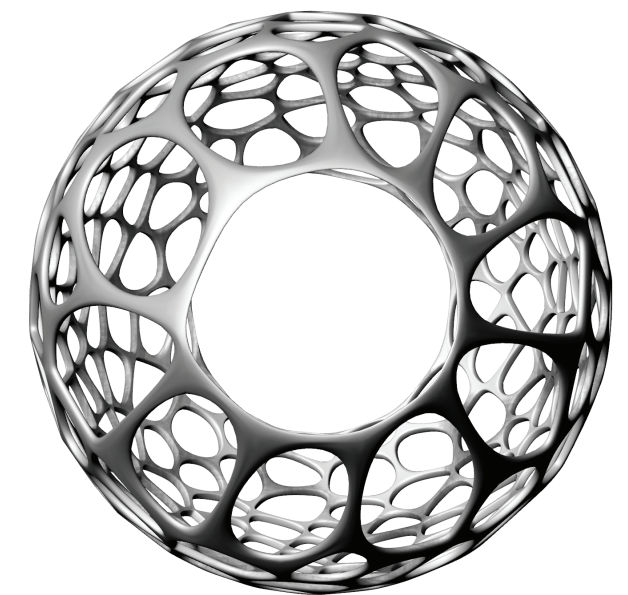
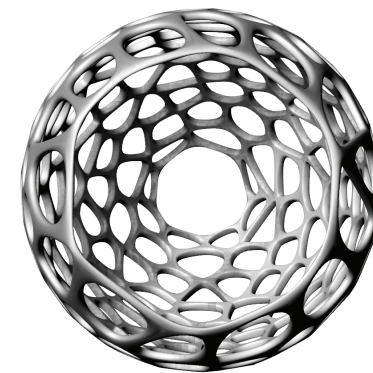
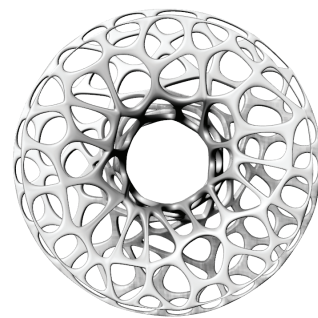
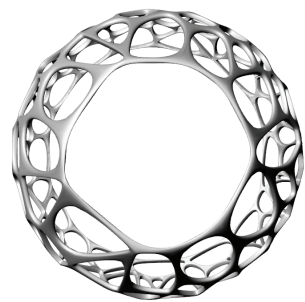
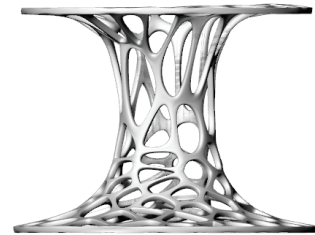
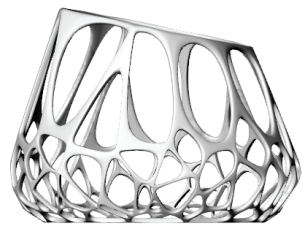
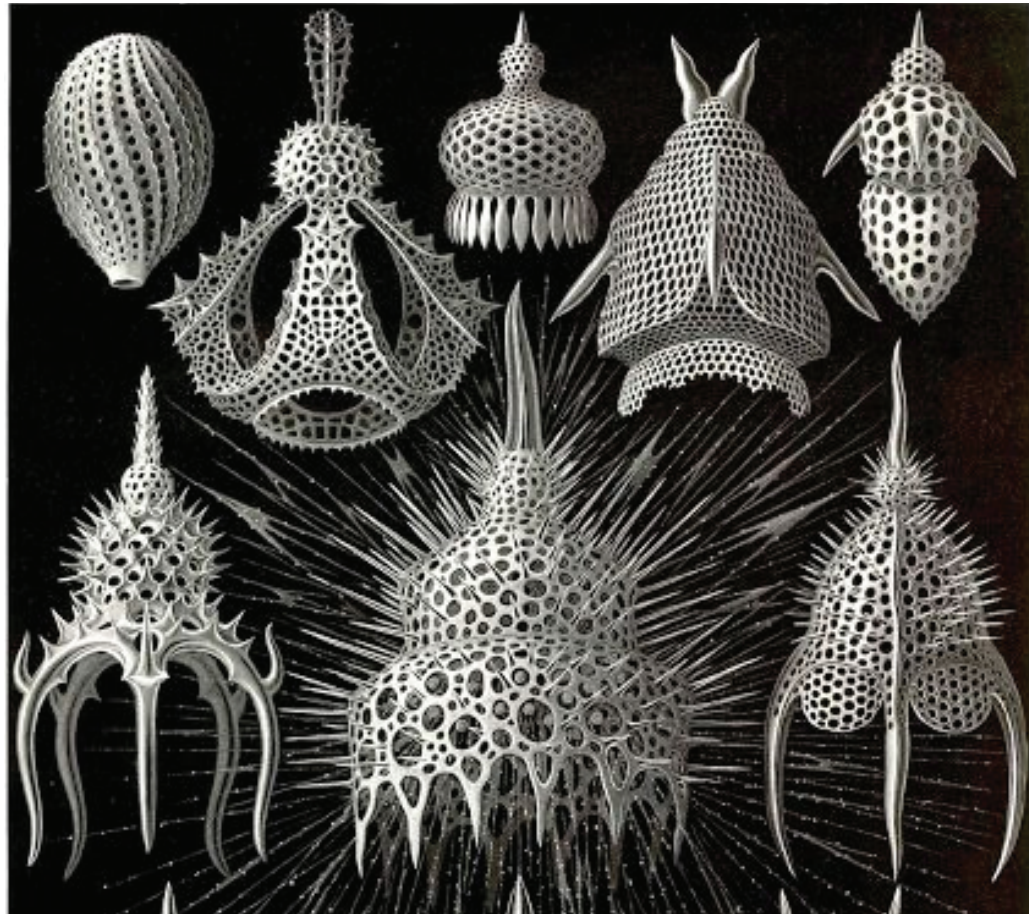


