Efficiently Create Textures, Patterns and Perforations

With its huge degree of design freedom, 3D Printing has introduced a new way of thinking about design. With Materialise 3-matic you can not only (re)design CAD, scanned or topology optimized data for 3D Printing, you can also enhance your design with aesthetic or functional textures, perforations and patterns.

Texturing Is the Ideal Solution to:

**Improve the Aesthetic Value of Your Part**
- Enjoy freedom of design
- Create a unique or personalized object
- Cover up 3D printing layers

**Add Functionality to Your Part**
- Benefit from biomimicry and bionic engineering design possibilities
- Increase grip
- Improve aerodynamic properties
- Change acoustic properties
- Control density with perforations

**Good Reasons to Choose the Materialise 3-matic Texturing Module**
- Choose textures from a large library
- Add custom textures to existing library
- Work on complex, irregular surfaces
- Export your part to FEA
- Handle large and complex designs easily with our unique slice-based technology

“Using this software, we can relatively easily generate textures and structures on a part. Additionally, it makes it possible to perform structural design operations on STL files. There is hardly any other software on the market which makes this possible.”

Romuald Siegert, Rapid Technologien, BMW Group, Germany

software.materialise.com
Slice-Based Technology and Texturing

With the slice-based technology for 3D Printing, the 3D geometry is applied at the slice level instead of at the STL level. Since all information about structures and textures is saved as metadata, large and complex files can be handled easily.

Patterning and Perforations

Use a single pattern element to design an elaborate 3D patterning.

3D Texturing

Easily convert a 2D bitmap into a 3D texture

For more information about Materialise 3-matic, contact us at: software@materialise.be or visit our website software.materialise.com