Voxel Dance

Software Integration

Photocentric

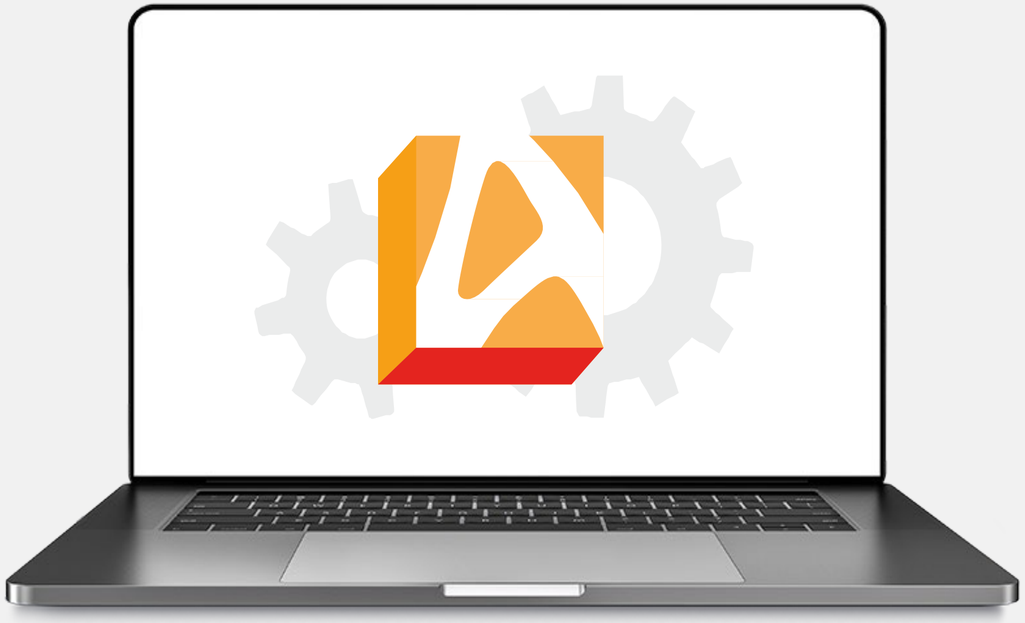
VoxelDance

Photocentric

Installation - Voxel Dance

To ensure the software is installed and activated properly, follow the below Steps

- Run the installer as an administrator by right-clicking on it and selecting "Run as Administrator.
- Make sure your firewall or antivirus software isn't blocking the server connection needed for activation. If necessary, temporarily disable your antivirus software during this process. Please keep in mind that these steps only need to be done once.



Minimum system requirements

CPU: Intel Core i5 6600K or higher or AMD Ryzen 5 1600 or higher

Memory: 64GB RAM or higher

Free Disk Space: Win 64-bit system. 2GB of free disk space

Display: 1920 x 1080 resolution or higher *(2560 x 1440 is recommended)*

Video Card: NVIDIA GeForce GTX 1050 or AMD Radeon RX 480 or better, Memory 1 GB or higher, Graphics card with OpenGL 3.0 support.

