GESPODO FootCAD3D
User Manual

Version 6.0.3.x
Release : May 2022
English version

help@gespodo.com

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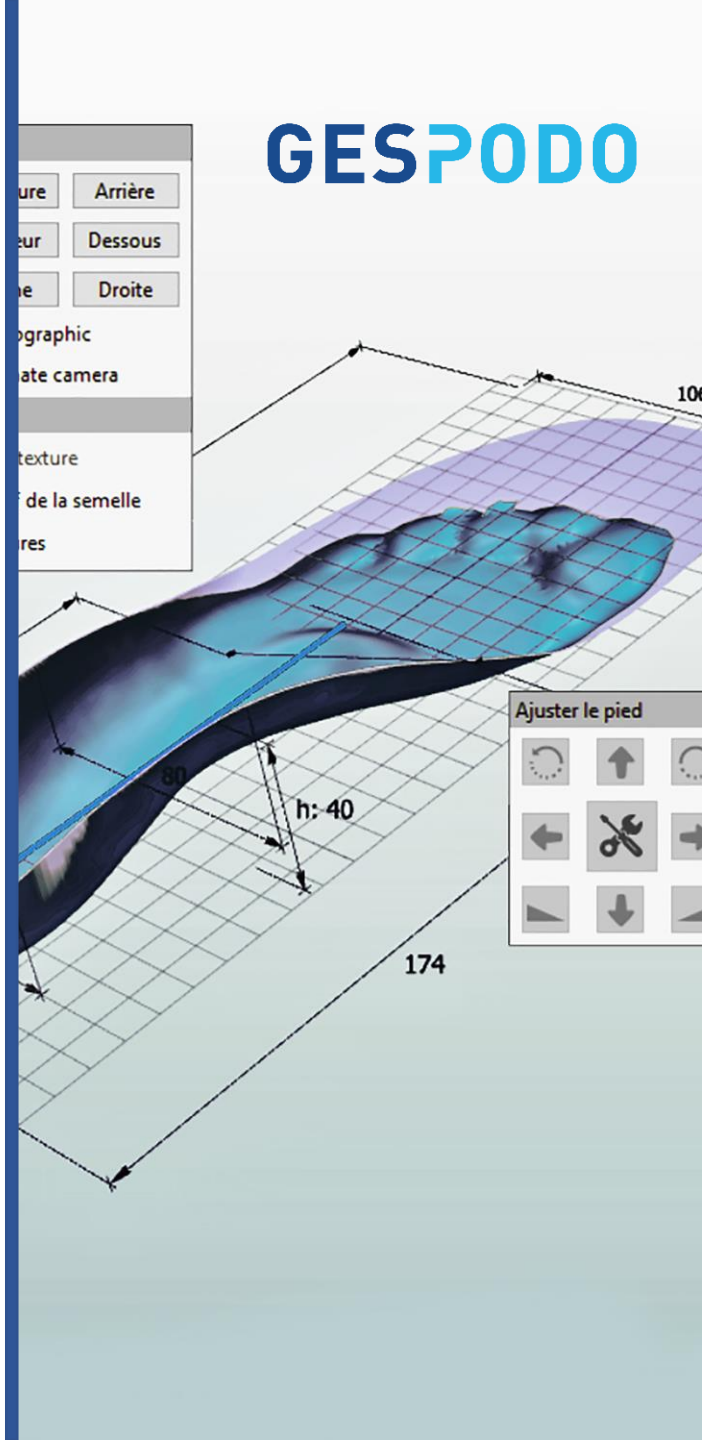