BIO-LIGHT DIFFUSERS



BIOMIMICRY & LIGHT DIFFUSION





INITIAL INSPIRATION

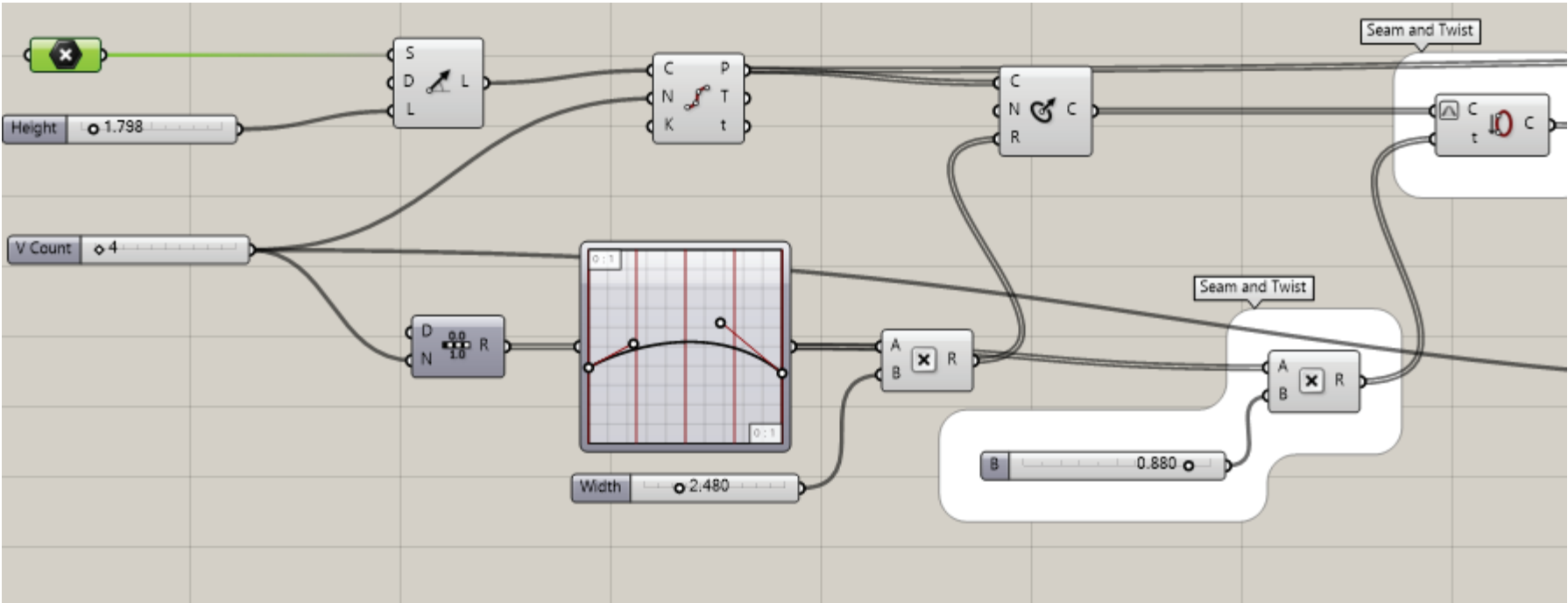
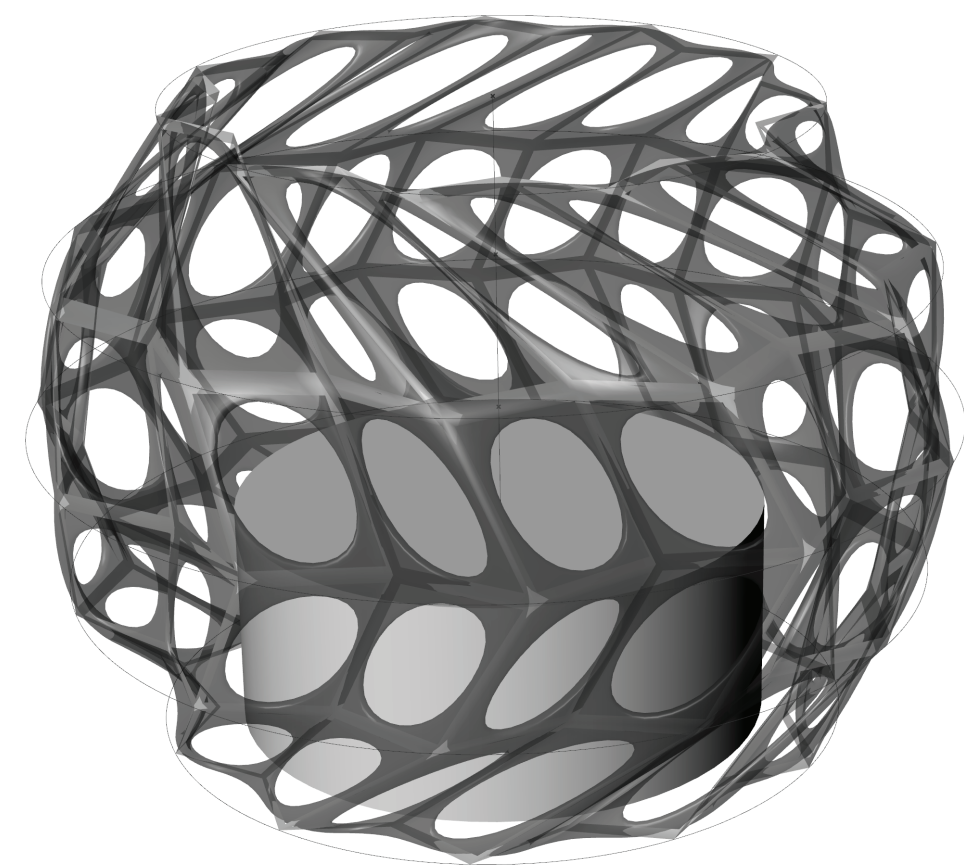


