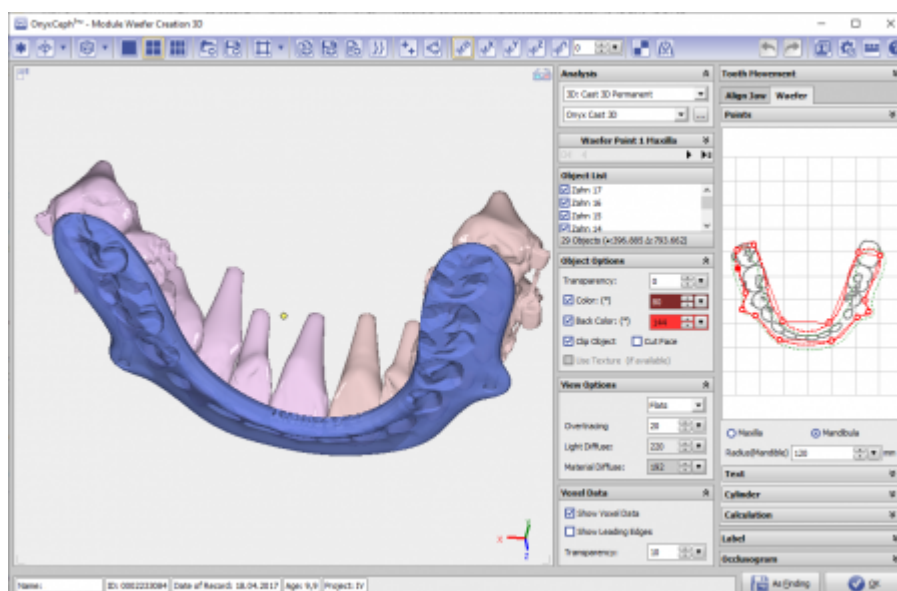


Waefer Creation 3D

First Steps

1. Define three points for the waefer plane on each the upper and lower jaw
2. Define 2D outline for upper and lower surface with left click in sketch on the right
3. Move 3D reference points to change the shape of the splint
4. Optionally place additional points for texts and holes
5. For smooth fitting on patient use options "block out interdental" and "maximum undercut"
6. Compute Waefer object, export using the object list (right click) or upper toolbar
7. Save as project and new finding

Module user interface



References

Complete workflow: <https://www.youtube.com/watch?v=7Ohm0Ksx2k4>

From:

<http://www.onyxwiki.net/> - [OnyxCeph³™ Wiki]

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