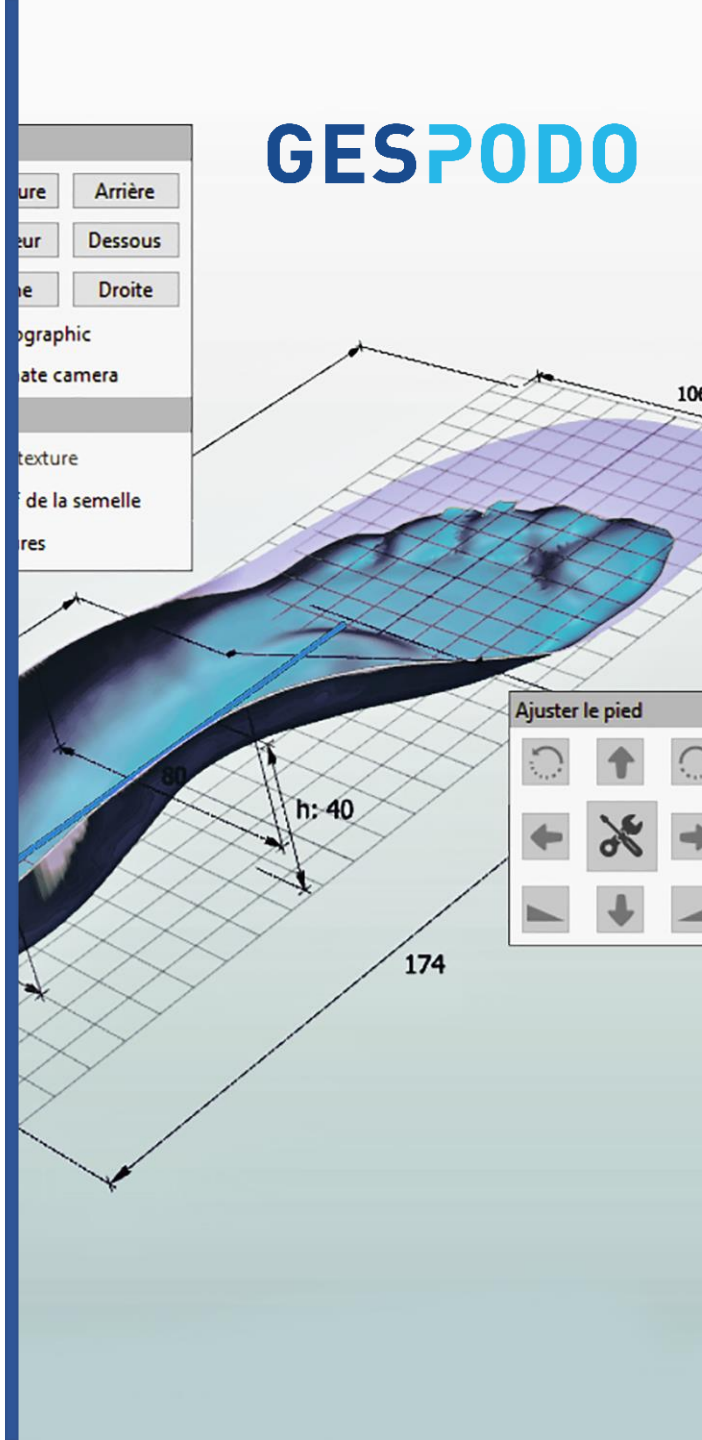
Before you start

what’s new in this 6.0.3.x release

Key benefits to move to this version :

- Addition of core 3D printing features for Hard material printing (SLS/MJF/SLA)
- Addition of personnalisation features for Hard material printing (Text, logo engraving)
- Experimental (may still crash) : Addition of bottom design features for full volume STL extraction (for FDM printing and Soft material MJF, SLS, DLS printing)
- Better management of the version and licences features