U-V PATTERNING



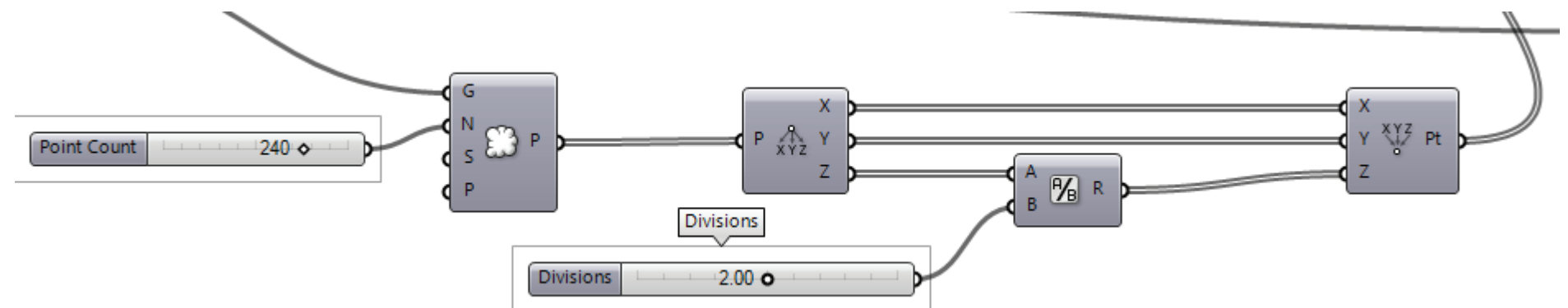
VORONOI PATTERNING

OPTION A - U/V PATTERNING



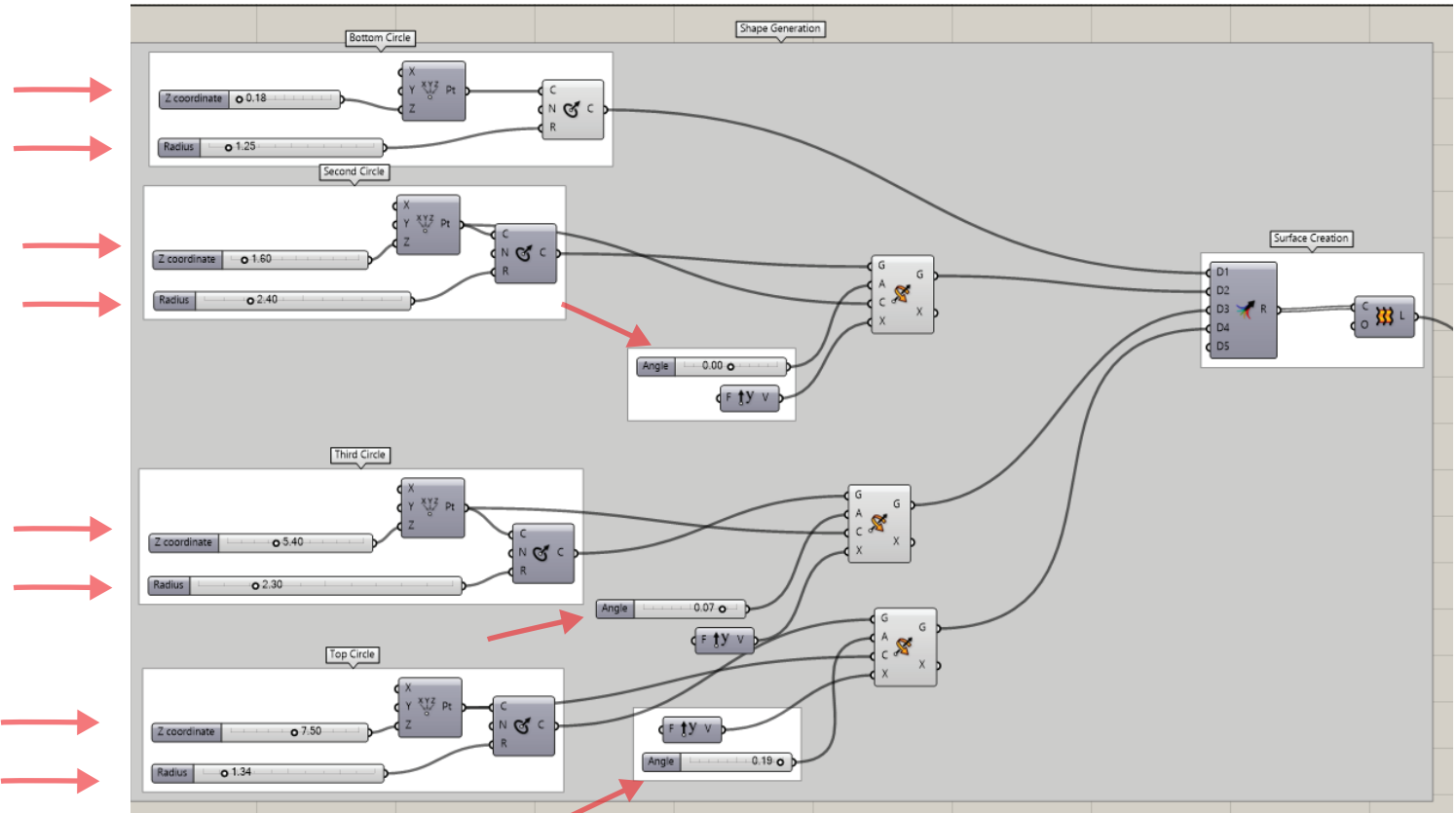


PRODUCES DENSITY VARIATION IN Z DIRECTION

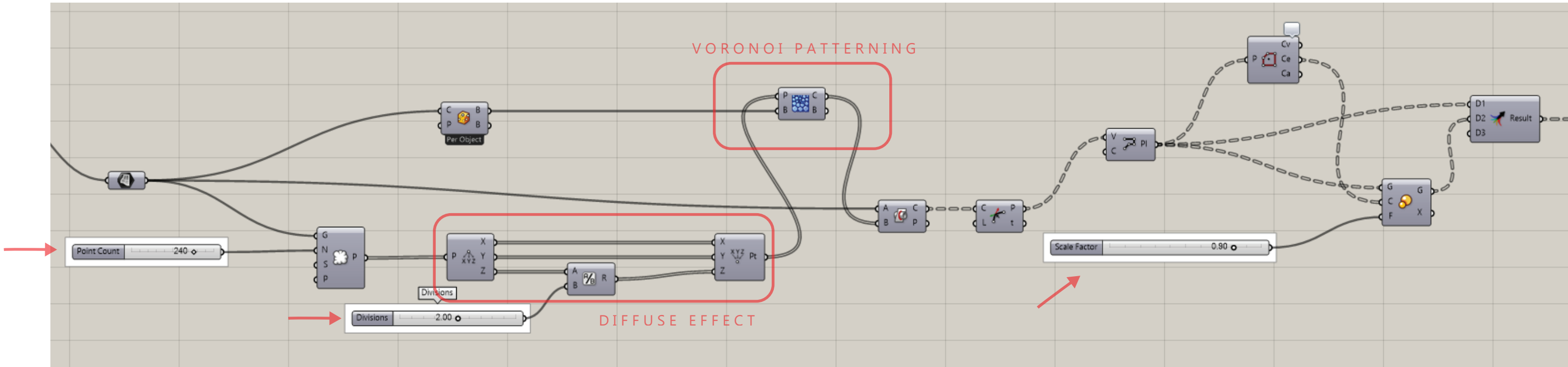


