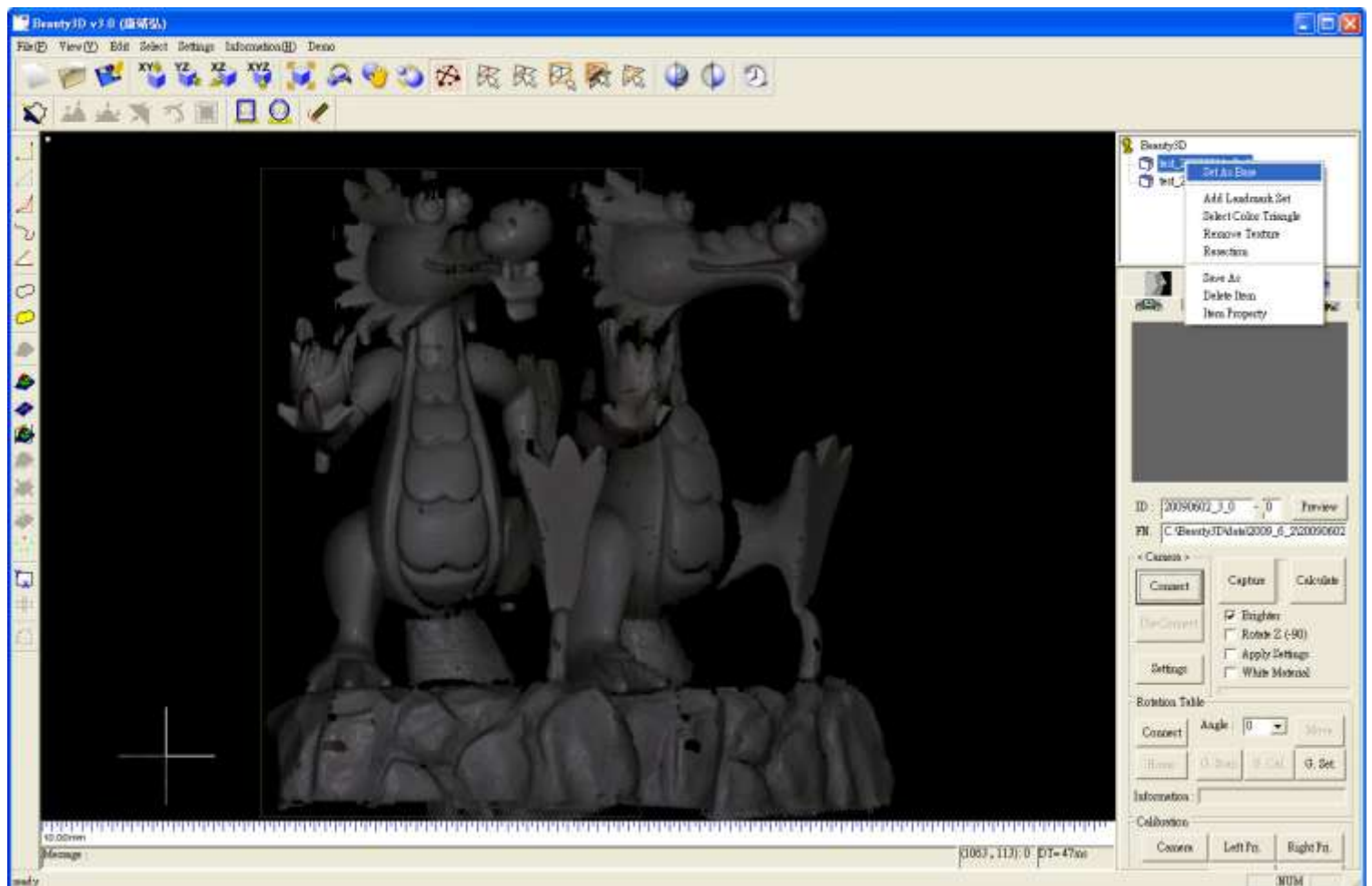
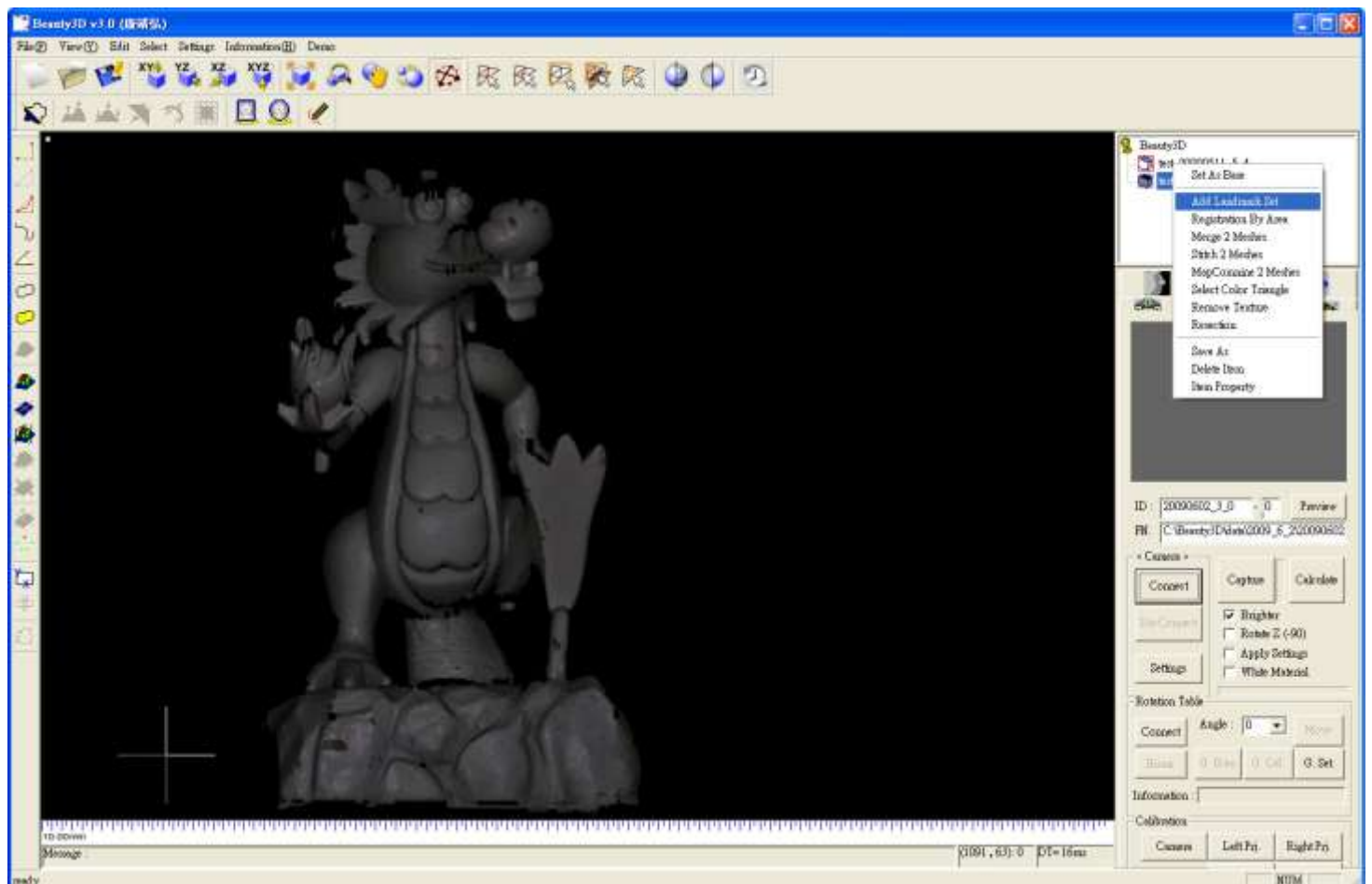