Expected next version release : Mid June 2022



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Before you start

Keybord shortcuts

Mouse scrolling wheel
=> Zoom-in / Zoom-out

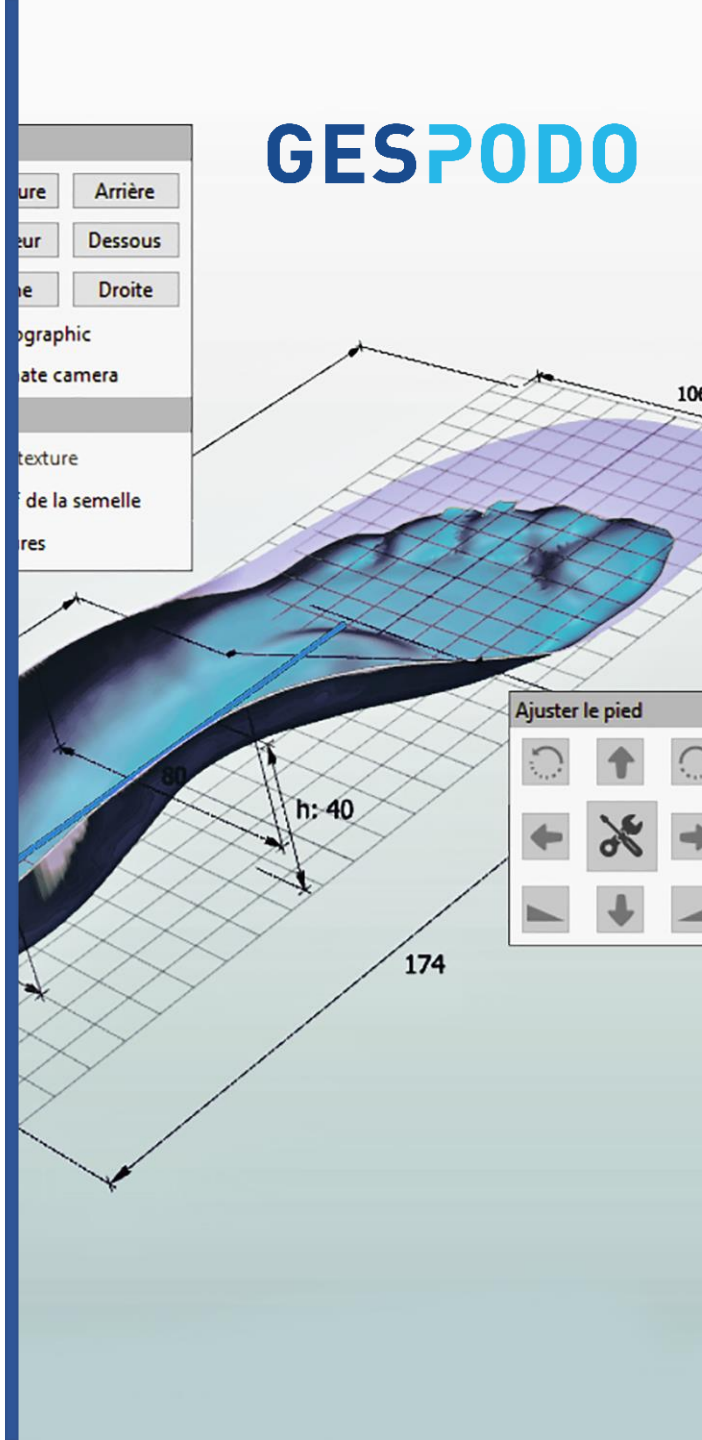
Press and Keep scrolling wheel on
=> Control the rotation of the foot or insole 3D model in the XYZ space

CTRL + Press and Keep the scrolling wheel on
=> Translate the foot or insole 3D Model up /down – right / left in the XYZ space

Keyboard « M » + mouse Left click
=> Measure distance between 2 xyz points

CTRL + Keyboard ''F''
=> Visualize foot volume

CTRL + Keyboard ''A''
=> Switch from for element edition mode : from mode « edit element shape » to mode « position element on the model »



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Support Index

Introduction: Menu display

1° Insert a scanned footprint file (File.stl)

2° Modification of the scanned footprint / Requeriments for the insole

3° Movement of the scanned footprint in the screen

4° Cut the scanned insole

5° Position of the reference points in the footprint

6° Insertion of the insole in relation to the footprint

7° Menu « Adjust foot » : left/right – up/down

8° Menu « Adjust foot » : left/right rotation

9° Integration of the footprint in the insole

10° Visualization of the footprint/ Visualization of measures

11° Modify the insole length

12° Modify the insole width

13° Stretch the insole

14° Add a compensation / heel raise

15° Add a discharge

16° Straightening of the surface in « free form »