OPTION B: VARIATION WITH VORONOI PATTERNING

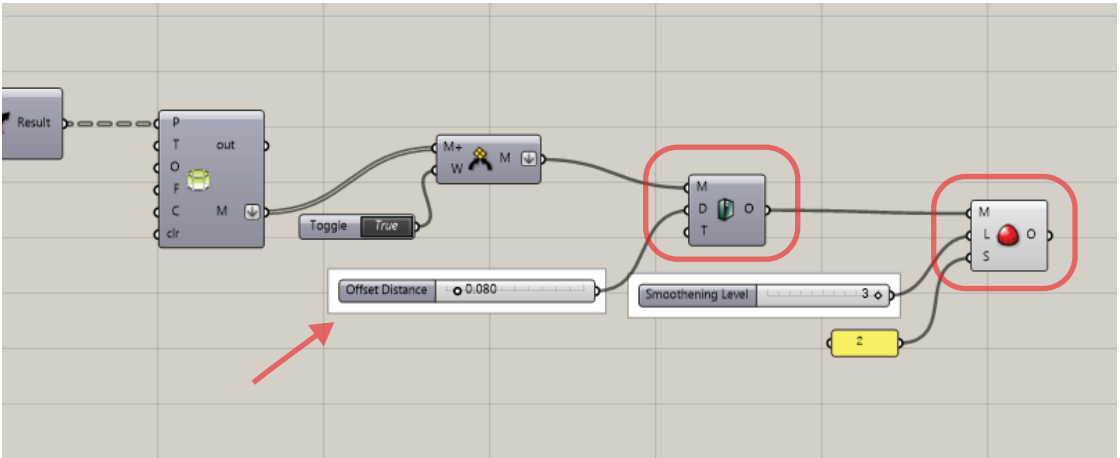
STEP I:
SURFACE GENERATION



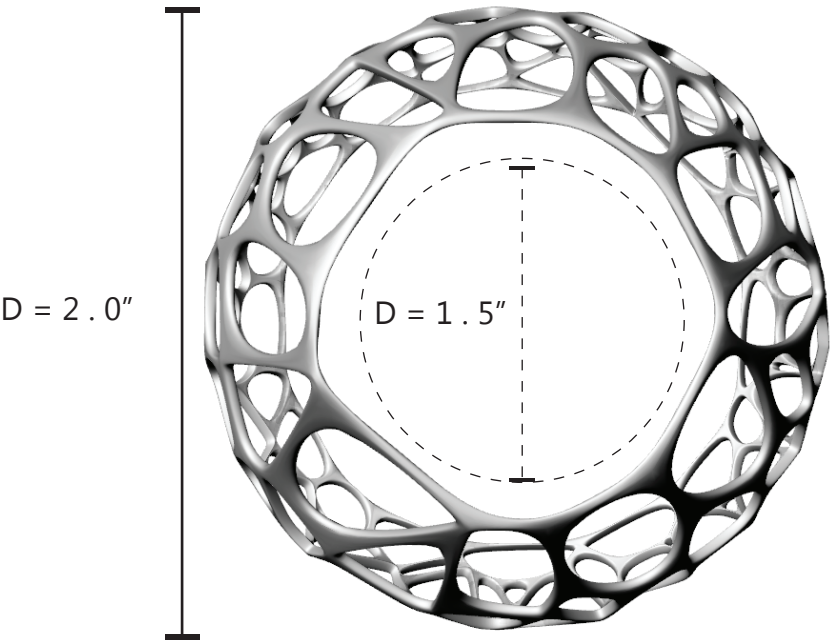
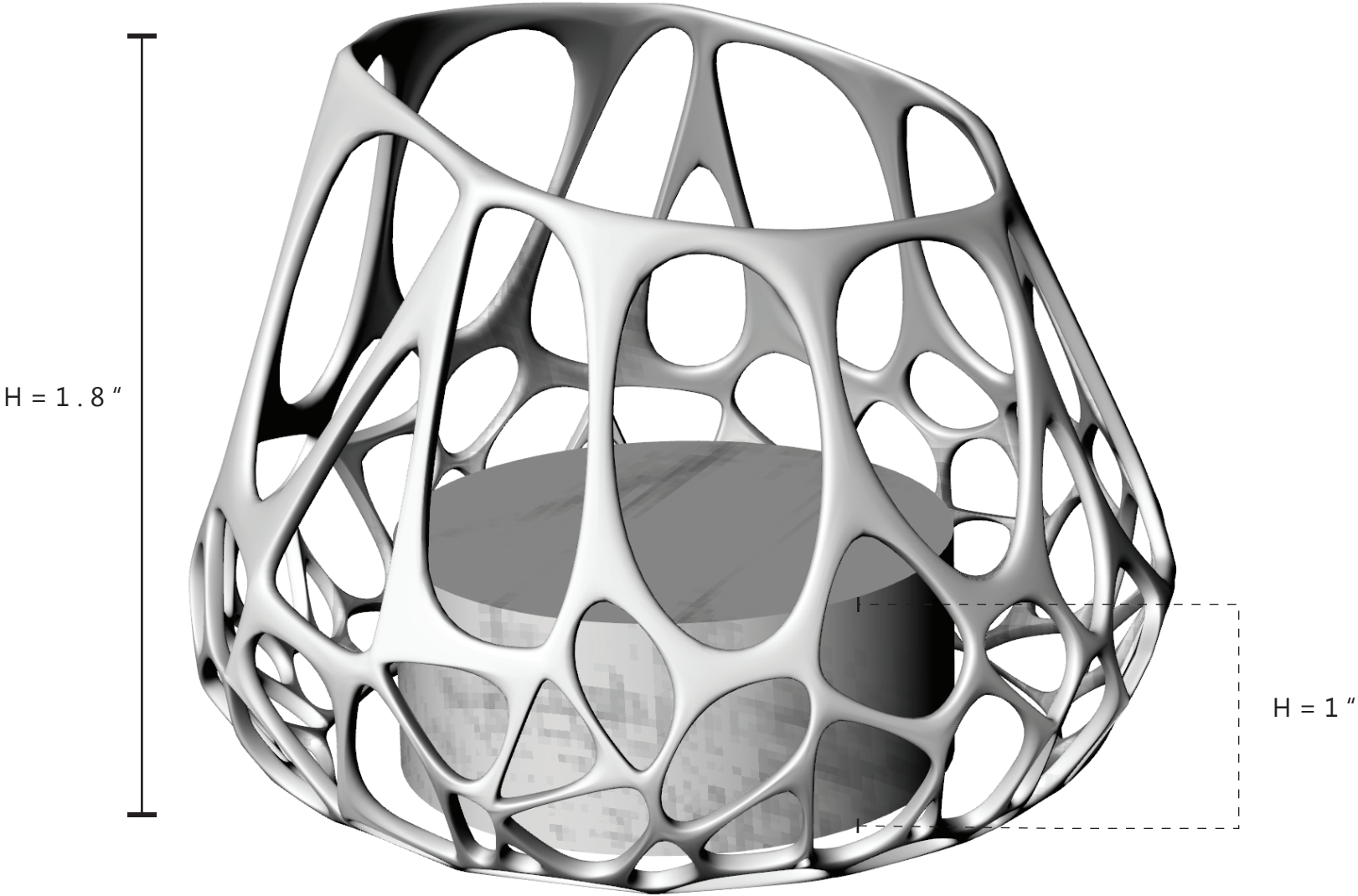
STEP II:
PATTERNING



