RETICLE RED TUTORIAL

A 3D Depth Map From Your Part

Mask the grips on a photo of your pistol, fire 3D Relief, then see the relief and its depth map in place.

The Fabricator · Pen mask · 3D Relief · Depth Studio · Layers

reticle-red.com/fabricator

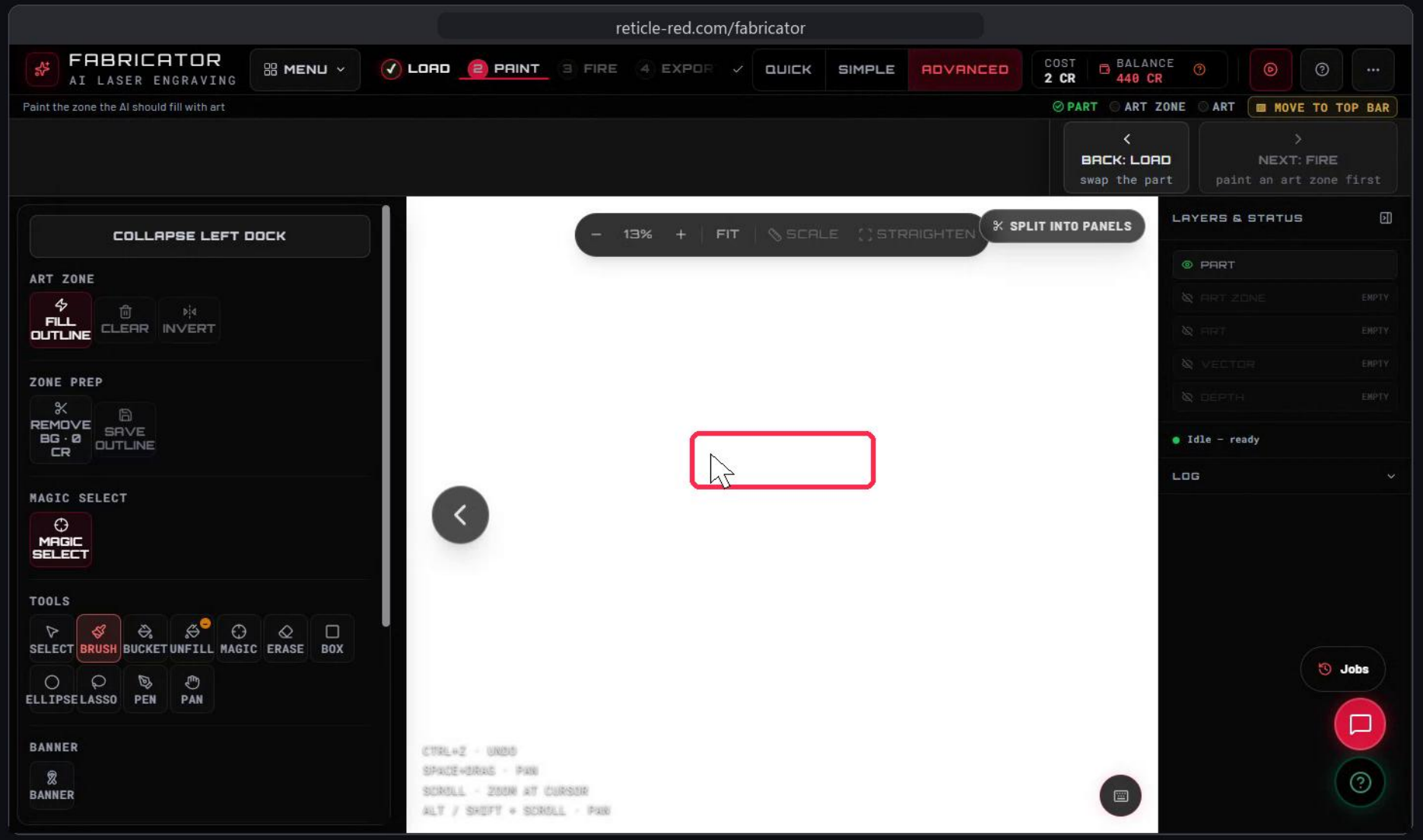
PART 1 OF 1

Mask, fire 3D Relief, see the depth

Trace the grip, fire, then Depth Studio and the Part and Depth layers

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Mask, fire 3D Relief, see the depth — Trace the grip, fire, then Depth Studio and the Part and Depth layers