Any Intel GPU chipsets are not recommended. Graphic Card RTX3080 Ti or similar

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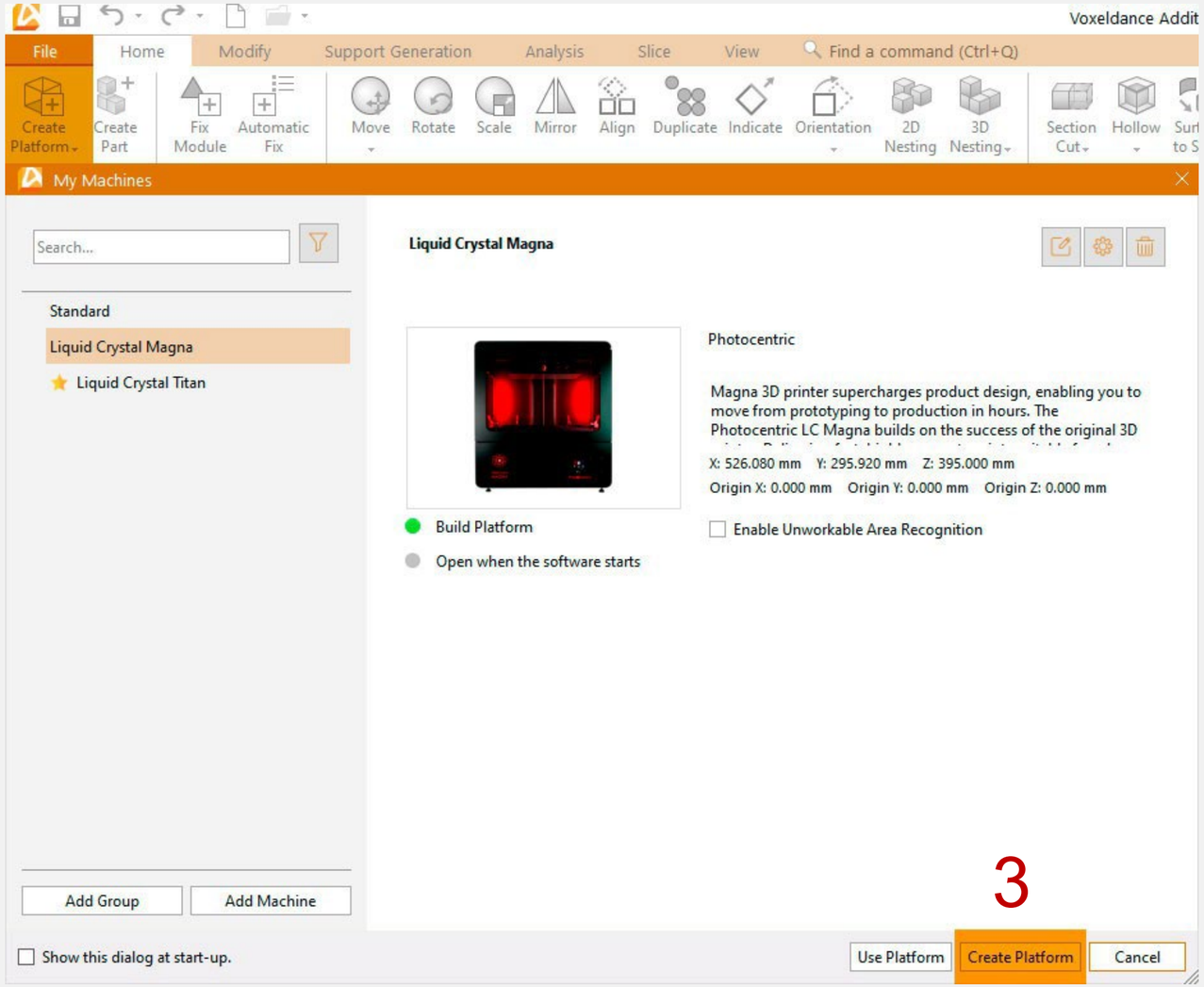
Adding machine profiles

- Navigate to "Create Platform", choose "Platform Definition", and click on "Add Machine" to include LC Magna and LC Titan in the library.
- After adding the printer profiles, set the printers as default by right-clicking on them.
- If you are using an older version of Voxel Dance software and cannot find the "Photocentric" Machine Profiles in the directory, you can import the machine profiles. To do this, follow these steps:
  - ✓ 1. Go to "Create Platform"
  - ✓ 2. Select "Platform Definition"
  - ✓ 3. Right-click on the "My Machine" section
  - ✓ 4. Choose "Import"
  - ✓ 5. Select the .vdafpg format machine profile