17° Add extrinsic element

18° Modify an element: move – modify hight/width

19° Modify an element : Change the base form

20° Save a new element in the library

21° Torsion correction: Axis position – range - area

22° Heel Skive : incline (angle) – depth – side

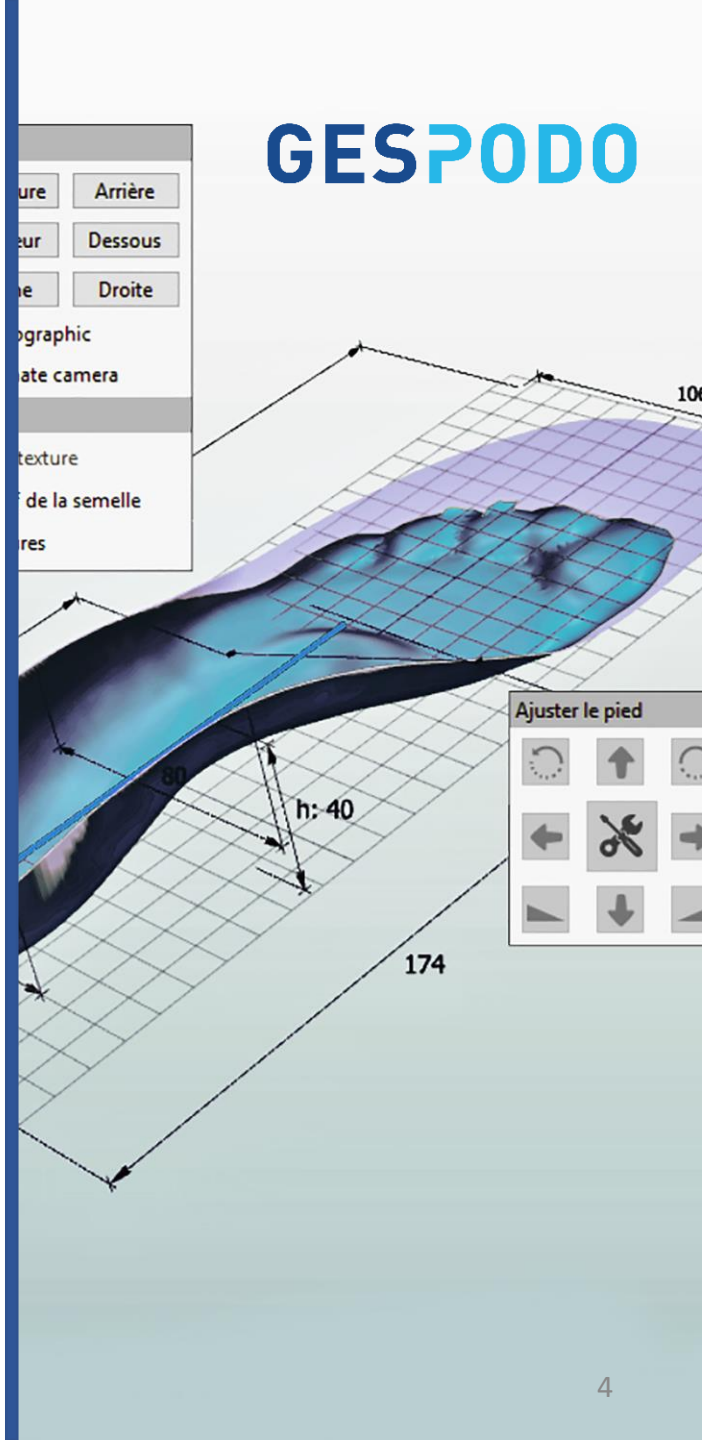
23° Straightening : 3 modes – intensity