STEP 1 OF 13

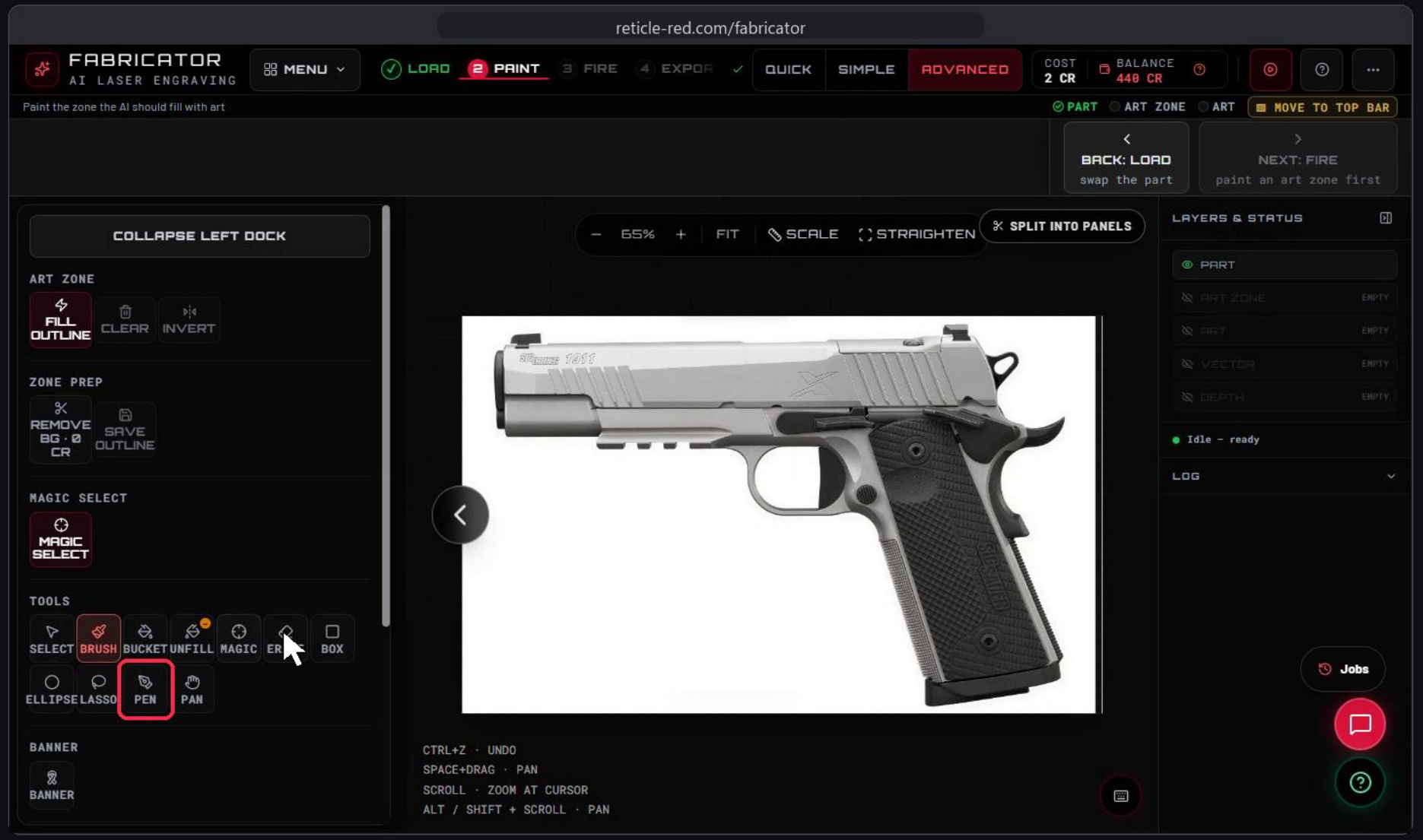
Upload a photo of the part

Fabricator, step 1 LOAD: upload a photo of your real part.

CLOSE-UP

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STEP 2 OF 13

Pick the Pen tool

Step 2 PAINT. The art will go only where you paint.

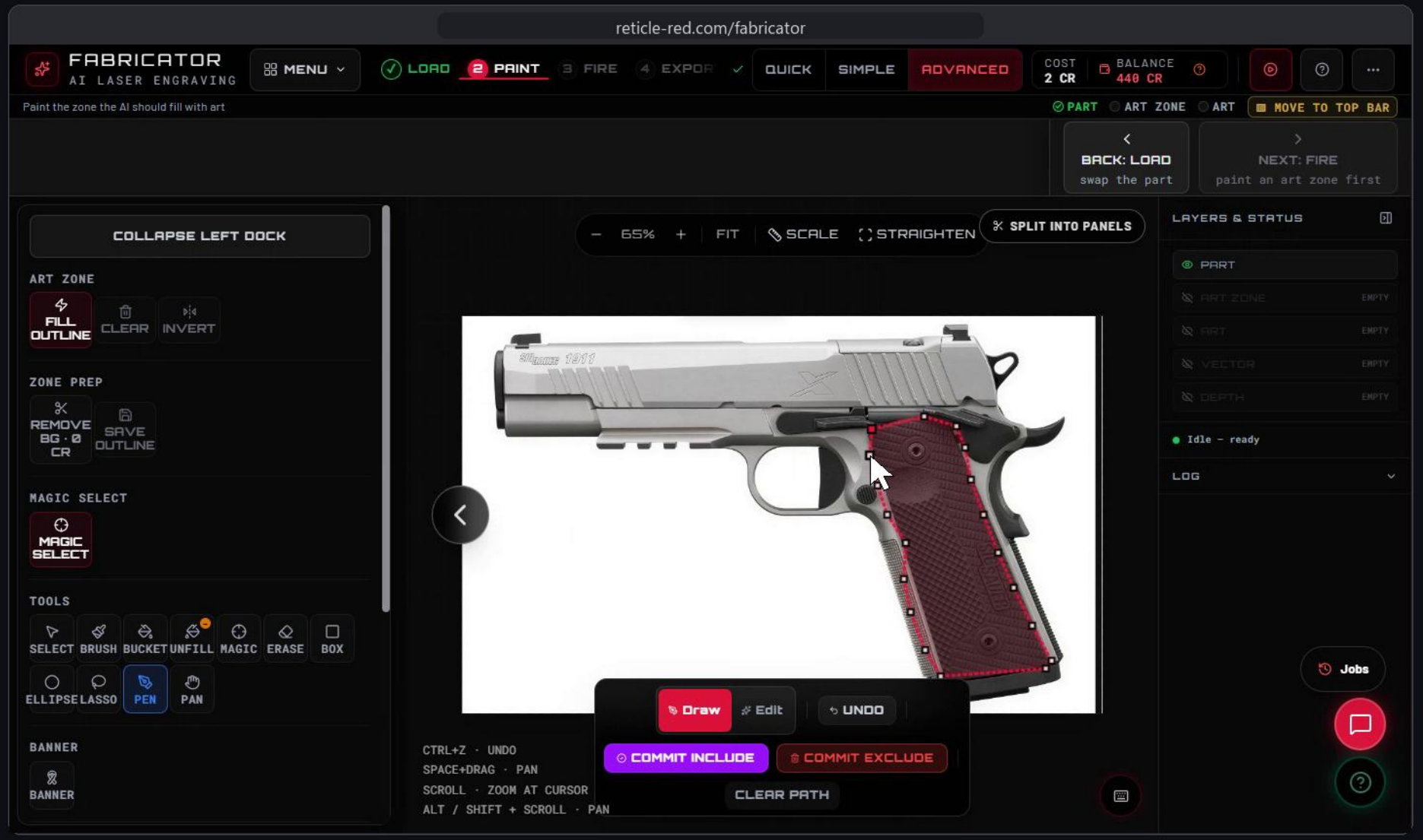
This time: the grip panel only.