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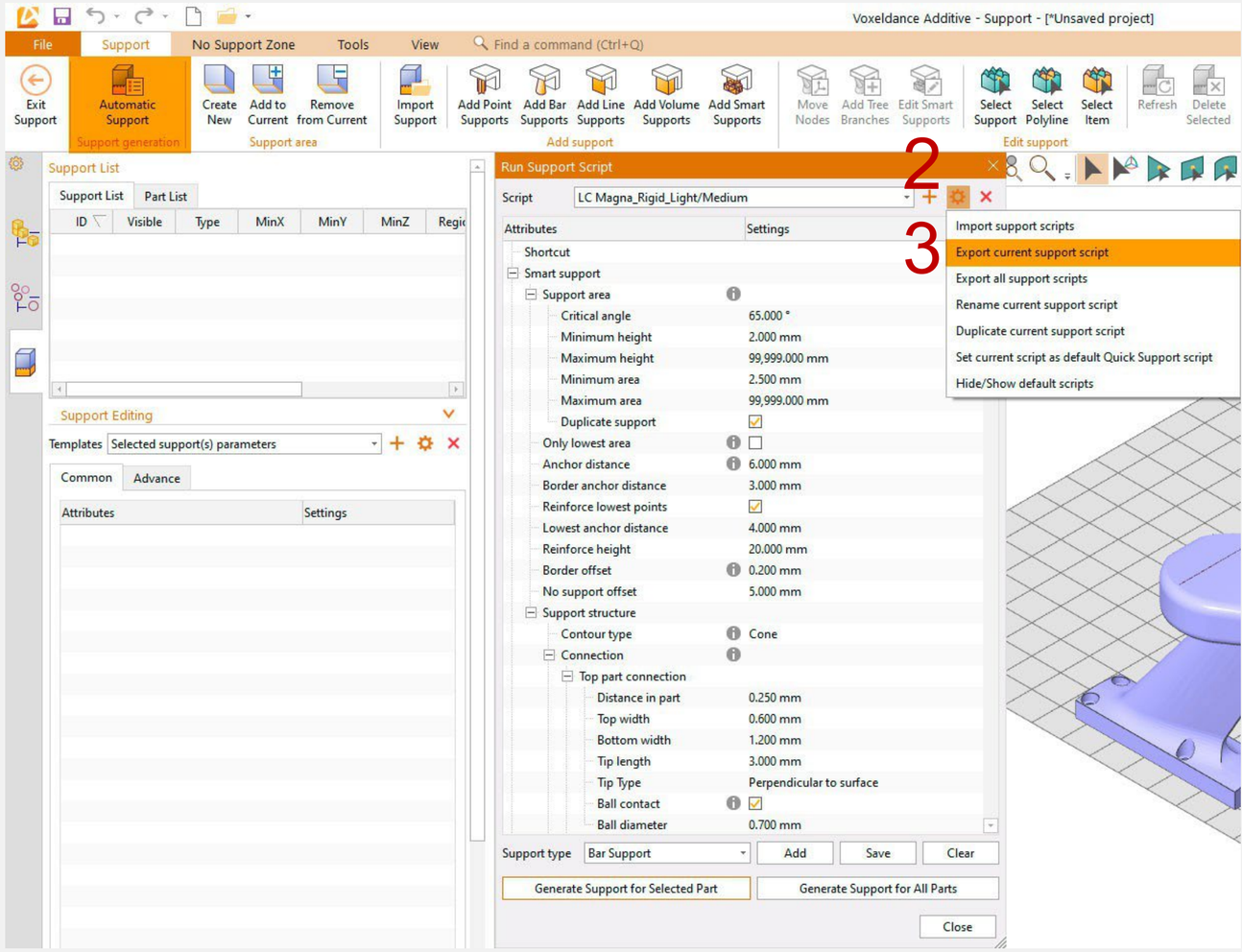
Importing Photocentric Supports Scripts

- Open the VD software and select the "Support Generation" tab. Click on "Support Module".
- Select the Automatic Support button and click on the gearwheel in the top right corner of the tab. options to import/export the support scripts.
- Support Profiles can be downloaded from the website
- Photocentric continually updates and optimises the scripts so please check out for the latest updates.
- Users can export all settings e.g. UI settings colours etc. (as in Photocentric Studio). To do this go to File\Options and then select the Import/Export option