24° Insertion of a foot photo

25° Insole finishing – Send to production

26° 3D Printing

25° TPU Printing – Closed Volume



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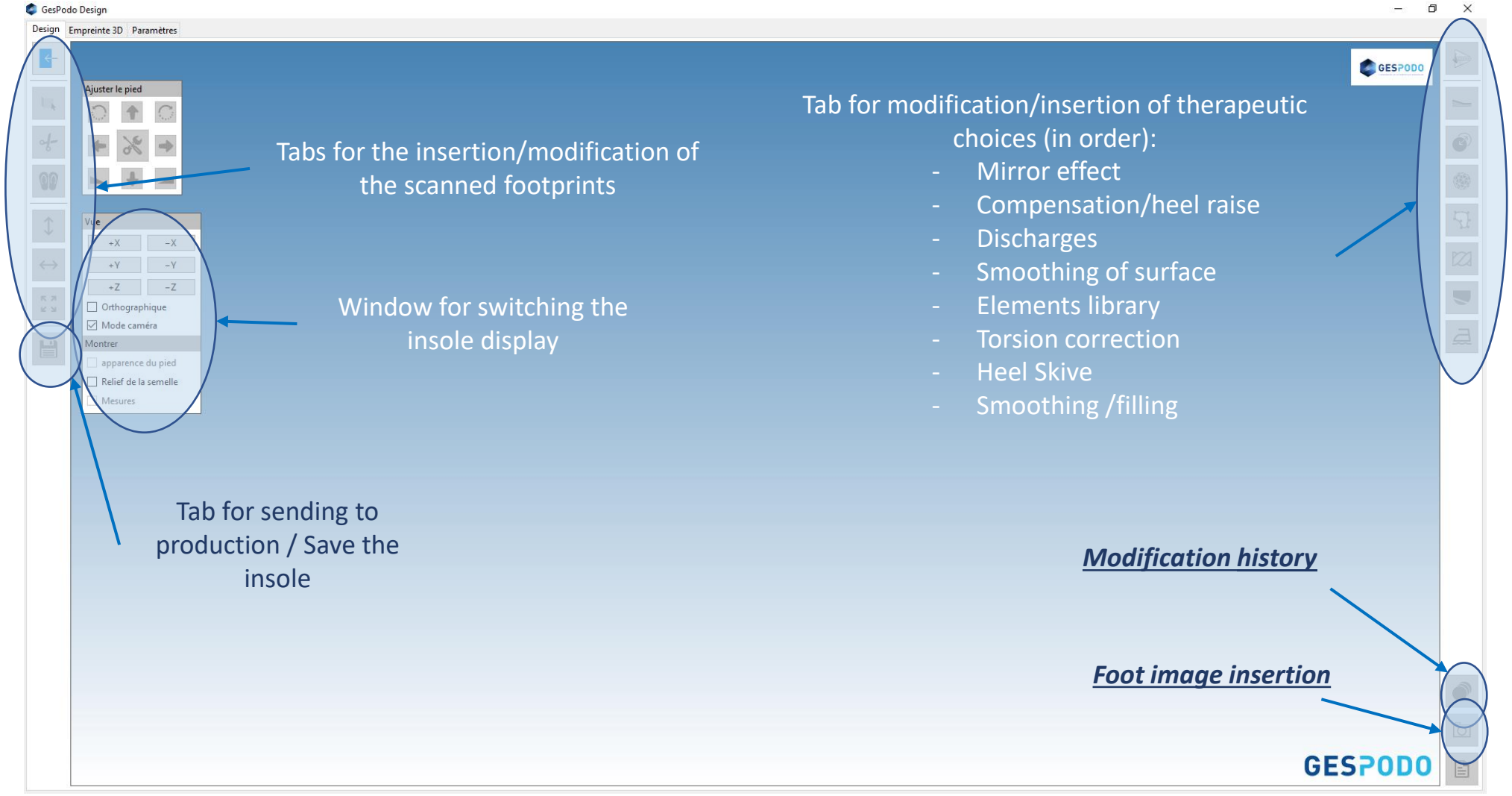

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1° Insert a scanned footprint (file.stl)