CLOSE-UP



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STEP 3 OF 13

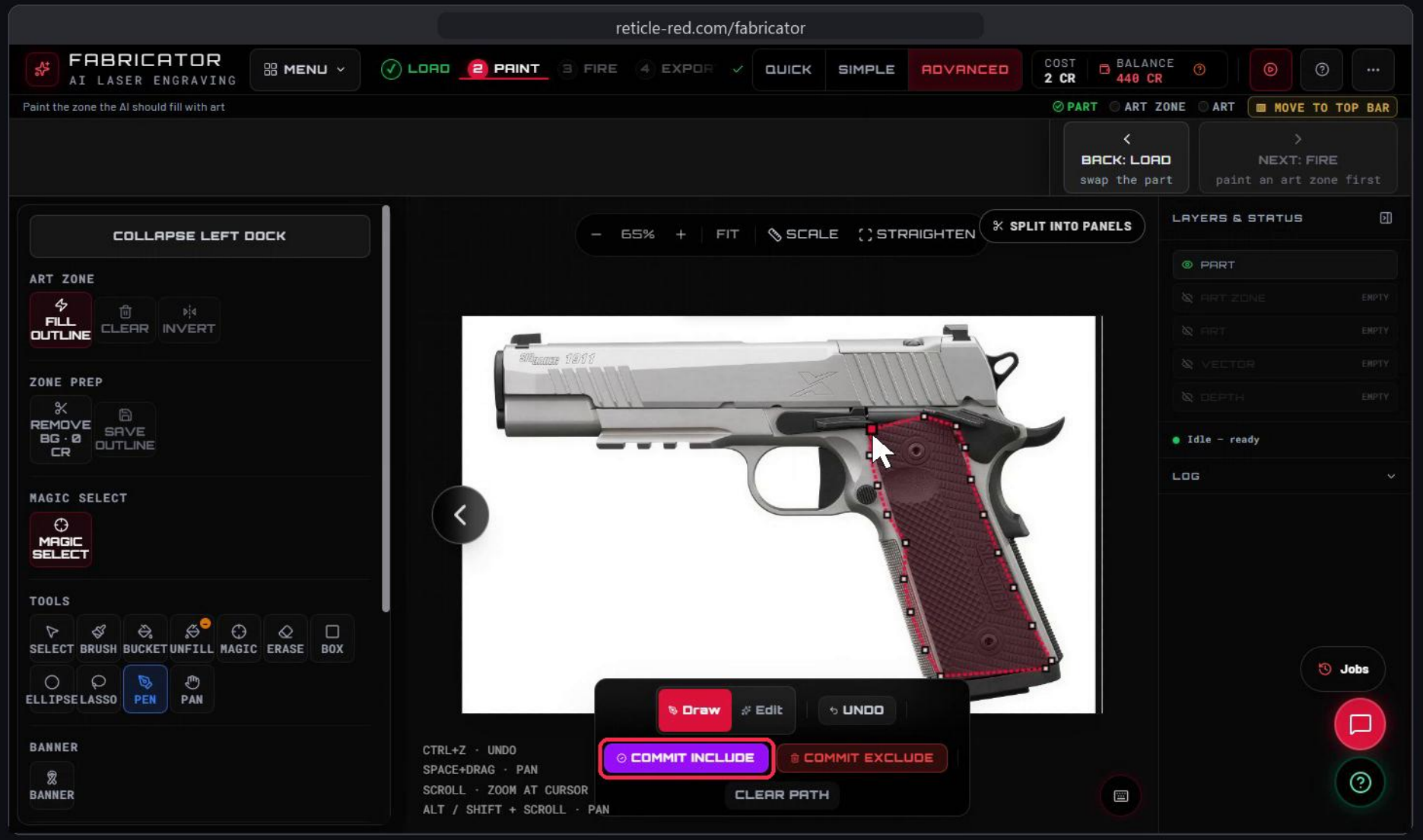
Click around the edge

A node at every corner, a few more on curves.

Keep the frame and slide outside.

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STEP 4 OF 13

Close the loop

Click the first node to close the shape.

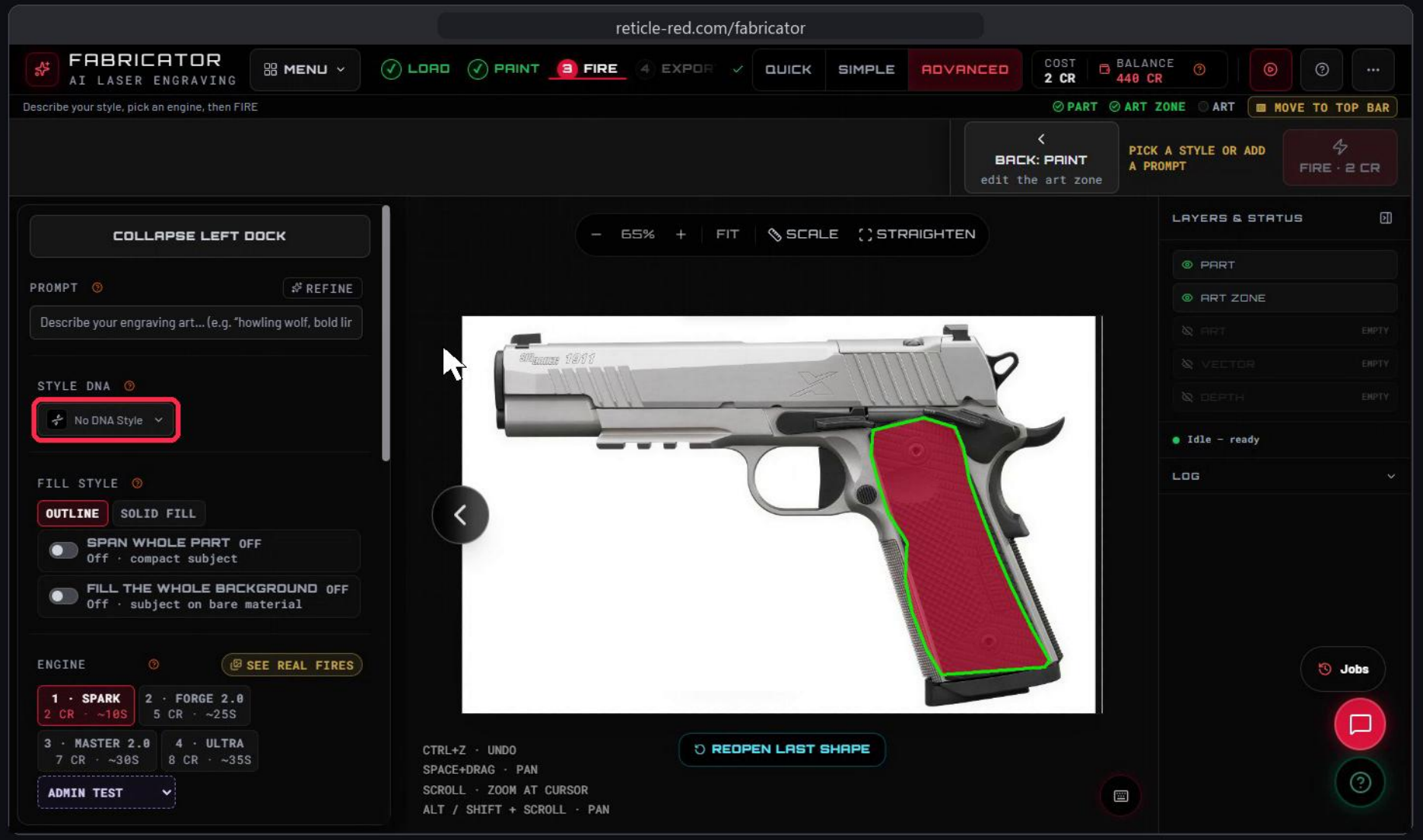
The loop becomes the art zone.