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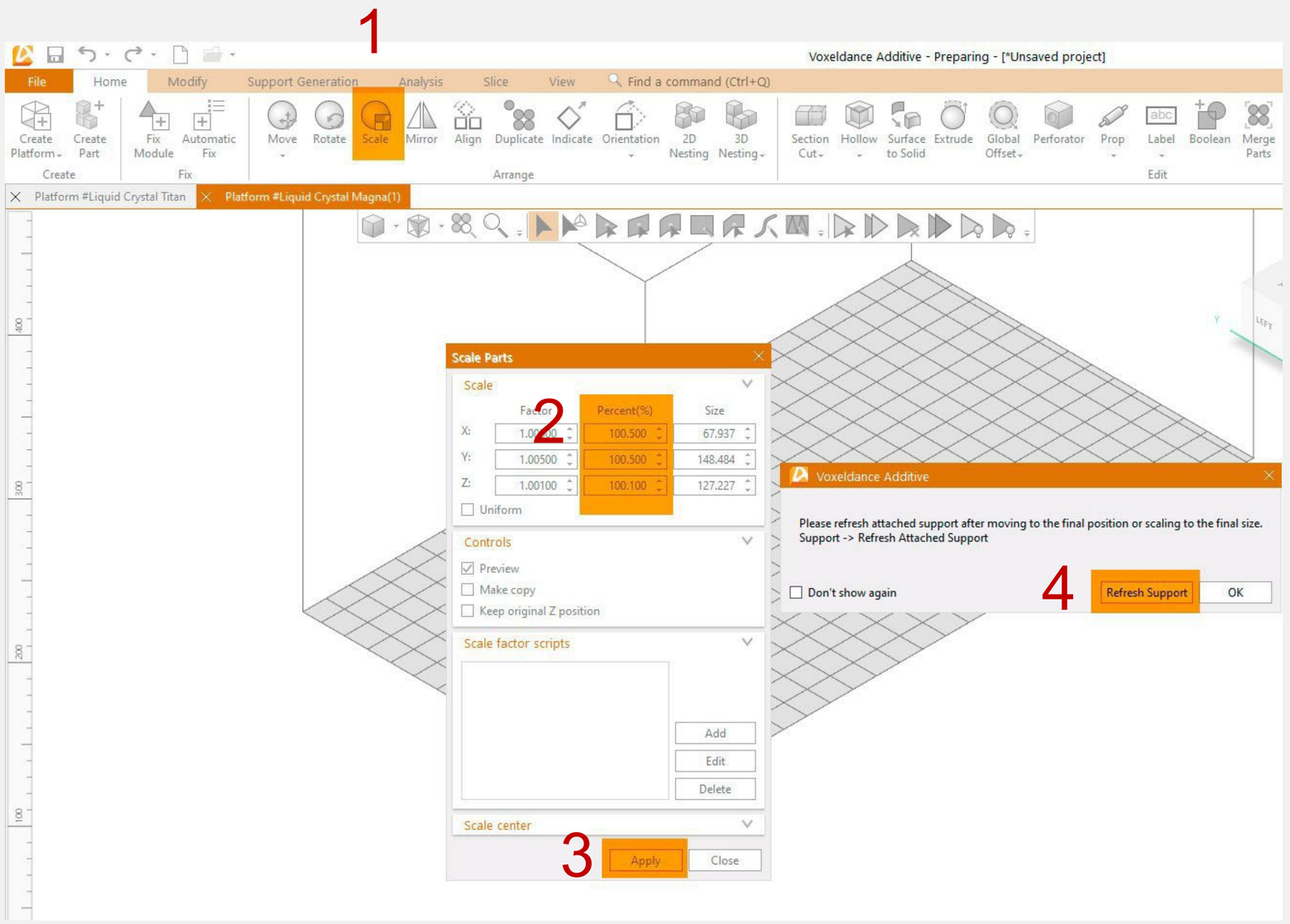
Slicing in Voxel Dance

- Before Slicing the file in VD, make sure to apply Shrinkage Correction by scaling the part in XY by 0.5% and in Z by 0.1%*
- Shrinkage correction can be modified by going to the “Scale” tab and updating the values as shown.