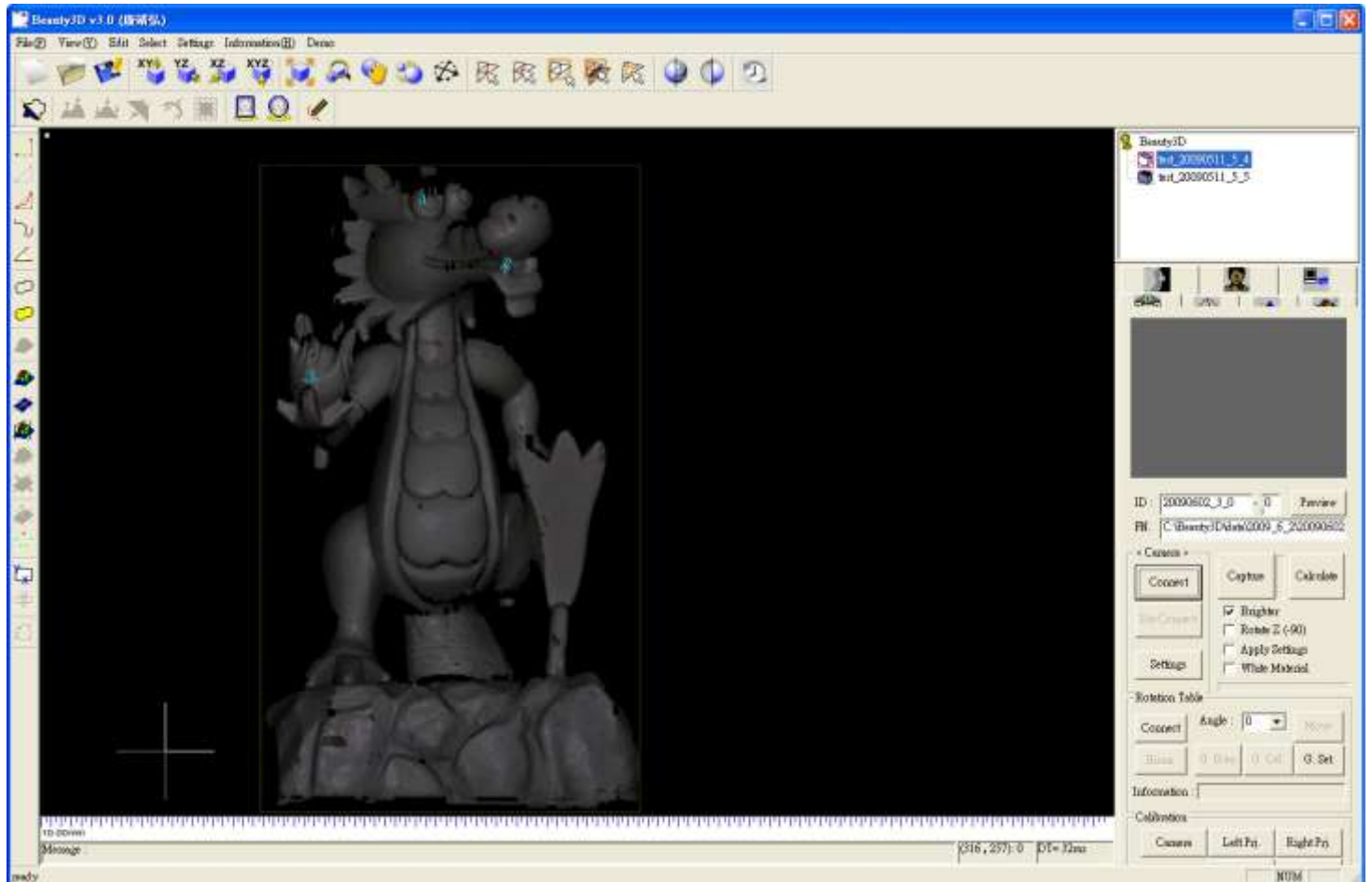
1.載入 2 個物件,將其中一個物件設為 Base.