CLOSE-UP



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Mask, fire 3D Relief, see the depth — Trace the grip, fire, then Depth Studio and the Part and Depth layers



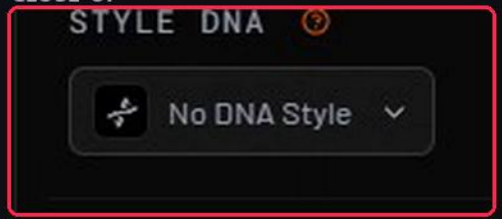
STEP 5 OF 13

Pick a Style DNA

Step 3 FIRE. Open Style DNA.

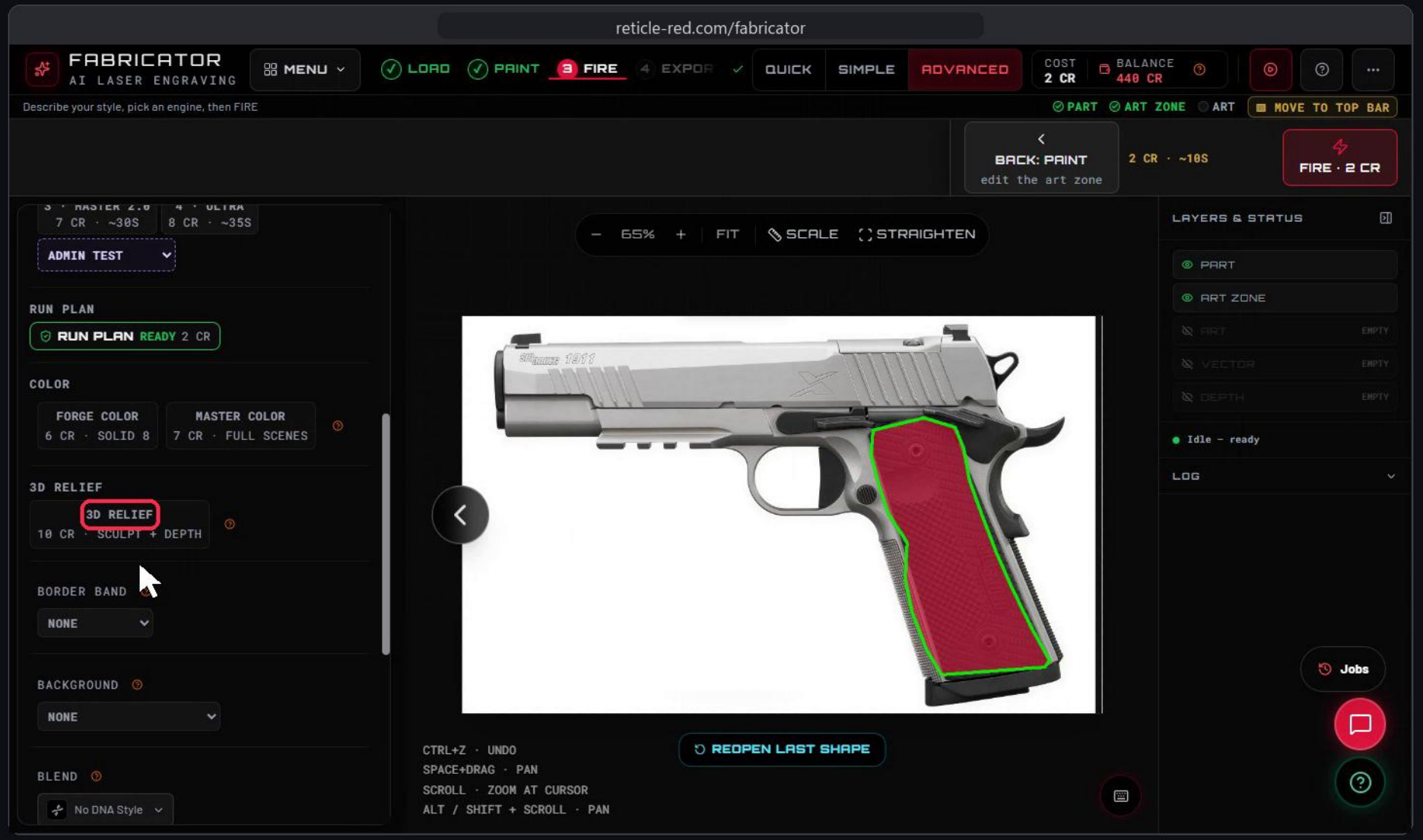
Master Relief Scroll, from Scrollwork & Ornamental.

CLOSE-UP



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Mask, fire 3D Relief, see the depth — Trace the grip, fire, then Depth Studio and the Part and Depth layers



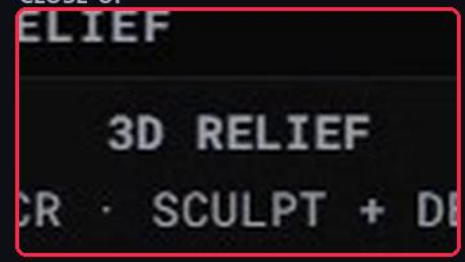
STEP 6 OF 13

Turn on 3D Relief

3D RELIEF: one fire makes a sculpted relief and its 16-bit depth map.