*Except for flexible resin the scaling factor should be –4% XYZ



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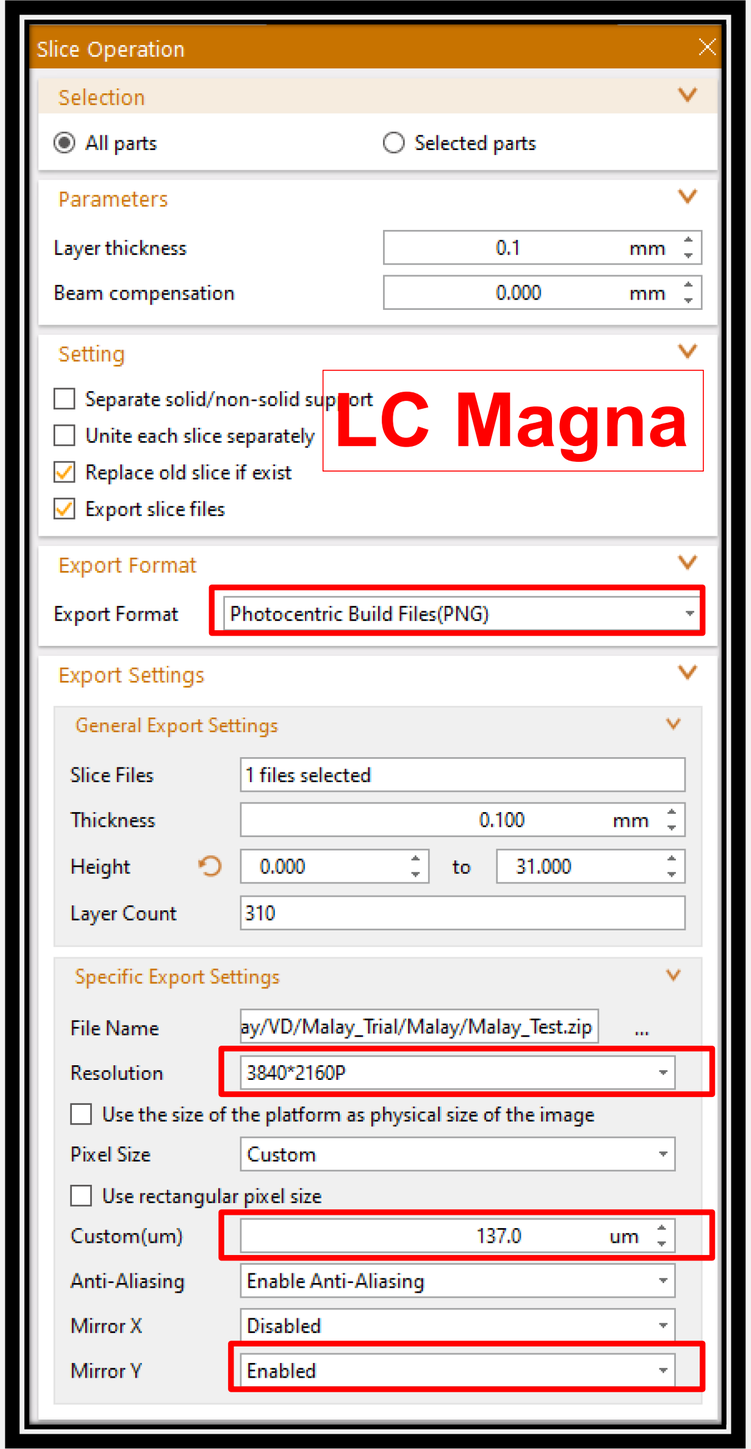
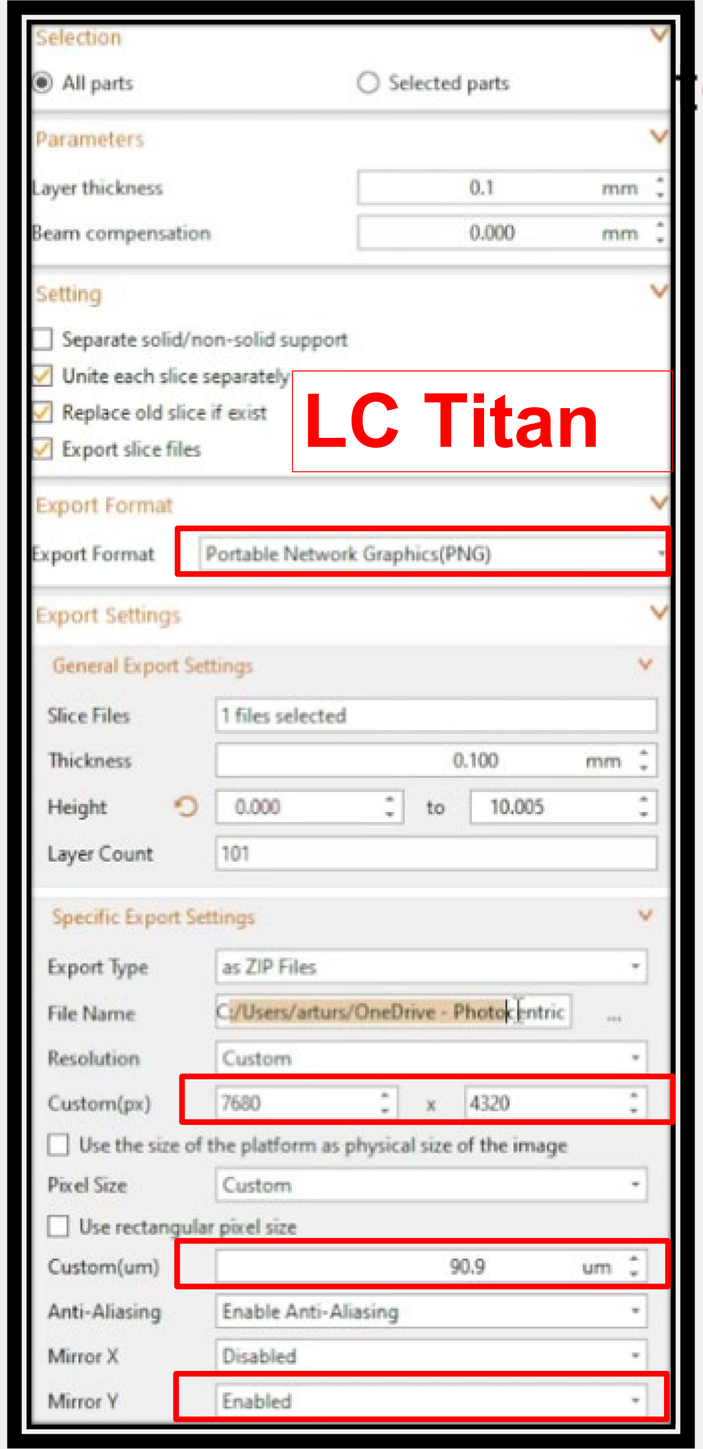
Slicing in Voxel Dance