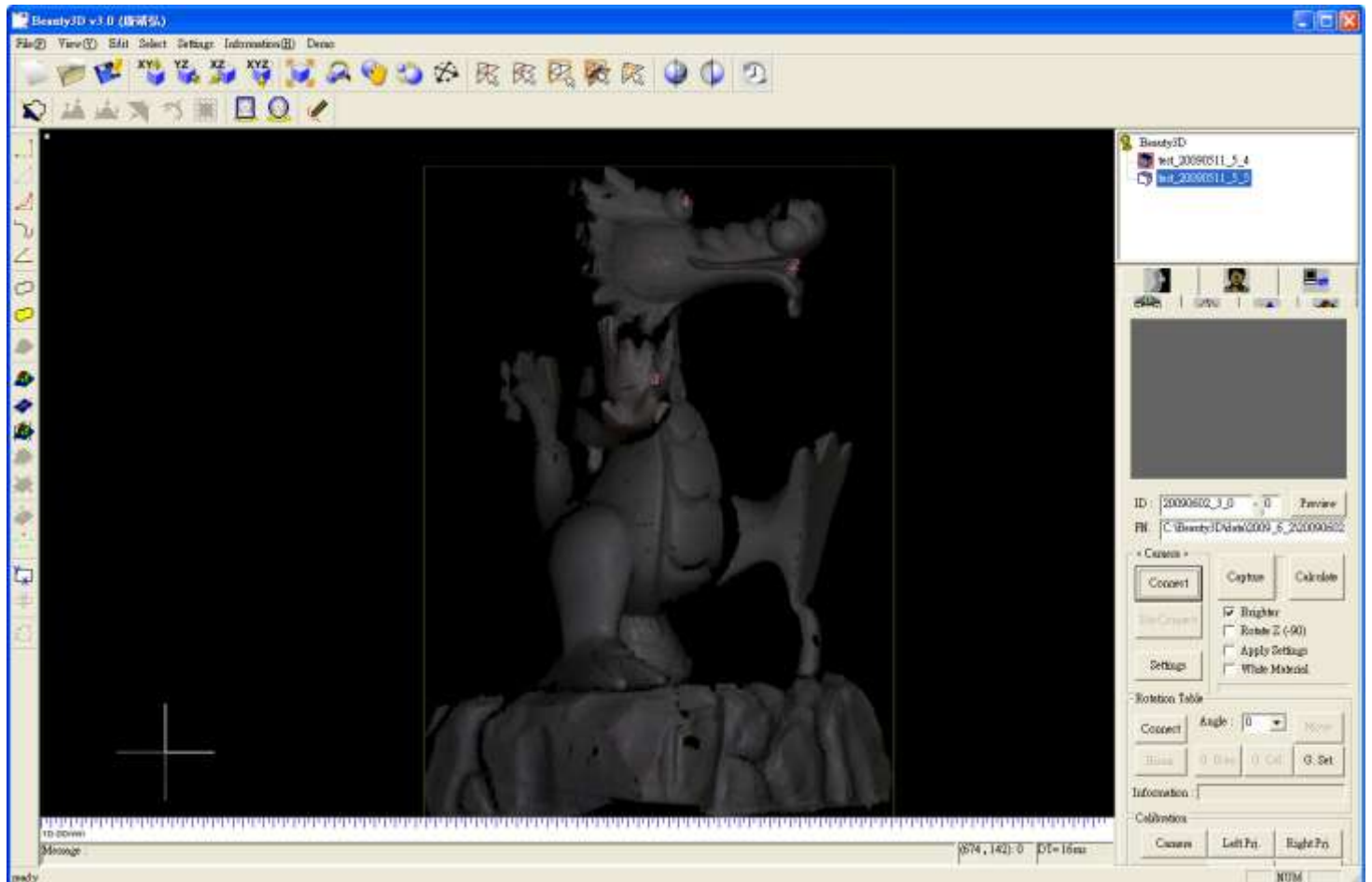
2.隱藏其中一個物件,對物件名稱按右鍵,選擇 Add Landmark Set



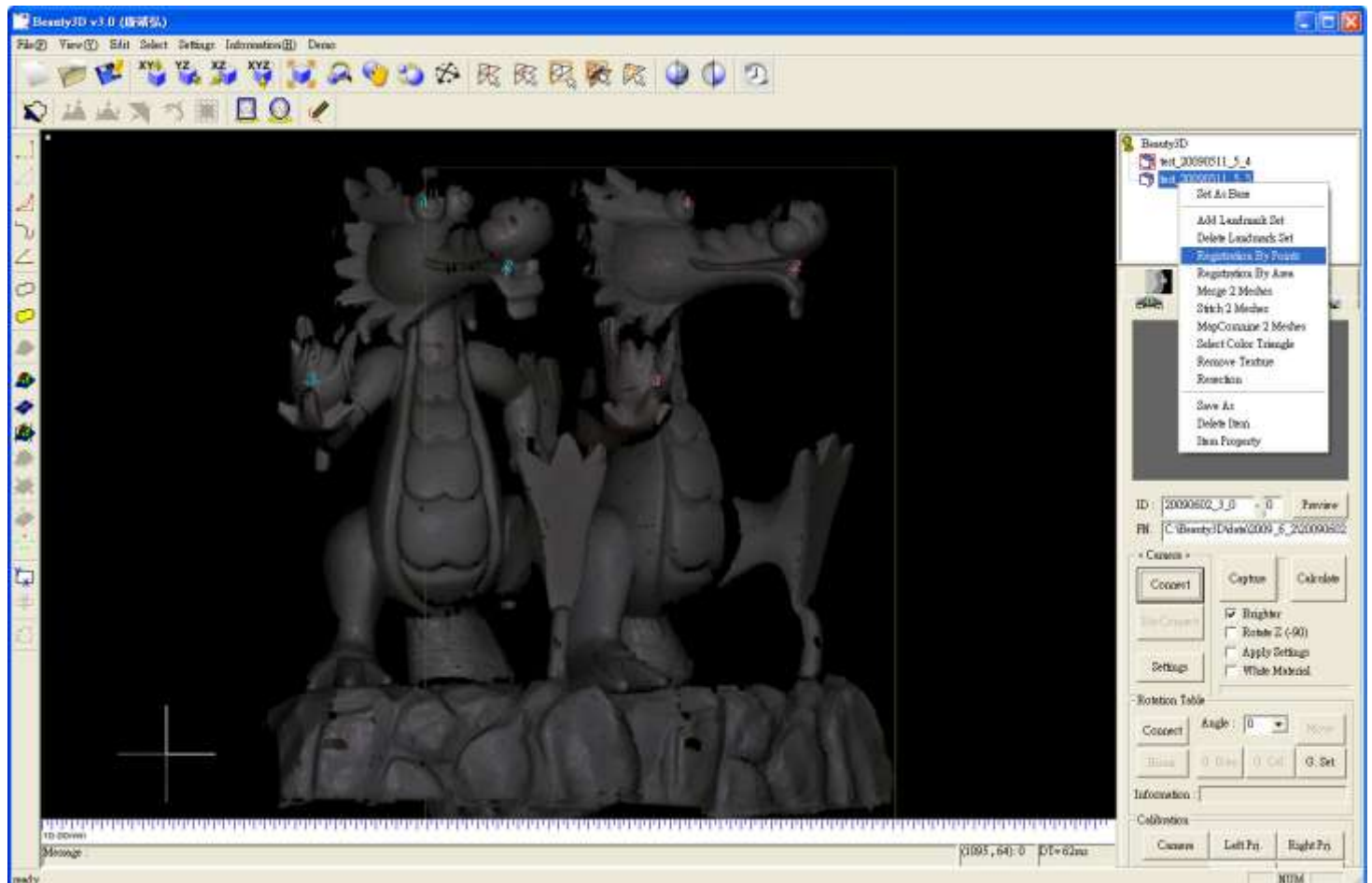