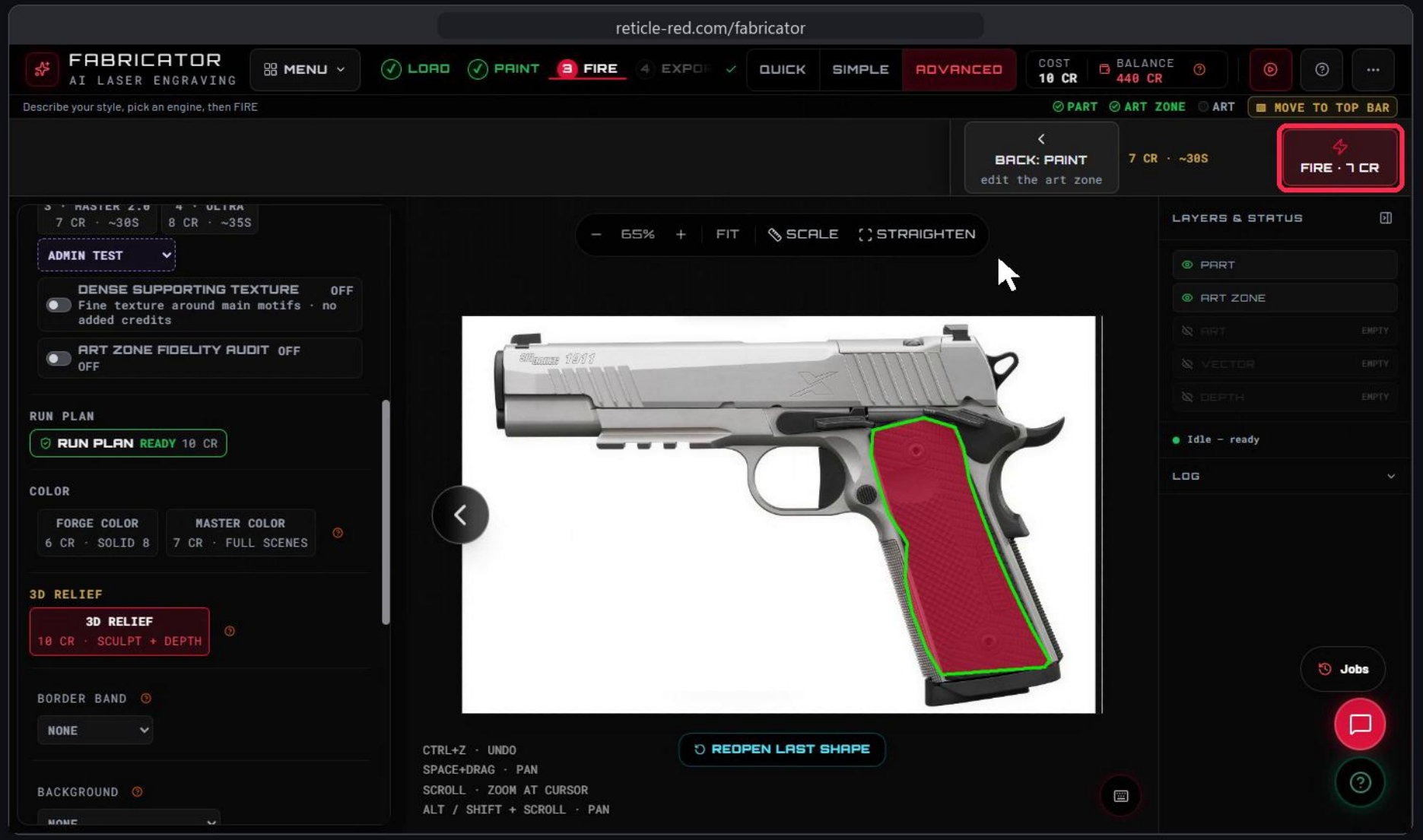
The price shows before you confirm.

CLOSE-UP



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Mask, fire 3D Relief, see the depth — Trace the grip, fire, then Depth Studio and the Part and Depth layers



STEP 7 OF 13

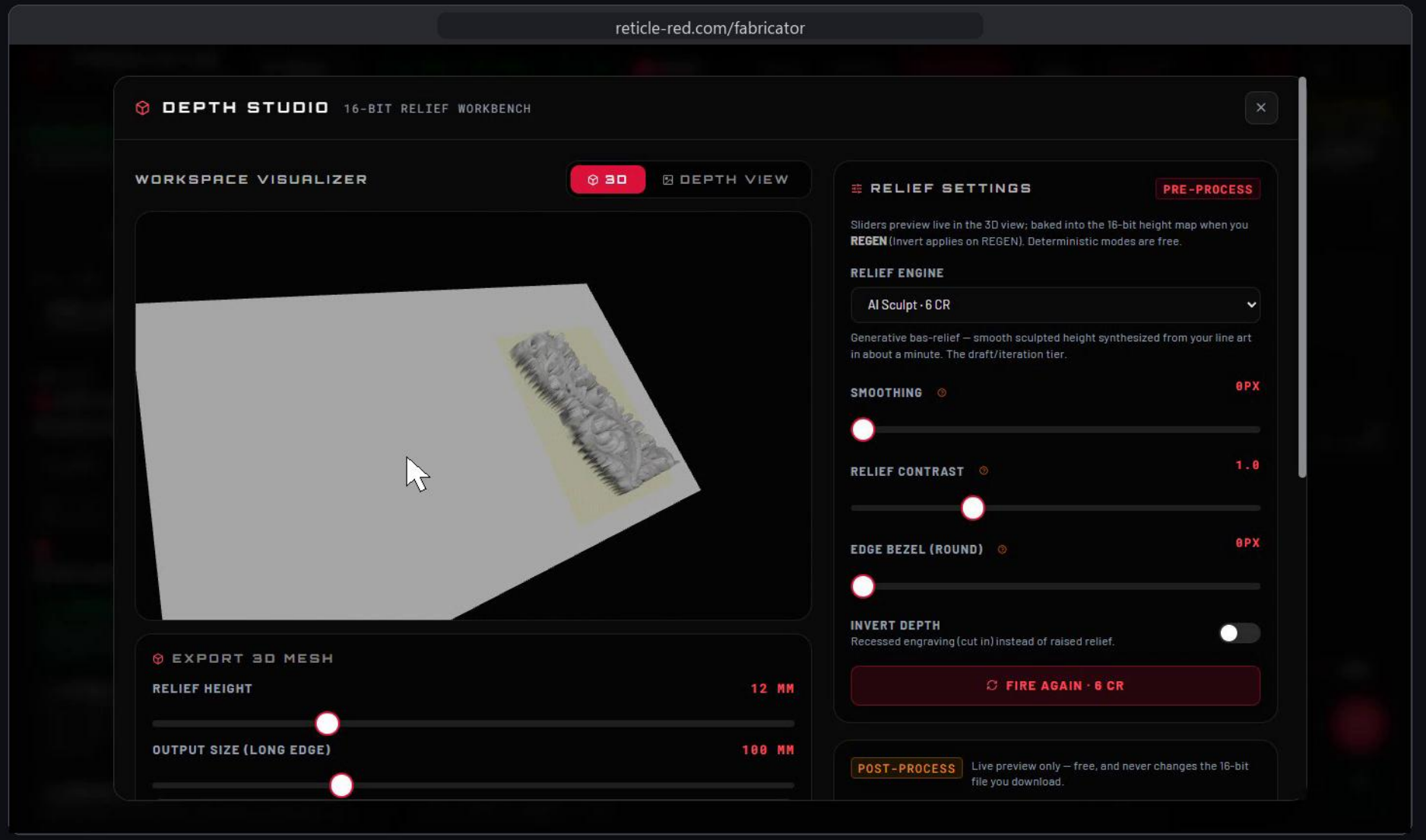
FIRE and confirm

FIRE asks you to confirm: exact price, balance before and after.

About a minute or two later the relief is done.