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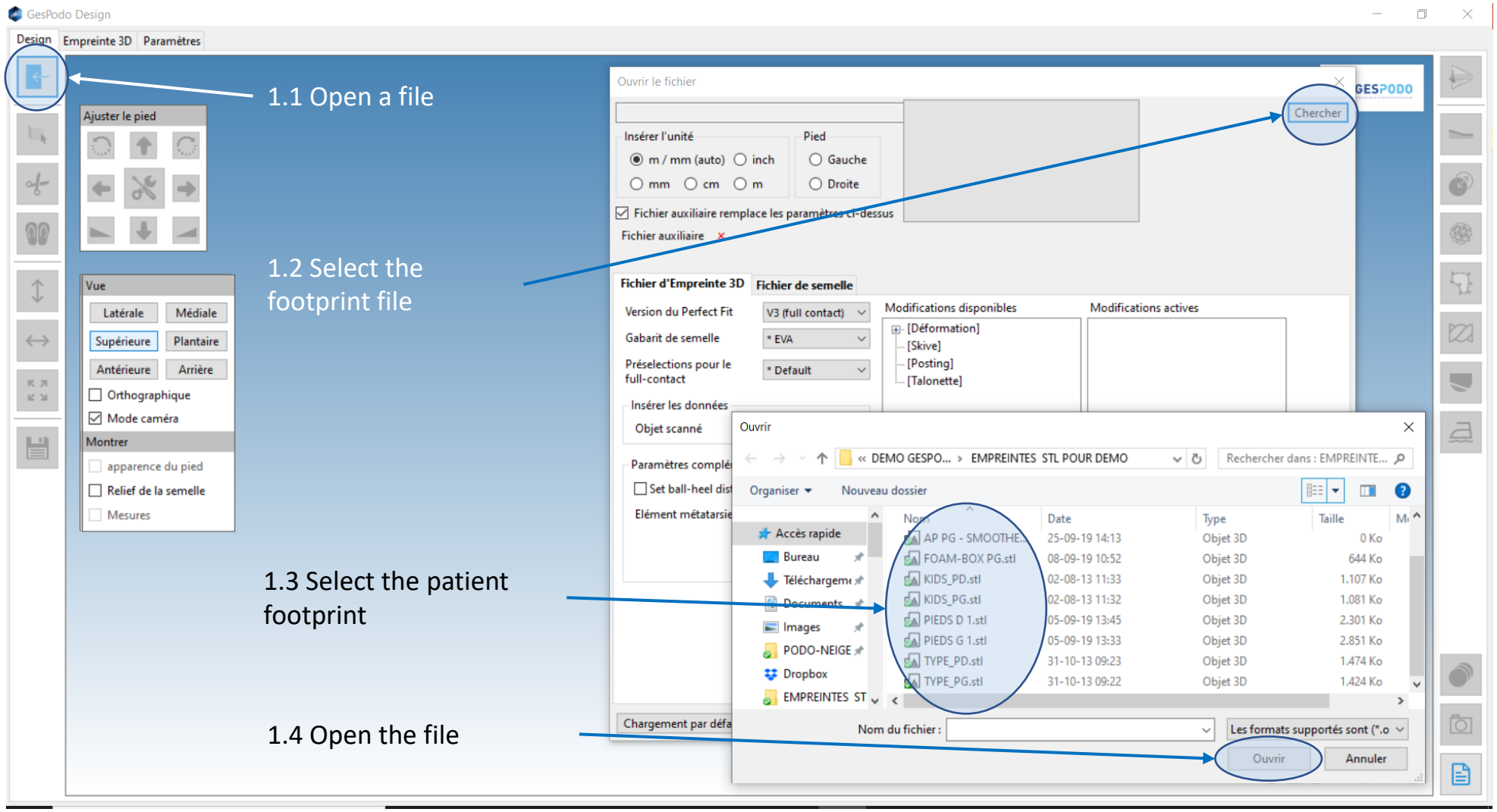

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2° Modifications of the scanned footprint / Insoles criteria