STEP III:
PRINTABLE MESH CREATION



TEALIGHT CANDLE DIFFUSER
FOR STANDARD 1 1/2" TEALIGHT CANDLES



STEP I:

	Z VALUE	RADIUS	TILT
BASE	0.05	1.01	/
FIRST RIB	0.46	1.33	0
SECOND RIB	0.86	1.24	0.05
TOP	1.84	0.9	0.20

STEP II:

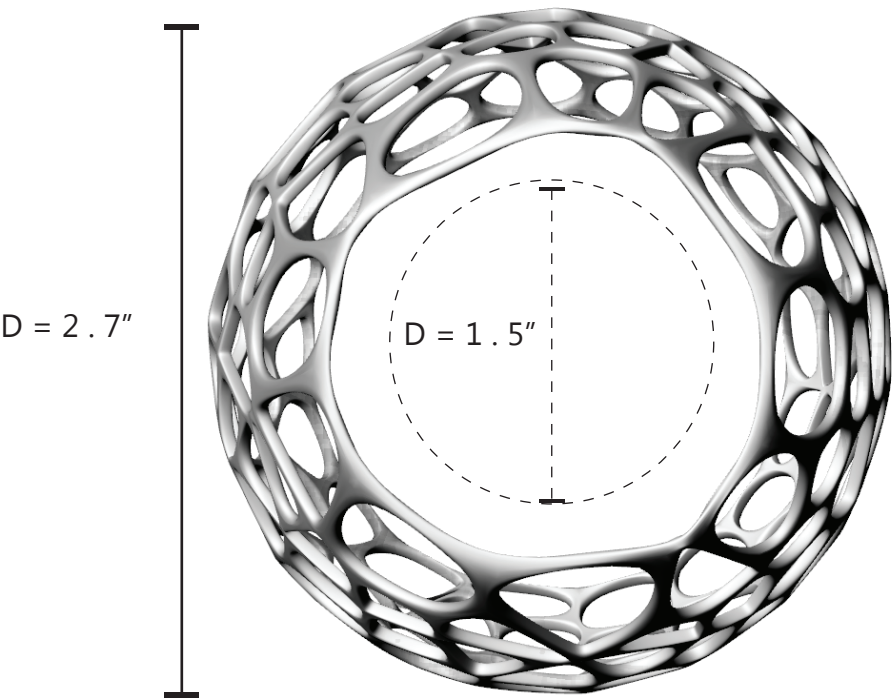
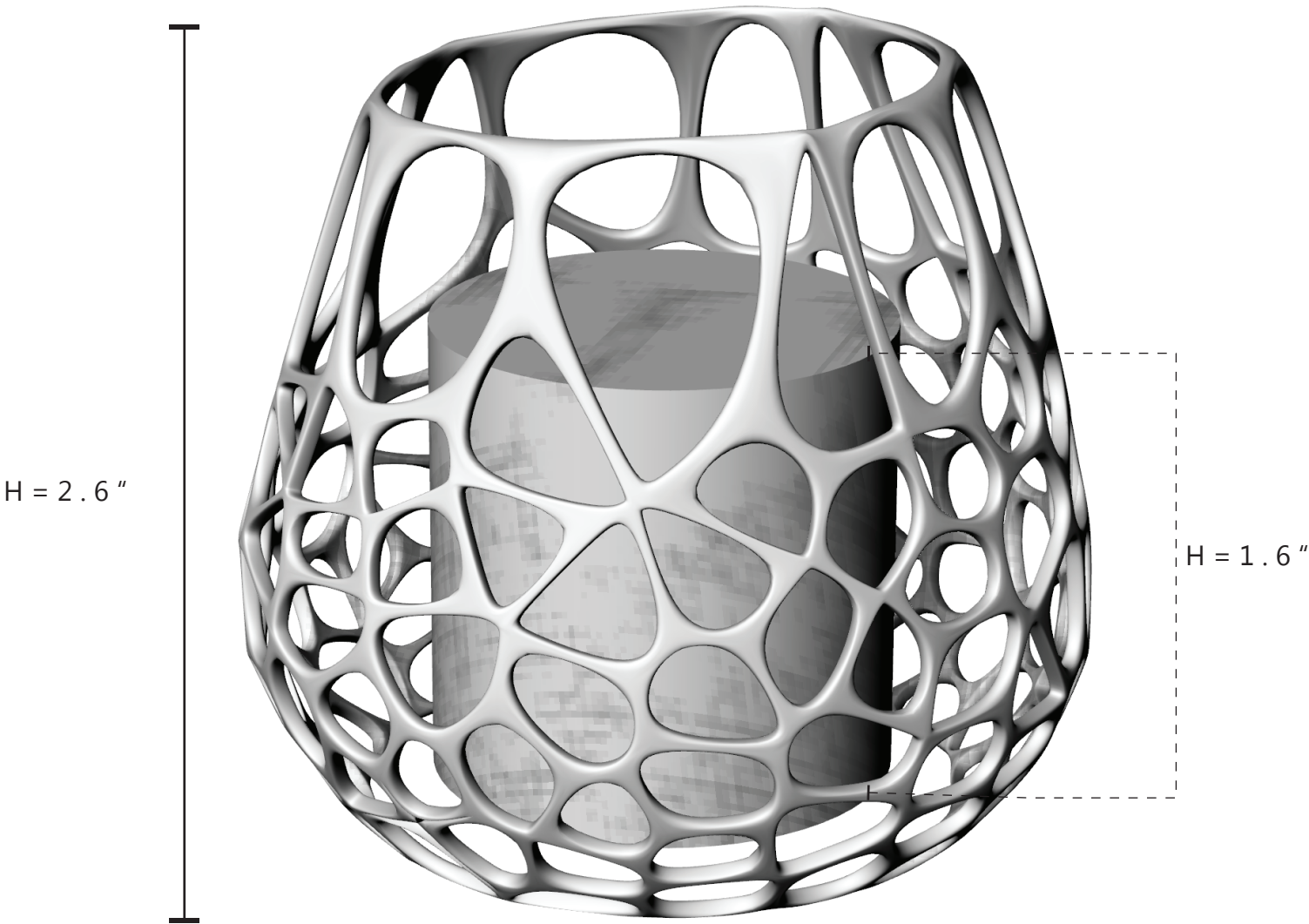
POINT COUNT: 100
DIVISION: 3
SCALE FACTOR: 0.90

