Registrationform

Register objects from the left view to objects from the middle view. The right view shows the preview of the currently defined registration.

Registration tools

Pointbased registration

- Define pairs of points that should match after the registration.
- Add points with right click on objects. Points of the same colour will be matched if possible.
- Optionally the surfaces in a specific radius around the points can be considered for the registration.

Topologybased Registration

- Define areas on the surface that should be used exclusively for the registration.
- Mark areas with the left mouse butten. Hold [CTRL] to remove areas from the selection.
- When no areas are marked, every surface will be usedfor registration

Magnet Tool

- Snap the source object to the target object at a specific point.
- Right click the source object in the preview to snap the clicked point onto the nearest surface point of the target object.

Navigator

- Manually move the source object in the preview with the object navigator.