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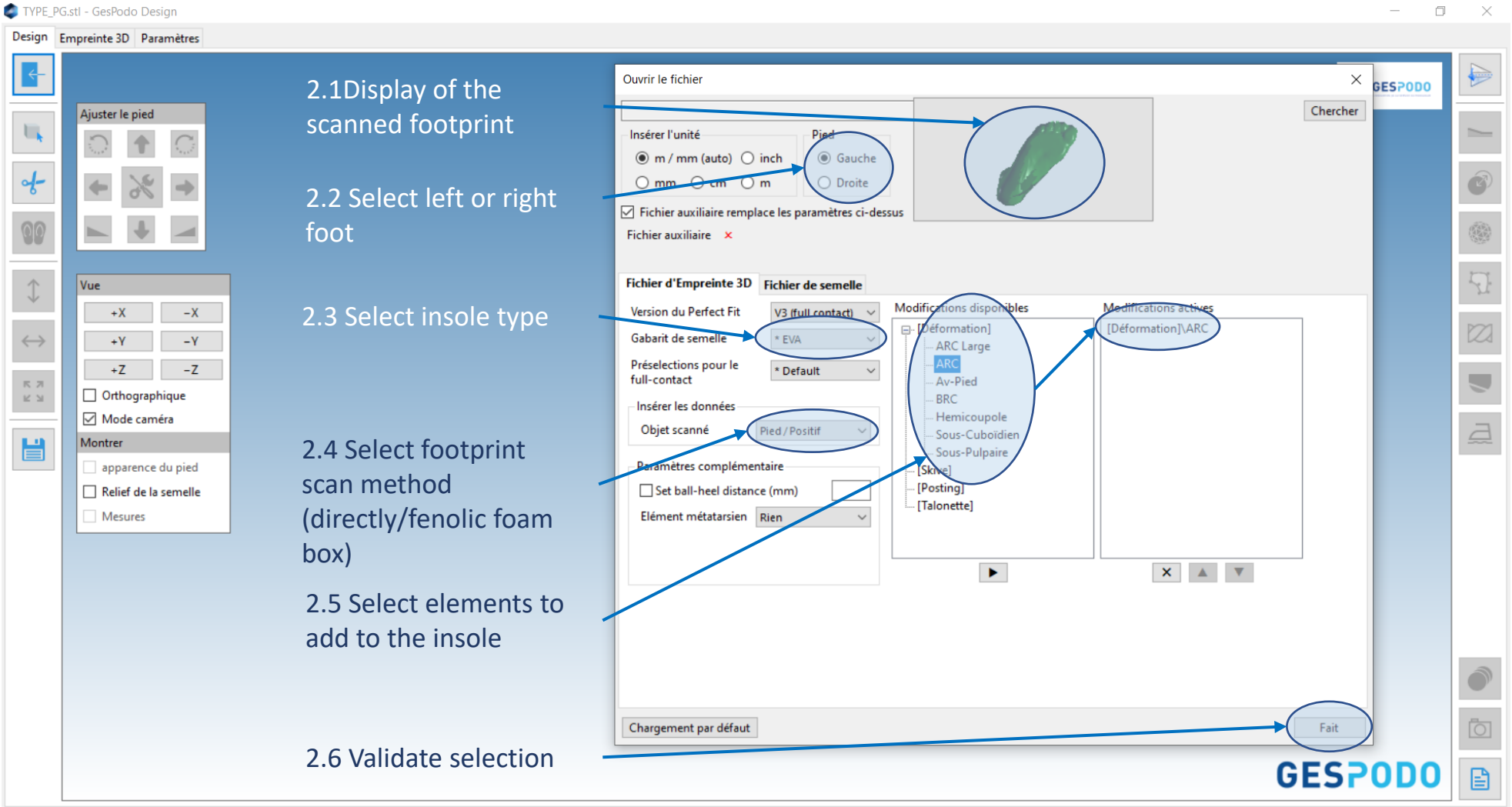

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3° Movement of the scanned footprint

