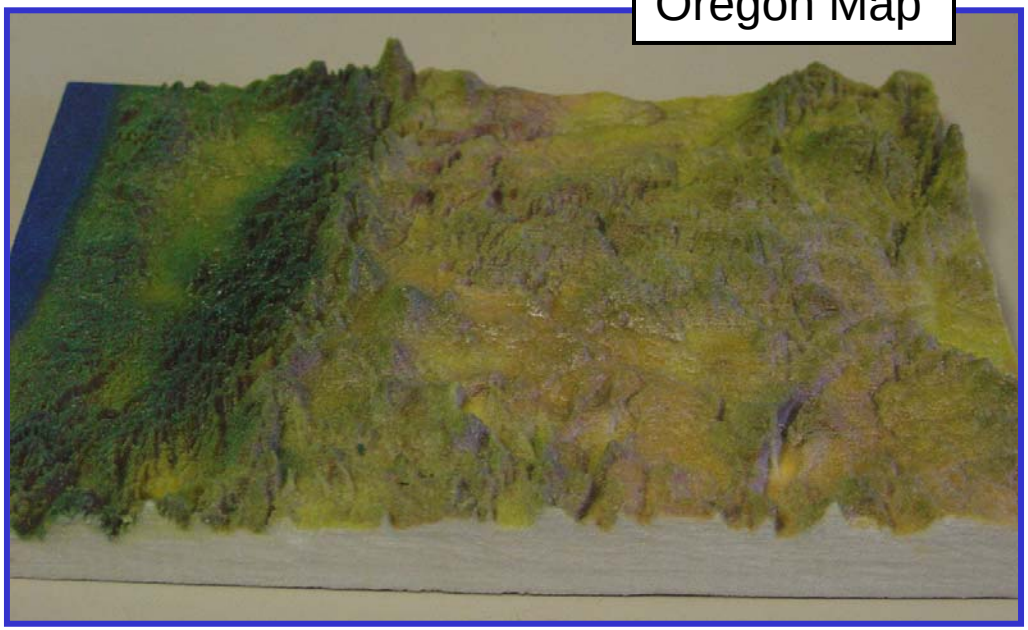
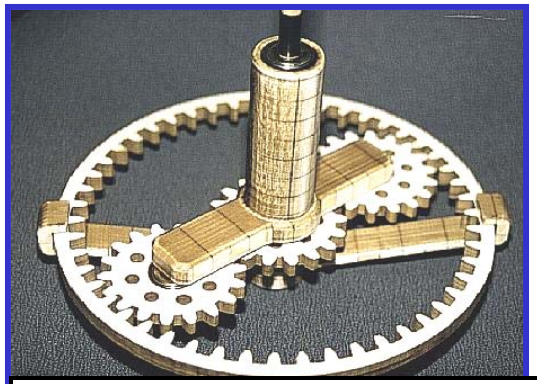
Design and Architectural Projects

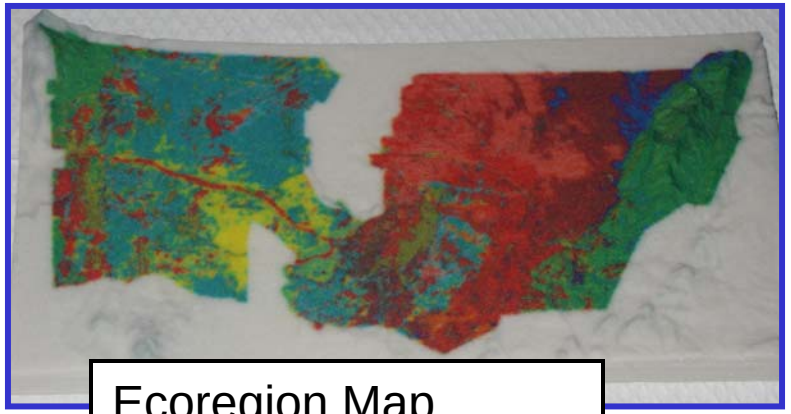
Oregon Map



Lighting Lens Base



Planetary Gear System



Ecoregion Map