3.選完三個點（可以超過三個點）按右鍵結束.



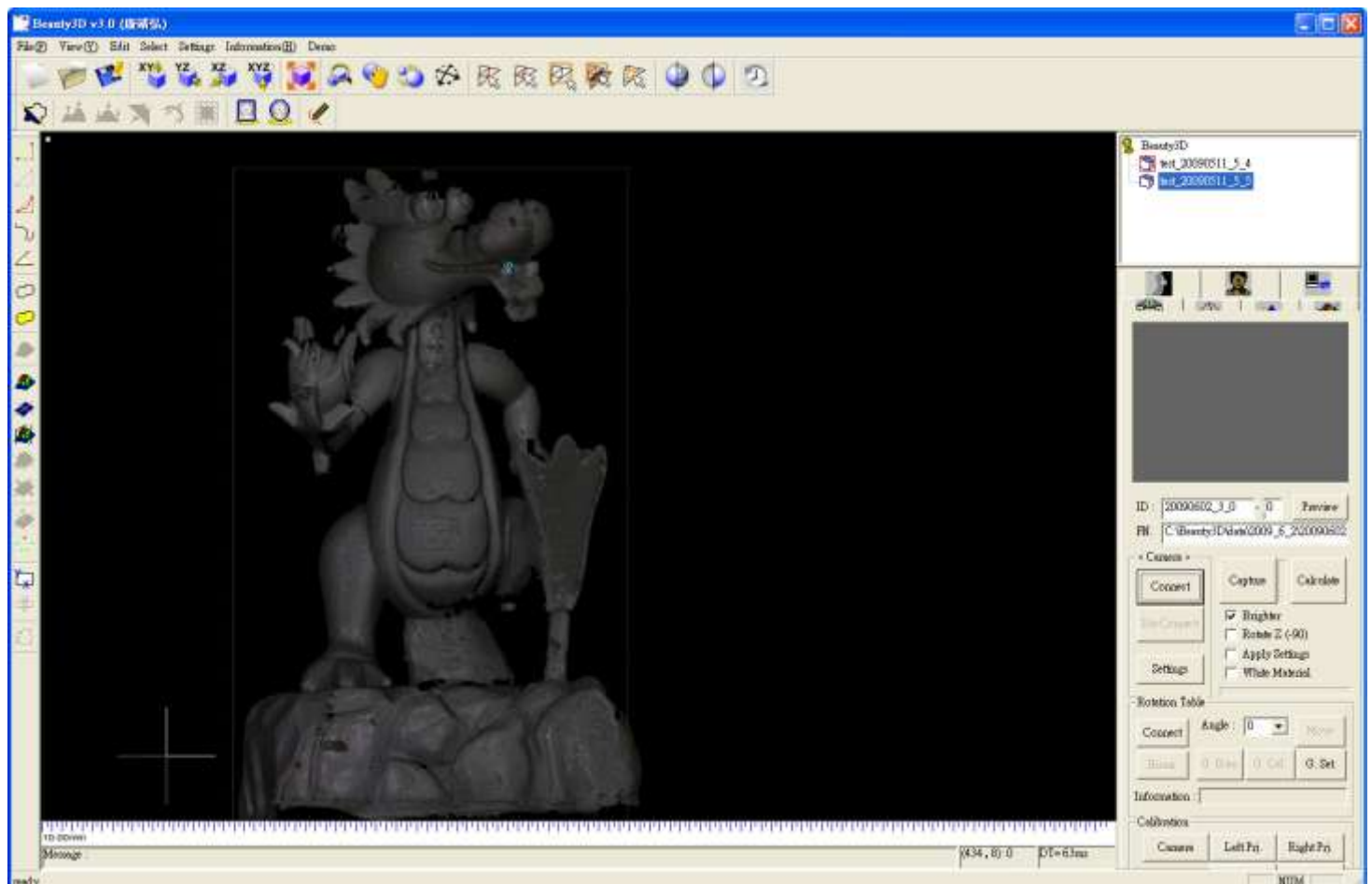
4.隱藏選好點的物件,並將另一物件相對於基本