CLOSE-UP



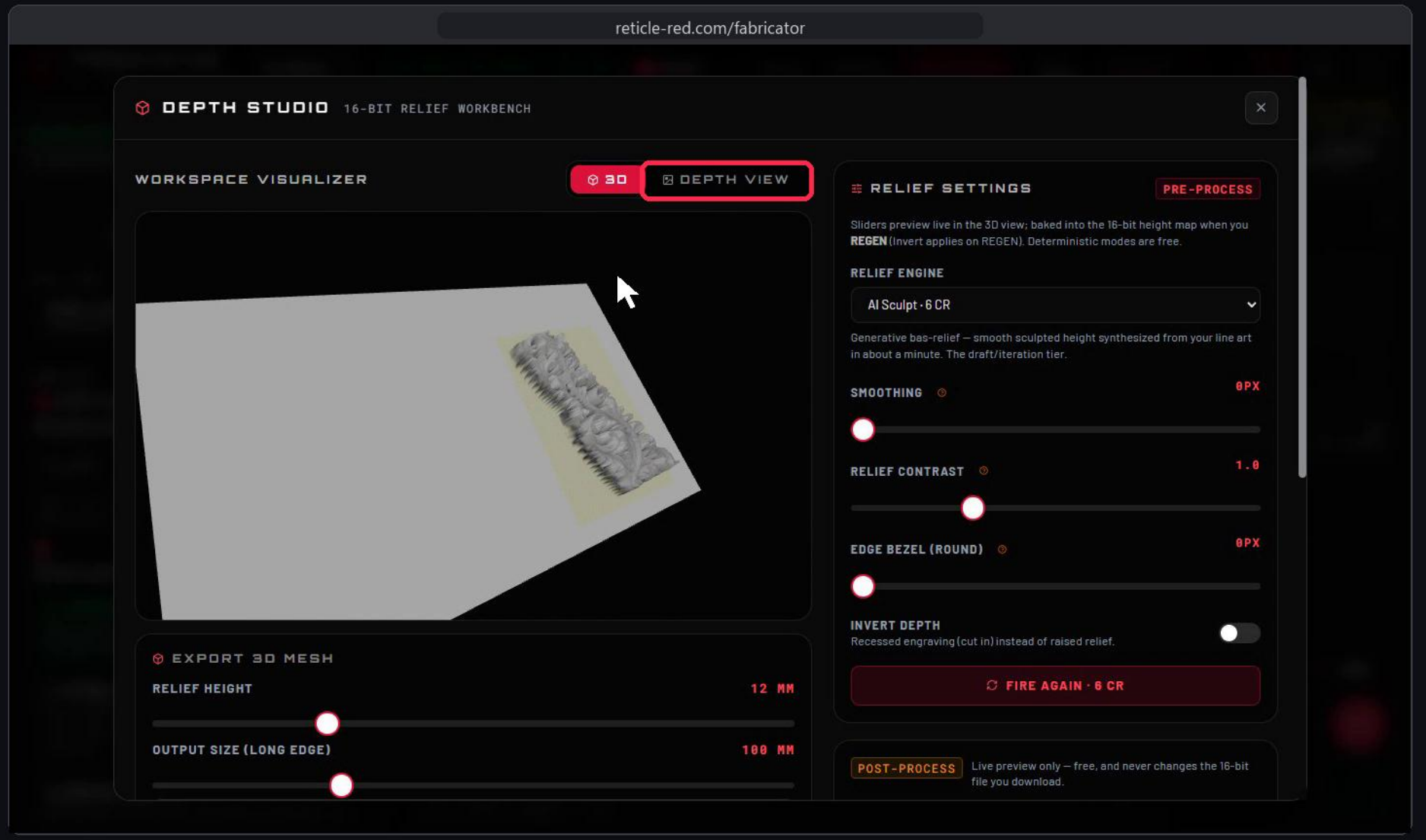


STEP 8 OF 13

Depth Studio

Depth Studio opens with your relief.

Drag the 3D view to turn it.



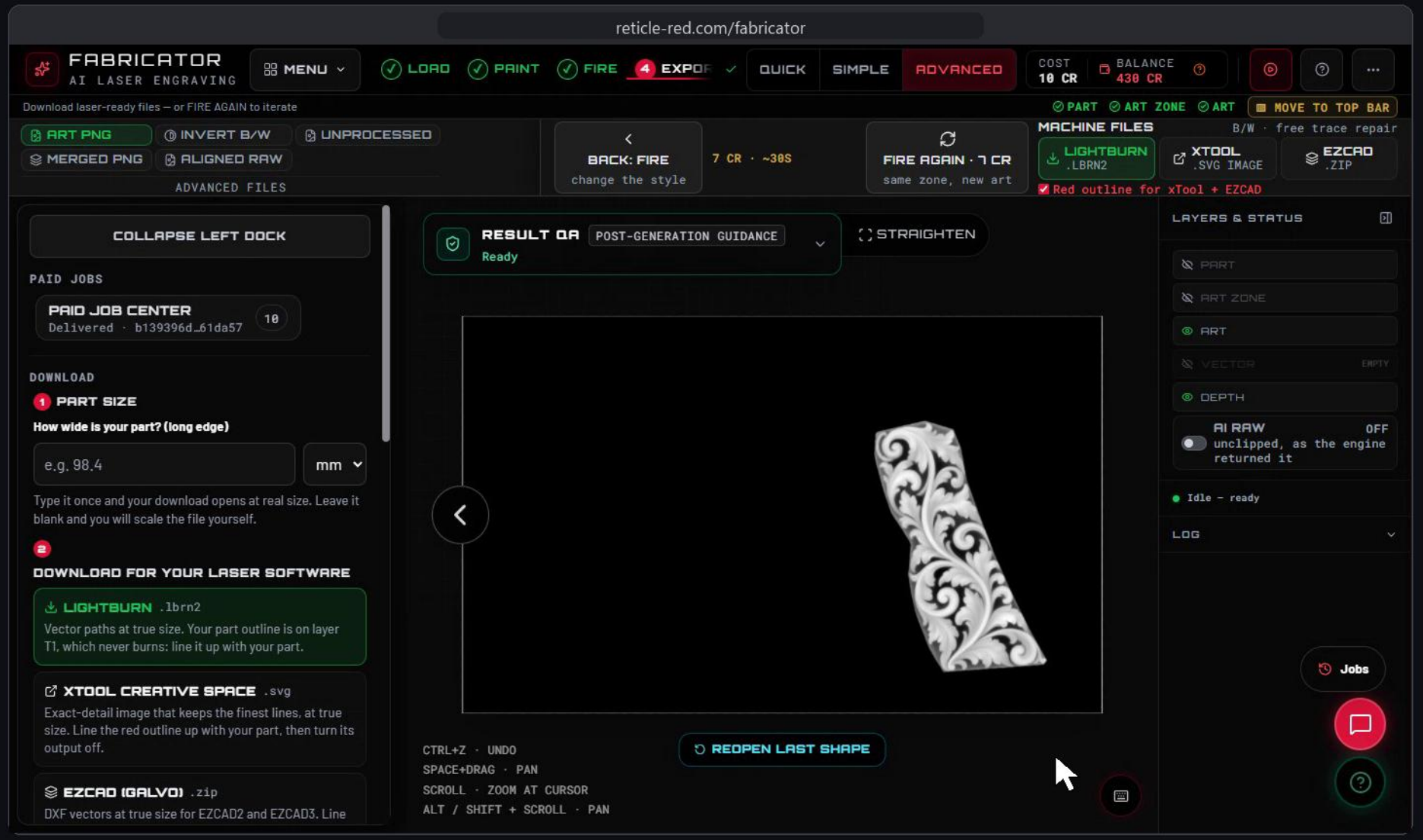
STEP 9 OF 13

Depth View

DEPTH VIEW shows the height map itself.

