EPL 3-D Viewer Users Guide

The *EPL 3- D Viewer* can accept STL, VRML, and VTK file formats.

How to load surface files generated by Amira:
- Save the surface files in STL (.stl), or VRML (.wrl) format.
- Start the *EPL 3-D Viewer*, go to "File/Open", and browse to the file(s) you would like to load.
- A demo video is provided on our website which shows how to use this viewer.

Note:
STL and VTK files usually don't have the color information. Here is a trick to add a color to your surface:
- Create a text file and name it as "your-file-name.color". For example, if you have a STL file named "abc.stl", then name the color file as "abc.stl.color". Another example, if you have a VTK file named "123.vtk", then name the color file as "123.vtk.color".
- The content of color file is one line with three numbers, which are the RGB value of the color. For example, if you want your surface to be red, then the content of the color file would be "1 0 0". For more examples, please refer to the example files provided on our website.
- Put the color file in the same directory as the surface file. The *EPL 3-D Viewer* will recognize that color file automatically and display the surface in the color defined in its color file.