物件的三點位置也照順序選三點.



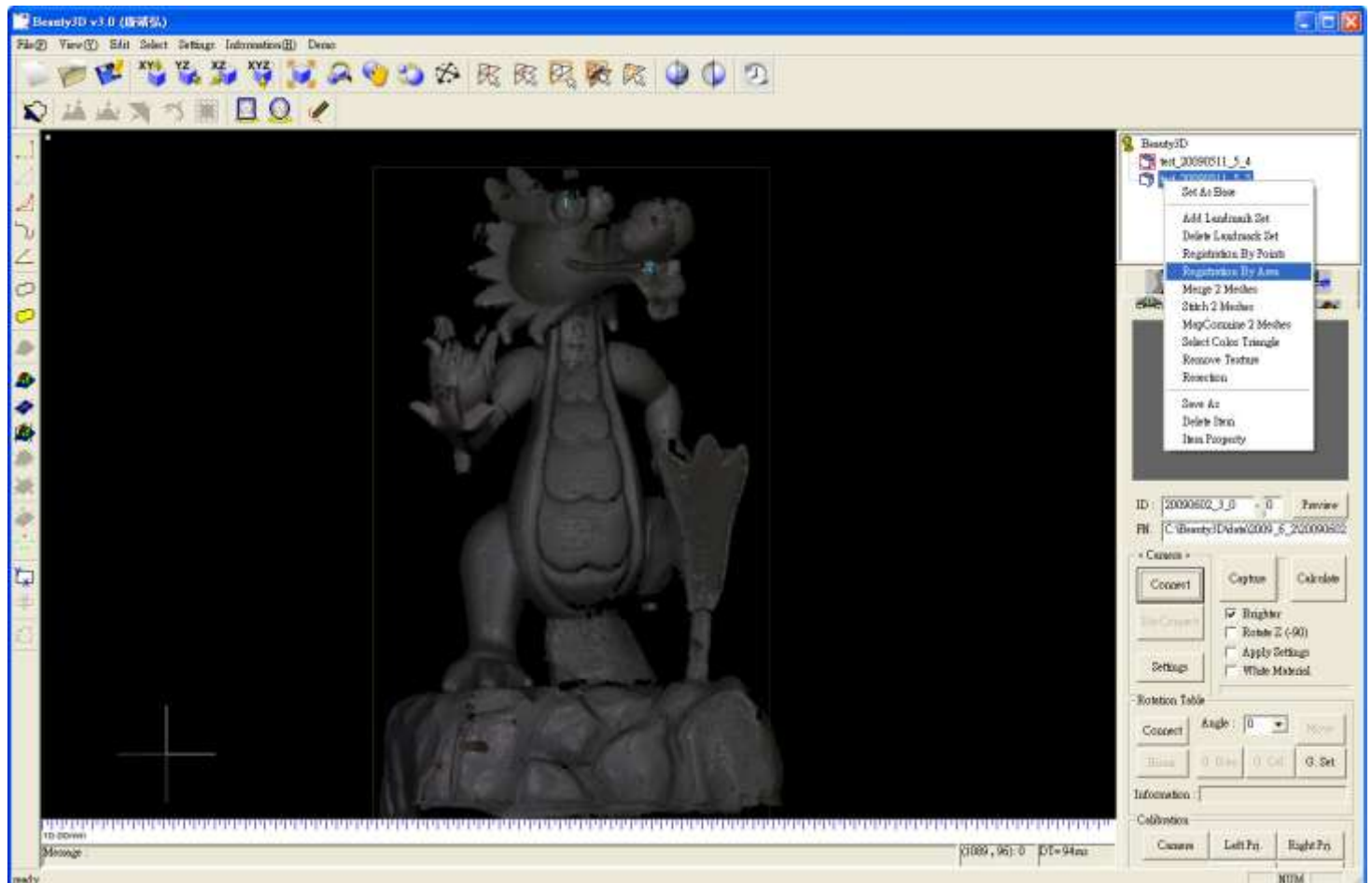
5.將所有物件顯示,在非基本物件上按右鍵,選擇 Registration By Points.