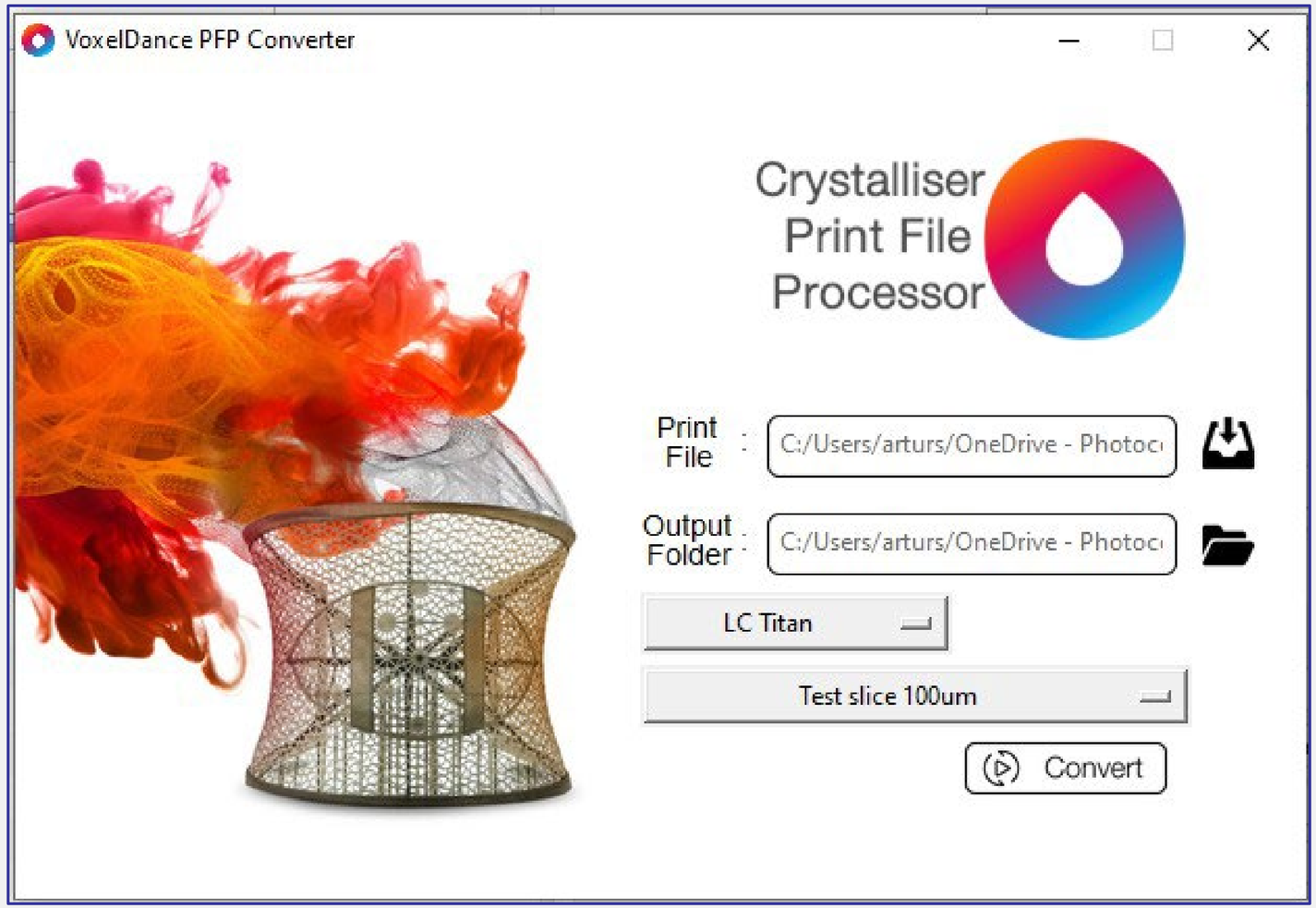
- After the Shrinkage factor have been applied to the part, we can slice the part in VD directly.
- Please make sure to change the parameters such as Resolution, and pixel size based on the printer you are using*
- Respective settings for LC Magna and LC Titan are shown here for reference

*Pixel size and screen resolution are different for LC Magna and LC Titan. Please make sure to change them accordingly.





Slicing in Voxel Dance

- After slicing the file, please download the PFP converter from [here] to convert the sliced file from Voxel Dance into a format that can be used on Photocentric Printers.

- Once downloaded, open the Voxel Dance Print File Processor (PFP).
  - ✓ In the print file section, choose the sliced zip file obtained from slicing the part in Voxel Dance (as mentioned in the previous slide).
  - ✓ In the Output folder, select the destination folder for the "CRS" file.
  - ✓ Select the relevant printer and the resin profile and click "Convert."