CLOSE-UP



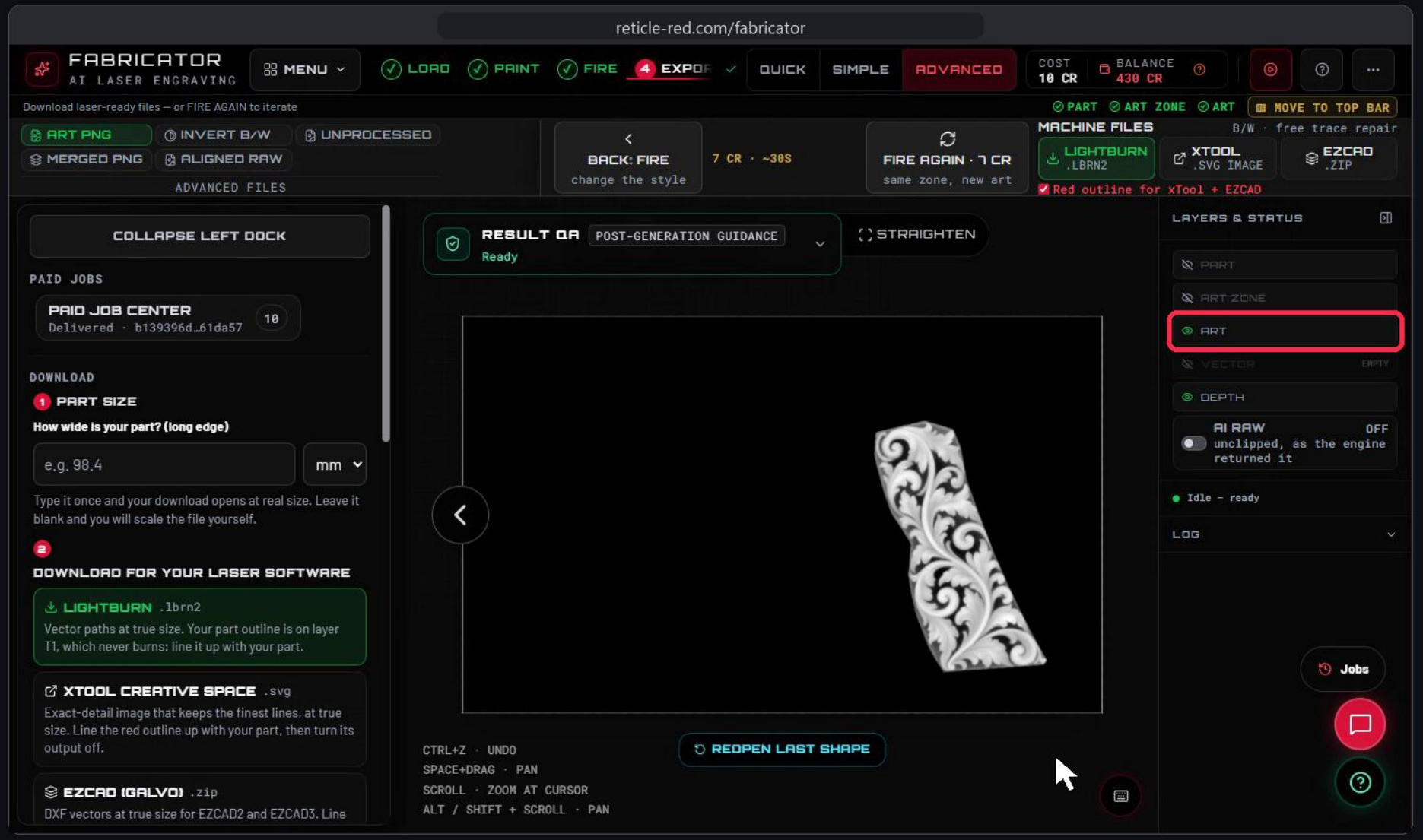


STEP 10 OF 13

Download the 16-bit depth PNG

DOWNLOAD 16-BIT DEPTH PNG, or export an STL or OBJ mesh.

Mask, fire 3D Relief, see the depth — Trace the grip, fire, then Depth Studio and the Part and Depth layers



STEP 11 OF 13

Art and Depth layers

Layers & Status: ART is the sculpted relief.