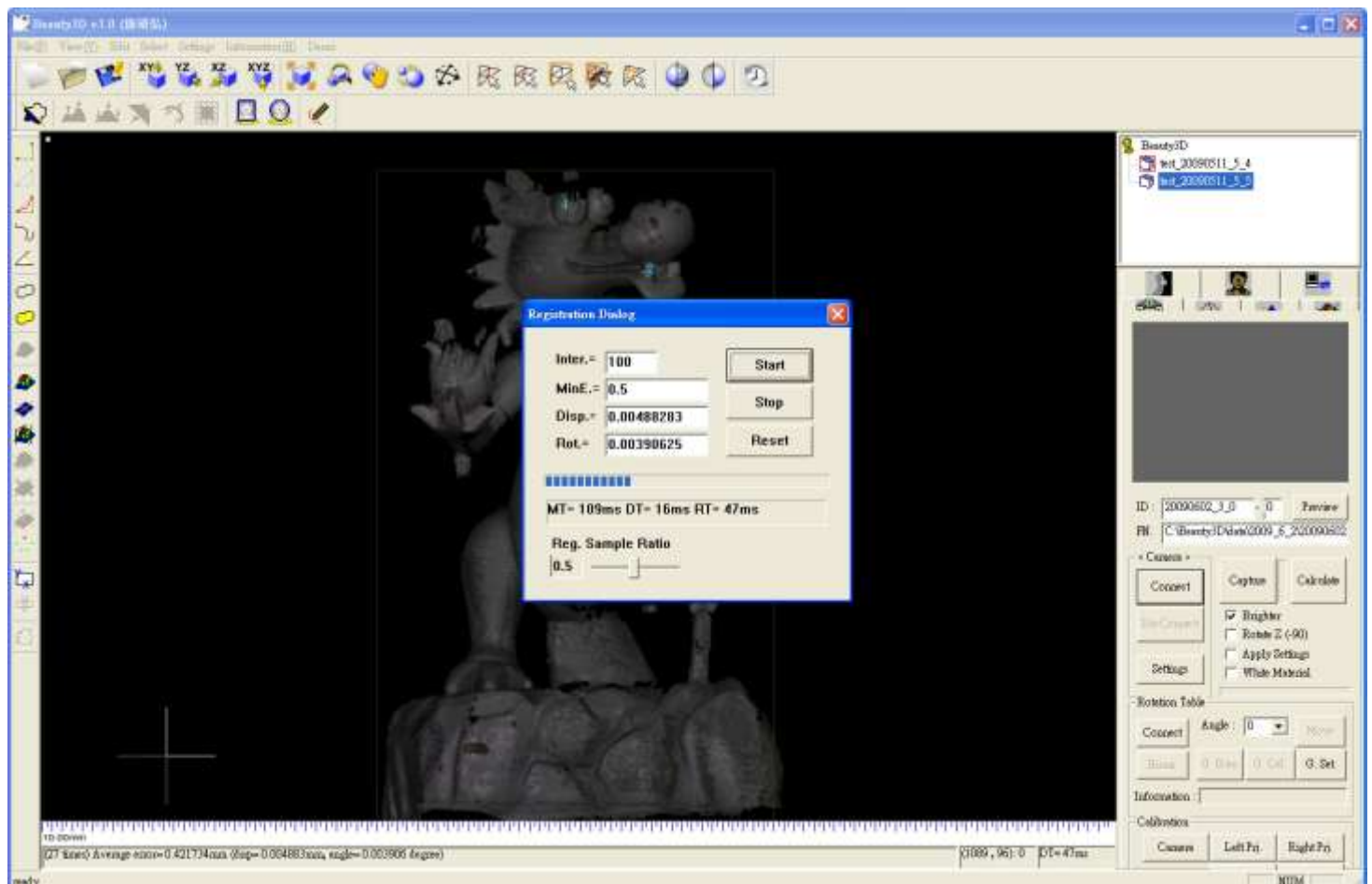
6.兩物件會依據三個點移動放置.