MATERIAL : STAINLESS STEEL
MIN THICKNESS = 0.04" - 0.08"

STEP III:

MESH OFFSET: 0.06
MESH SMOOTH : 3

VOTIVE CANDLE DIFFUSER
FOR STANDARD 1 1/2" VOTIVE CANDLES



STEP I:

	Z VALUE	RADIUS	TILT
BASE	0.05	1.01	/
FIRST RIB	0.66	1.38	0.02
SECOND RIB	1.44	1.27	-0.06
TOP	2.54	0.94	-0.07

STEP II:

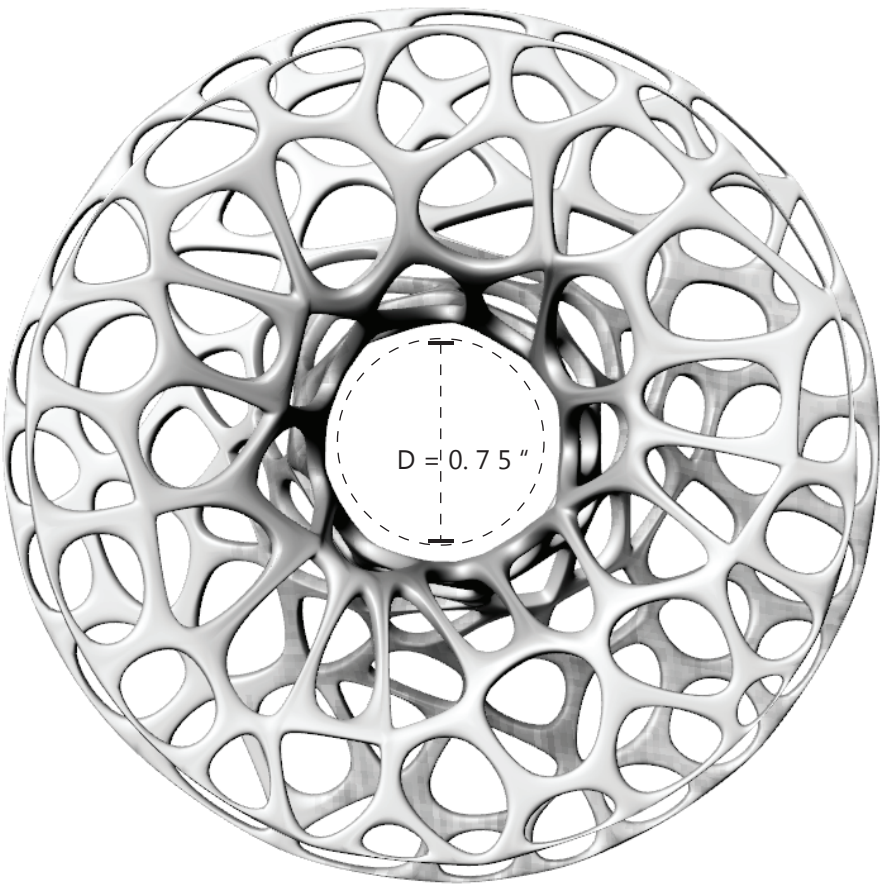
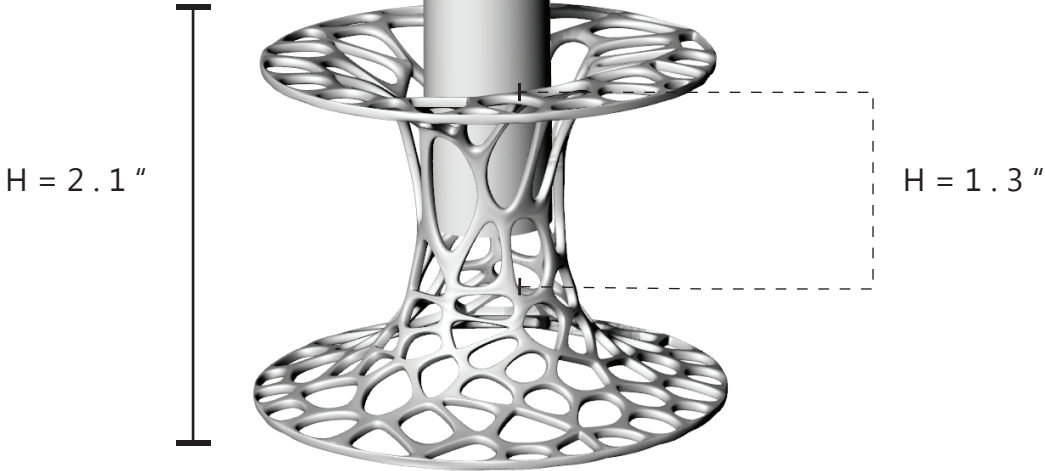
POINT COUNT: 130
DIVISION: 1.5
SCALE FACTOR: 0.93

MATERIAL : STAINLESS STEEL
MIN THICKNESS = 0.04" - 0.08"

STEP III:

MESH OFFSET: 0.06
MESH SMOOTH : 3

TAPERED CANDLE HOLDER
FOR STANDARD 3/4" DINNER CANDLES



STEP I:

	Z VALUE	RADIUS	TILT
BASE	0.10	1.4	/
FIRST RIB	0.65	0.47	0
SECOND RIB	1.90	0.50	-0.10
TOP	2.14	1.35	0

STEP II:

