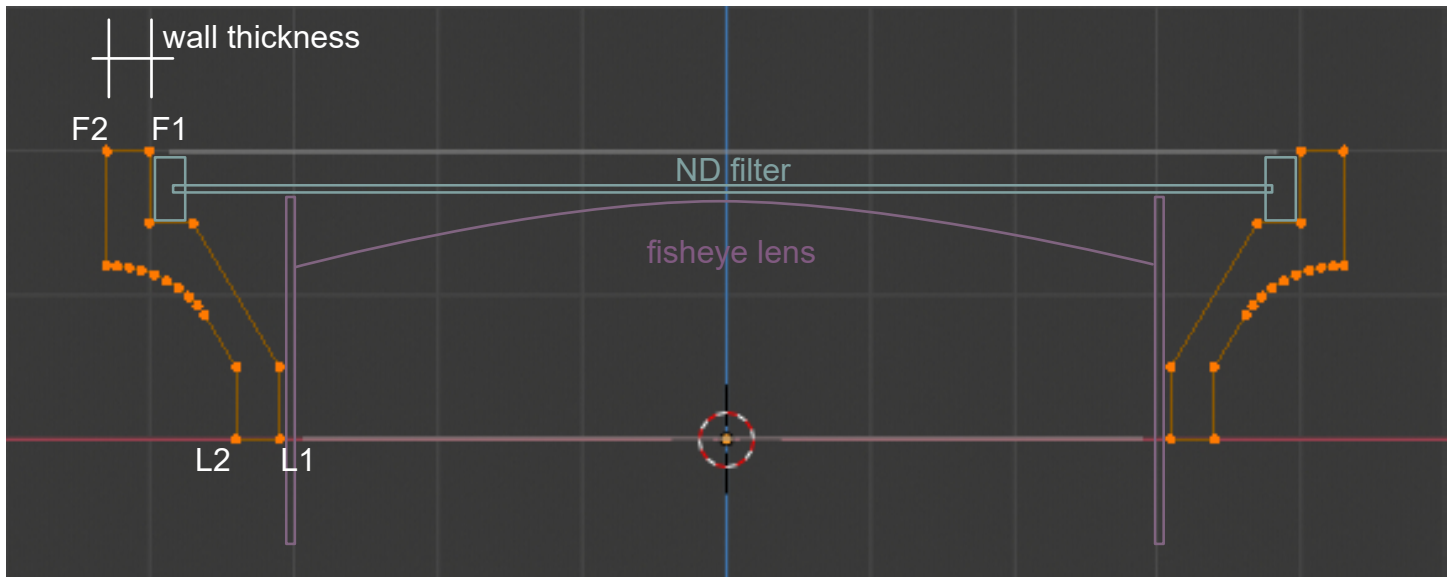


Lensring - how to tweak the values

Here are some workflow tips on how to change the 3d model to fit your fisheye lens and filter.

1. Be sure to get the proper outer dimensions of the fisheye protection 'fins' and the outer dimensions of your ND filter. Dimensions will vary from the values on the box, so be sure to get the proper values.

2. Open up the blender file, and select the ring, now turn off the '360 Loft' modifier. Go into 'Edit mode'. You will see the cross-section as below. Well.. Not all off of that... ;)



3. Tweak the individual coordinates of the lens vales L1, L2 and the values for the filter points F1, F2.

Depending on the 3d printer the wall thickness can vary, so be sure the $L1 \leftrightarrow L2$ and $F1 \leftrightarrow F2$ is set correctly for your printer. Also, ALL values are set in mm. When you're done, go out of edit mode and turn on the '360 Loft' modifier on again.

4. The notches in the top part of the ring can be tweaked by selecting the hidden 'cutter' object. You can now change the amount of notches via the 'Notche #' modifier. Change the 'Count' value for more notches. Turn both modifiers on the cutter object off, if you don't want notches at the top.