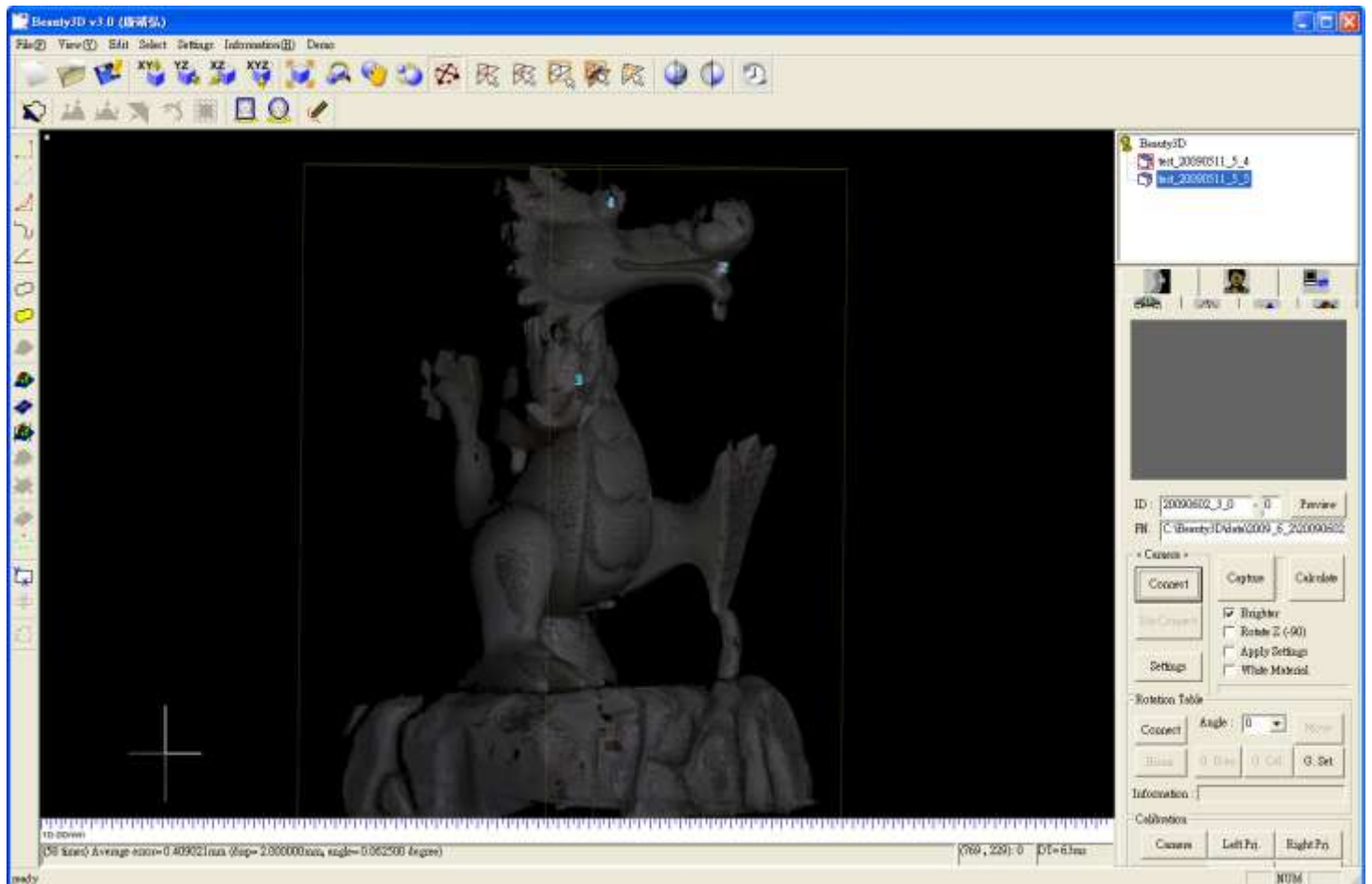
7.對非基本物件按右鍵,選擇 Registration By Area,坐進一步的疊合.



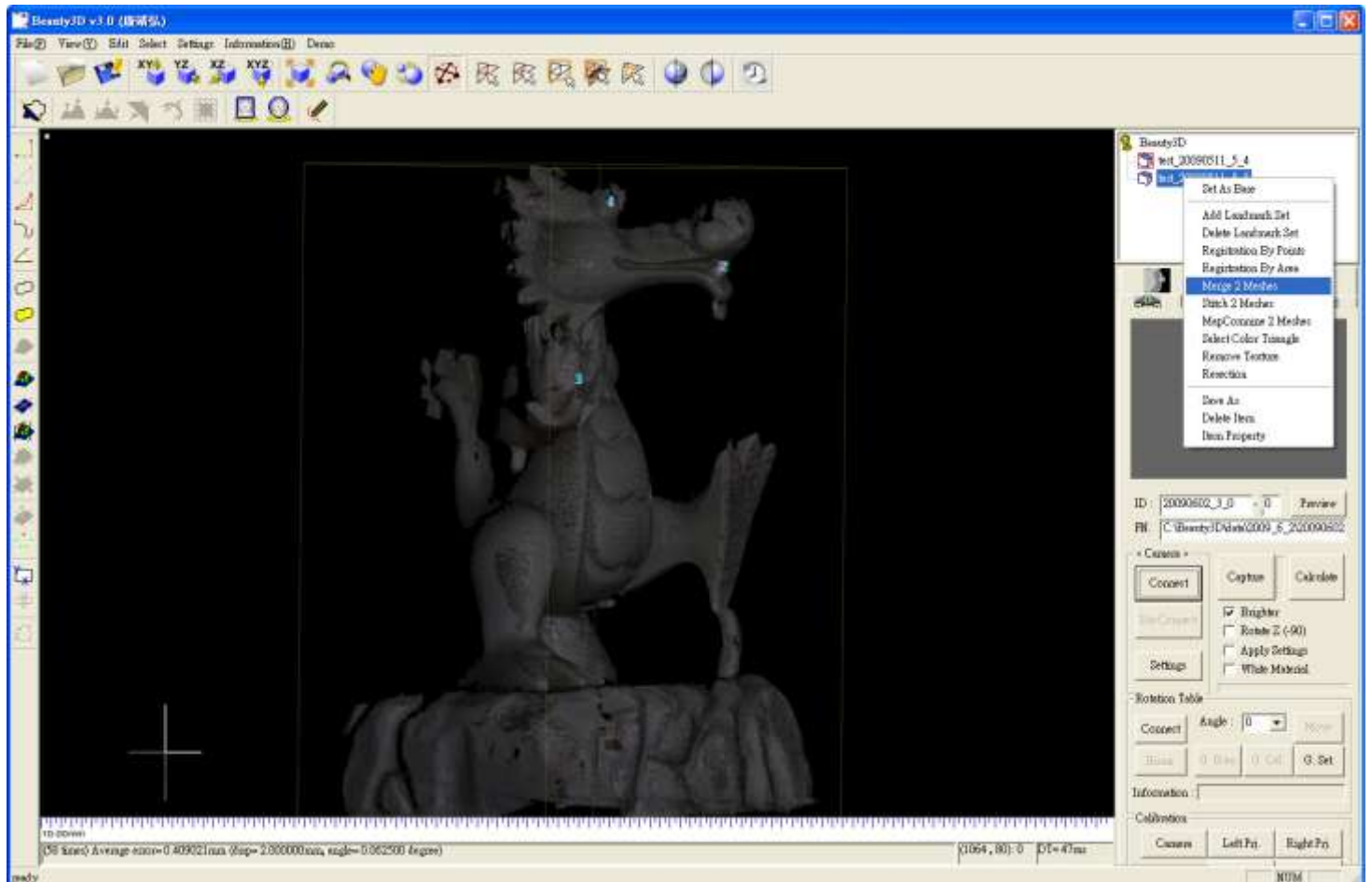
8.兩物件會自動計算最佳位置,可以重複此步驟以取得最小誤差值(畫面左下角).