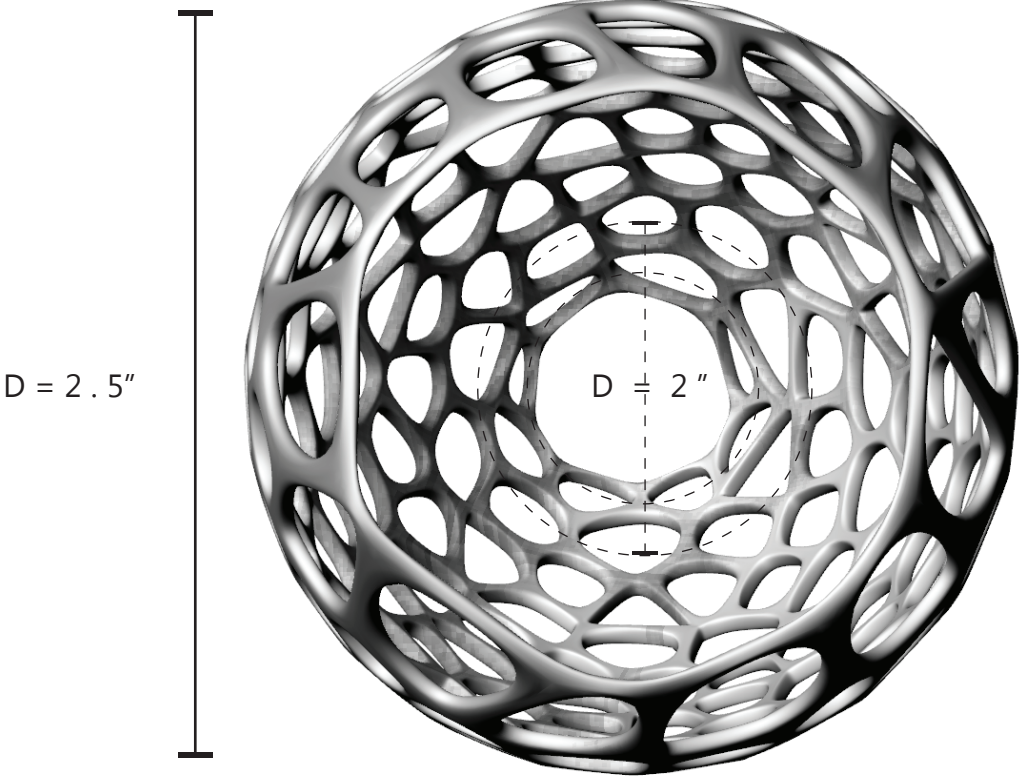
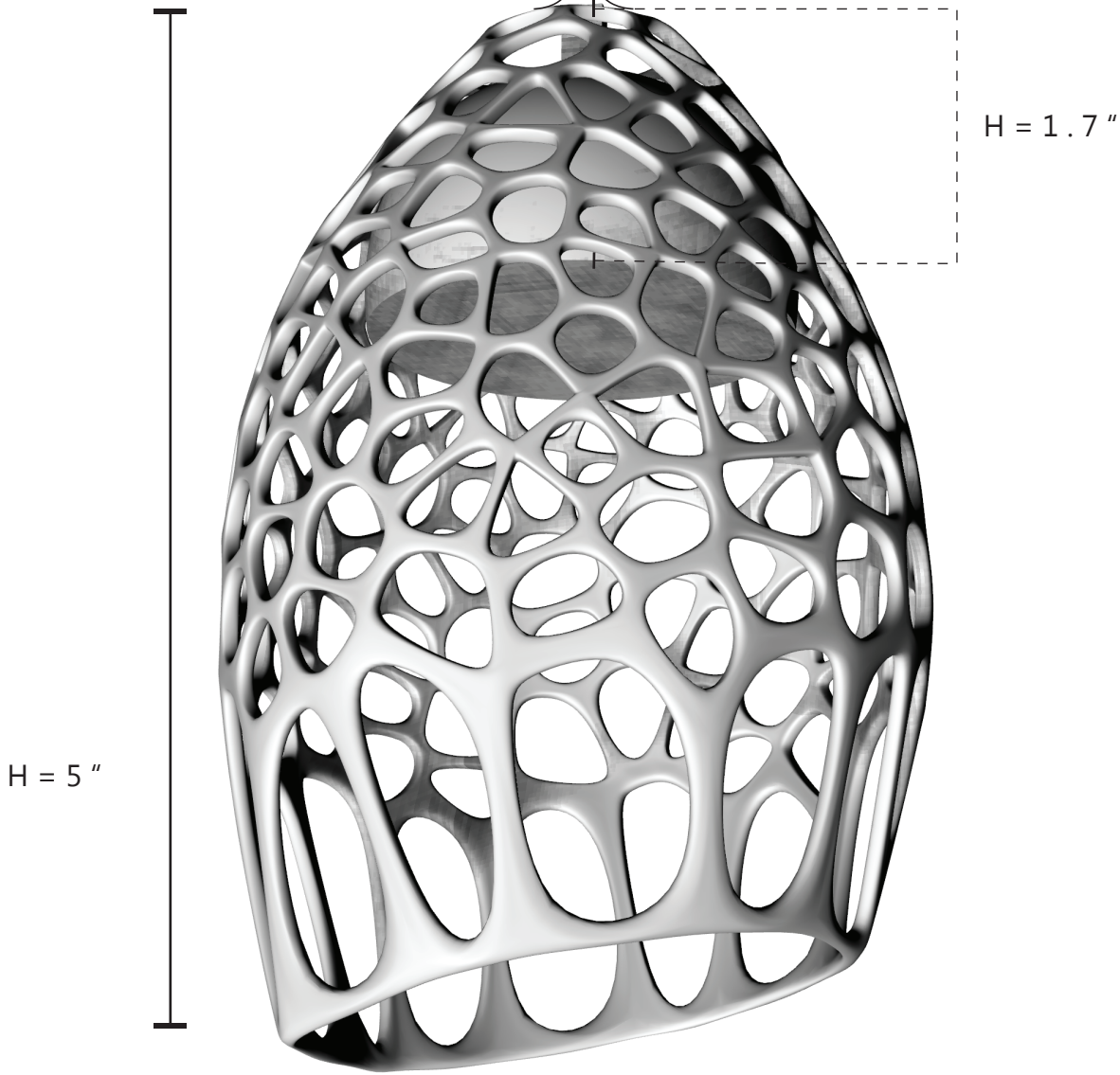
POINT COUNT: 130
DIVISION: 1.9
SCALE FACTOR: 0.85

MATERIAL : STAINLESS STEEL
MIN THICKNESS = 0.04" - 0.08"

STEP III:

MESH OFFSET: 0.06
MESH SMOOTH : 3

PENDANT LIGHT DIFFUSER
FOR MR16 HALOGEN BULBS



STEP I:

	Z VALUE	RADIUS	TILT
BASE	0.43	0.43	/
FIRST RIB	0.79	0.72	0
SECOND RIB	1.74	1.28	-0.05
TOP	5.0	1.24	0.19

STEP II:

