

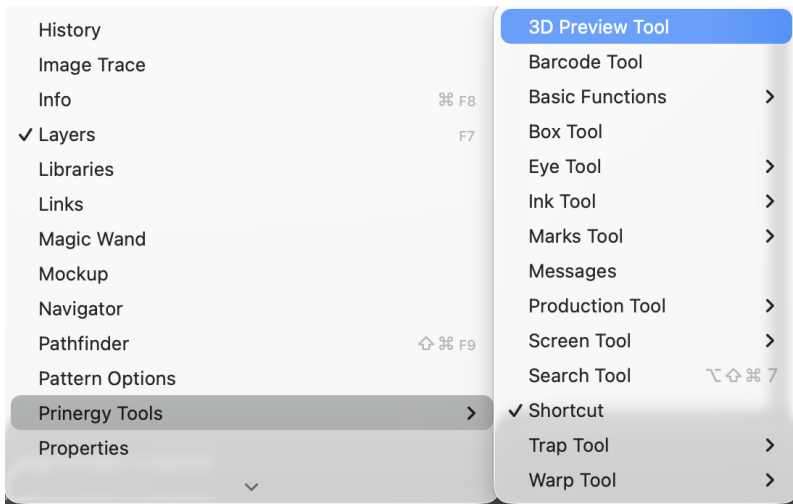
# Shrink-Warping and 3D Preview

## Concepts of Shrink-Warping

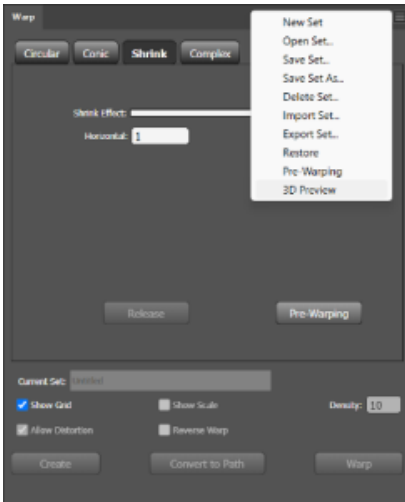
Shrink-Warping applies controlled deformation to the design artwork using the model and mesh data produced during Pre-Warping. The adjusted results can then be previewed and verified in a 3D view to ensure proper alignment and visual accuracy on the final container.

## Shrink-Warping in 3D Preview

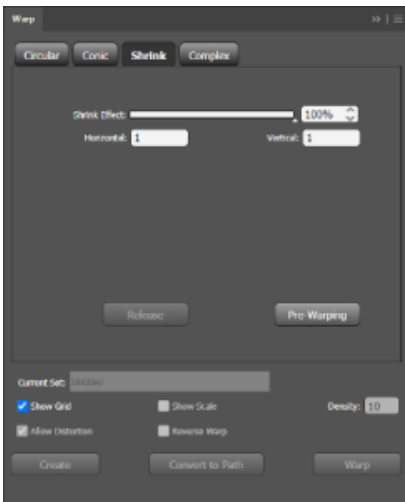
- Click "Windows" "Prinerger Tools" "3D Preview Tool" to preview the 3D effect of Warping



- Click "3D Preview" in the Warp Window > Top right hand corner drop down menu



- Select the pattern that needs to be deformed and choose "Shrink" in the Warp



- **Shrink Effect:** Adjusts the intensity of the deformation. Lower values result in less distortion, while **100%** represents the maximum deformation effect.
  - **Horizontal:** Controls the width deformation of the object.
  - **Vertical:** Controls the height deformation of the object.
  - **Release:** Restores the object to its original state prior to any deformation.
- Click the "Warp" button to perform the deformation



After the shrink-warping process is complete, a confirmation message will appear in the message bar indicating that the transformation has finished.

- Verify that the deformation effect meets your requirements using the 3D preview. You can make additional adjustments as needed.

## Limitations

Only the following five formats are supported for importing model files:

.dae, .stl, .obj, .fbx, .glb.