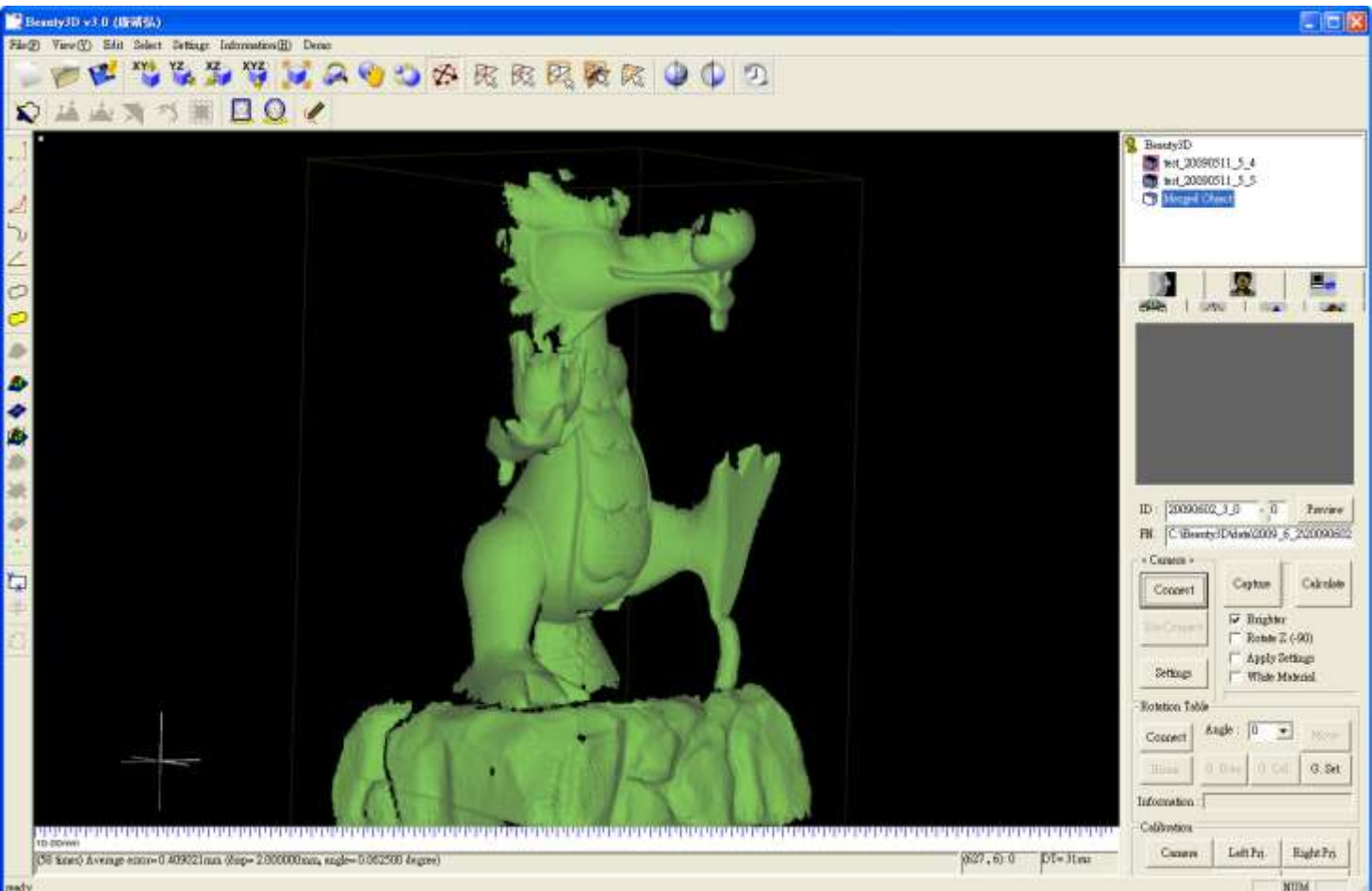
9.如無法自動計算出最佳位置,請重複 1-8 個步驟.



10.疊合後,對非基本物件按右鍵,選取 Merge 2 Meshes.



11.結合後會產生第三個物件.



12.輸出（Export）所需的檔案格式