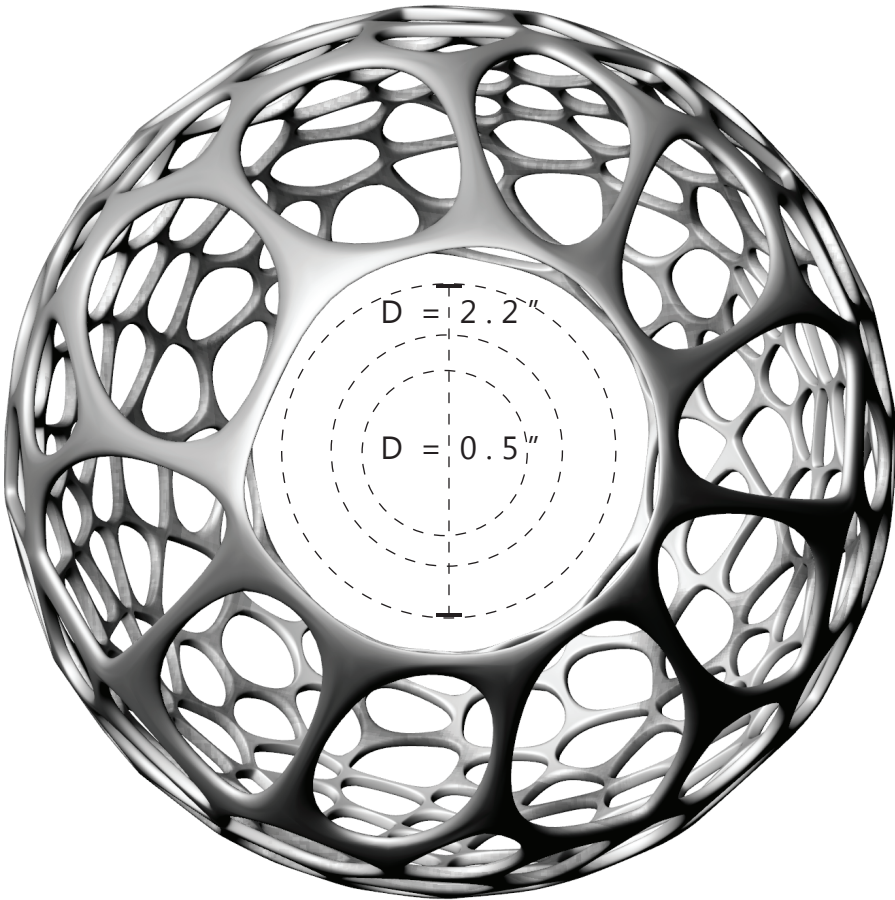
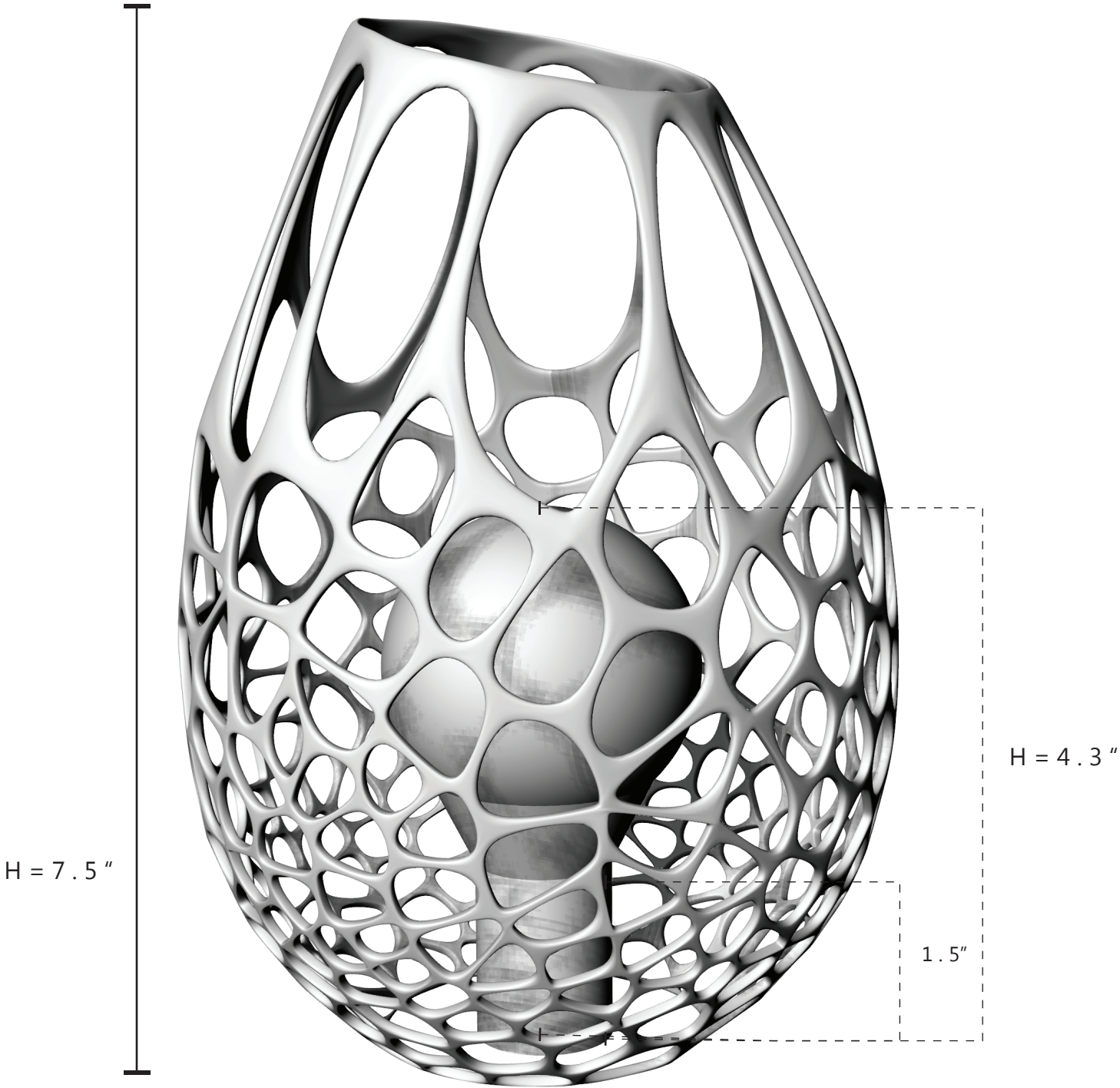
POINT COUNT: 180
DIVISION: 1.42
SCALE FACTOR: 0.88

STEP III:

MESH OFFSET: 0.08
MESH SMOOTH: 3

MATERIAL : SANDSTONE
MIN THICKNESS = 0.08"

TABLETOP LIGHT DIFFUSER
FOR STANDARD A TYPE BULBS



STEP I:

	Z VALUE	RADIUS	TILT
BASE	0.18	1.25	/
FIRST RIB	1.60	2.40	0
SECOND RIB	5.40	2.30	0.07
TOP	7.50	1.34	0.19

STEP II:

POINT COUNT: 240
DIVISION: 2.0
SCALE FACTOR: 0.9

STEP III:

MESH OFFSET: 0.08
MESH SMOOTH: 3

MATERIAL : SANDSTONE
MIN THICKNESS = 0.08"