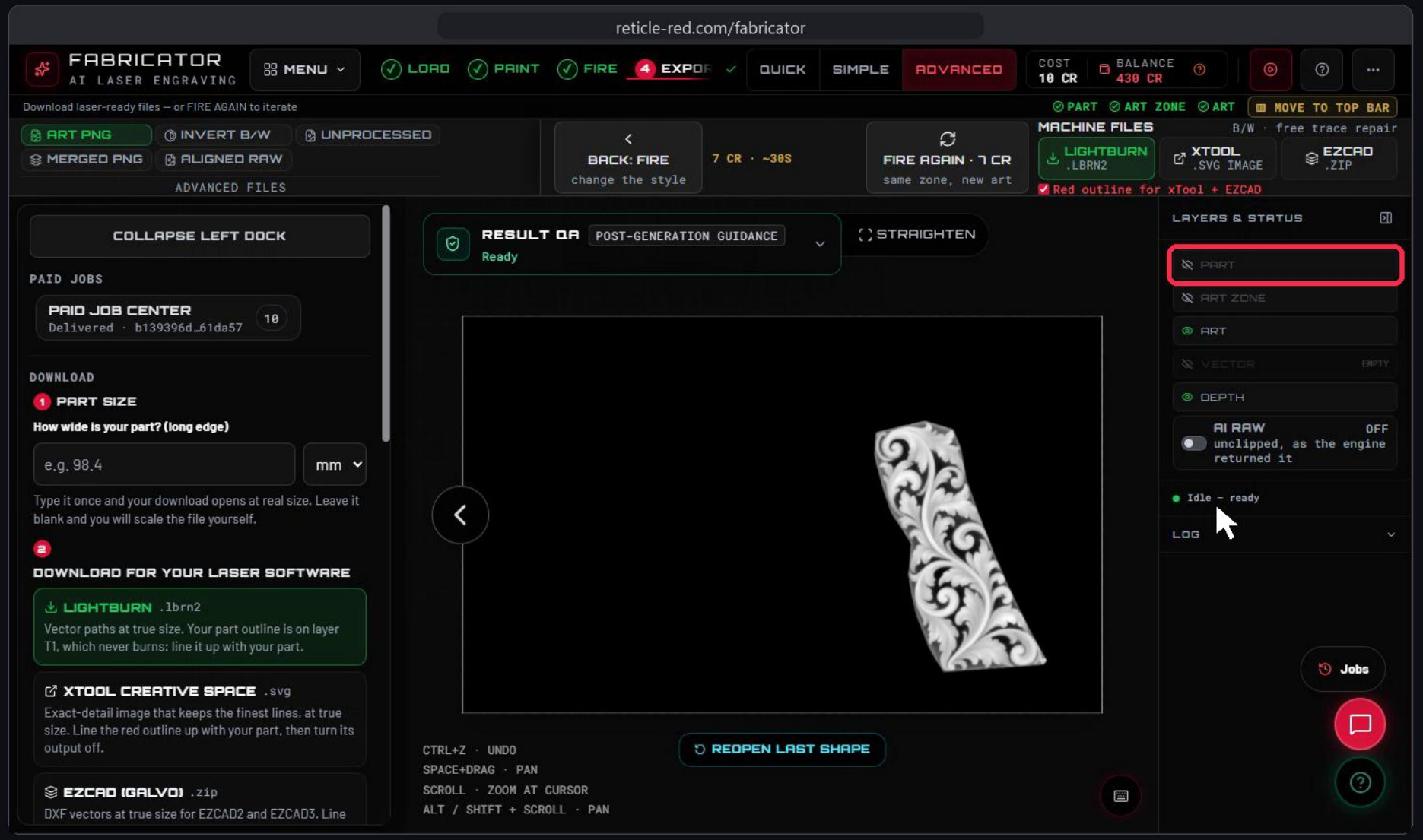
DEPTH is the 16-bit depth map, on a black backdrop.

CLOSE-UP



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STEP 12 OF 13

Turn on Part

Turn DEPTH off, then PART on.

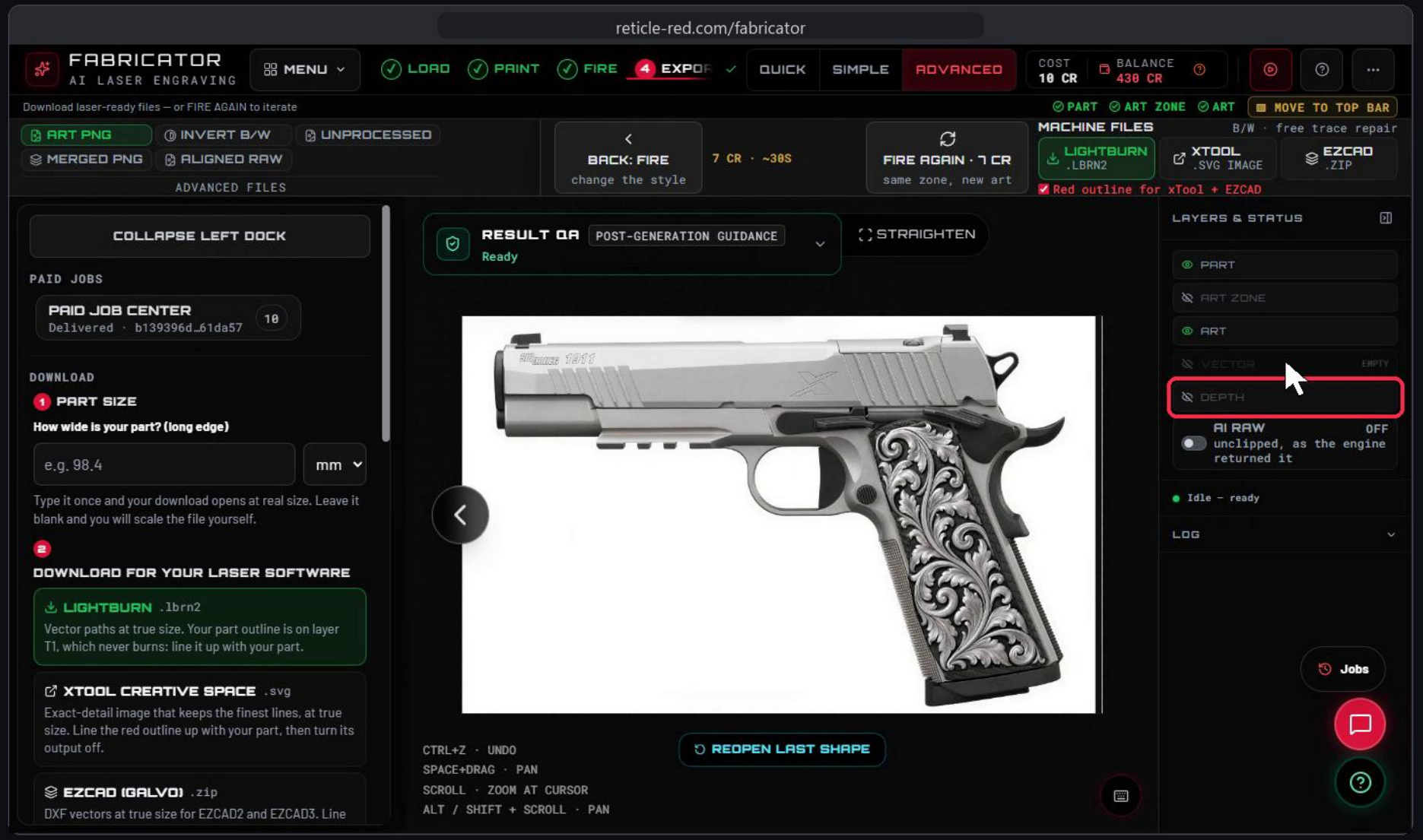
The relief art, in place on your own photo.

CLOSE-UP



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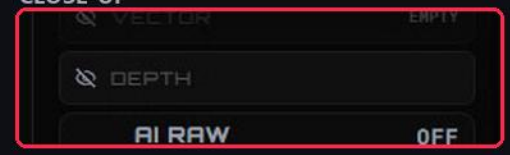
STEP 13 OF 13

Depth off and on

Turn DEPTH back on to see the depth map.

Switch layers to check the fit.

CLOSE-UP



Depth maps from real parts

Create → The Fabricator

Mask a real photo, fire 3D Relief, download a 16-bit depth map.

More tutorials: reticle-red.com/tutorials

Narration: AI voice (ElevenLabs). Screens: the real reticle-red.com. Real 3D Relief run (10 CR at record time) with this exact mask and style. Depth map measured: 16-bit