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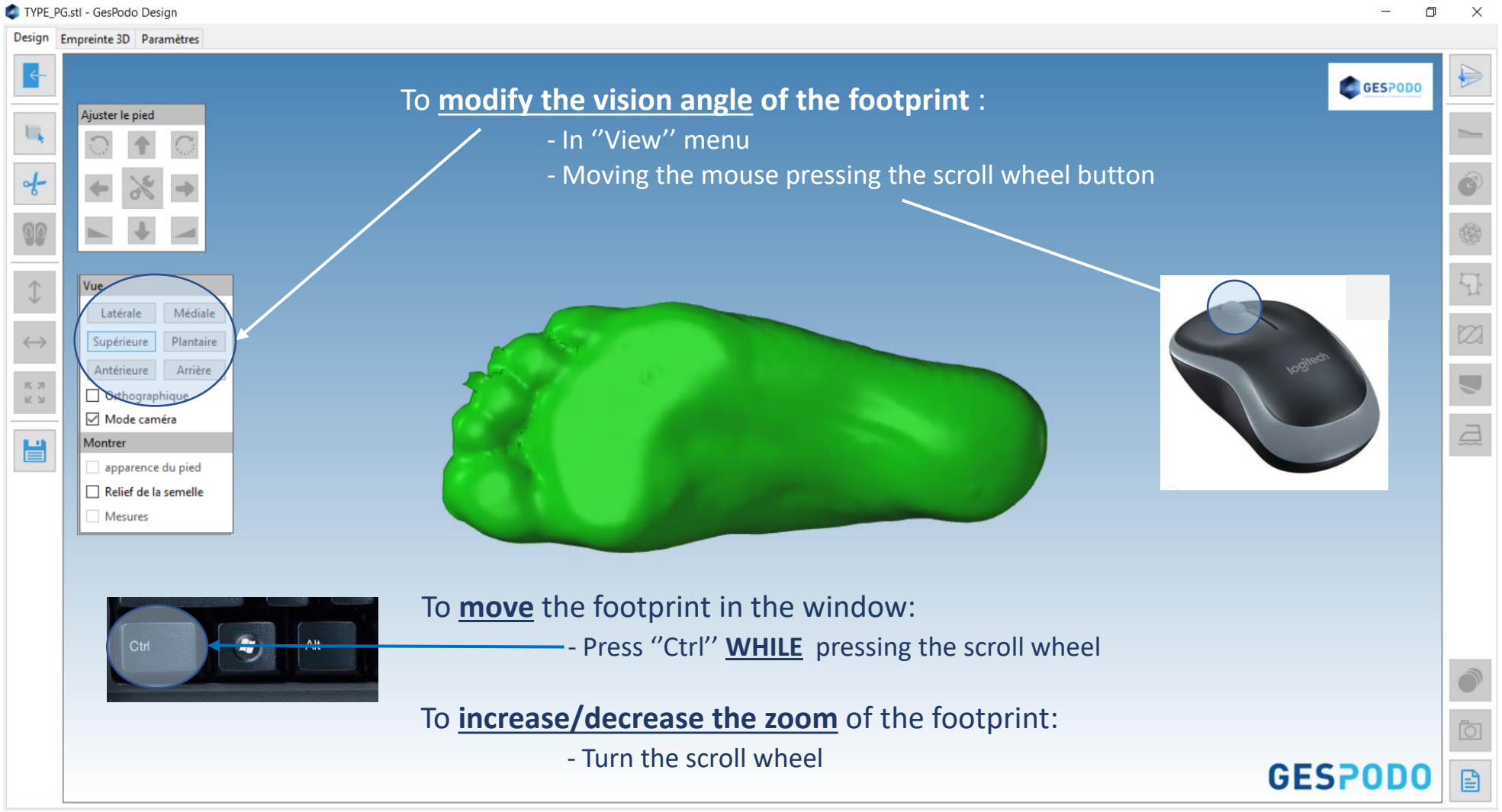

To **modify the vision angle** of the footprint :

- In ''View'' menu
- Moving the mouse pressing the scroll wheel button

To **move** the footprint in the window:

- Press ''Ctrl'' **WHILE** pressing the scroll wheel

To **increase/decrease the zoom** of the footprint:

- Turn the scroll wheel

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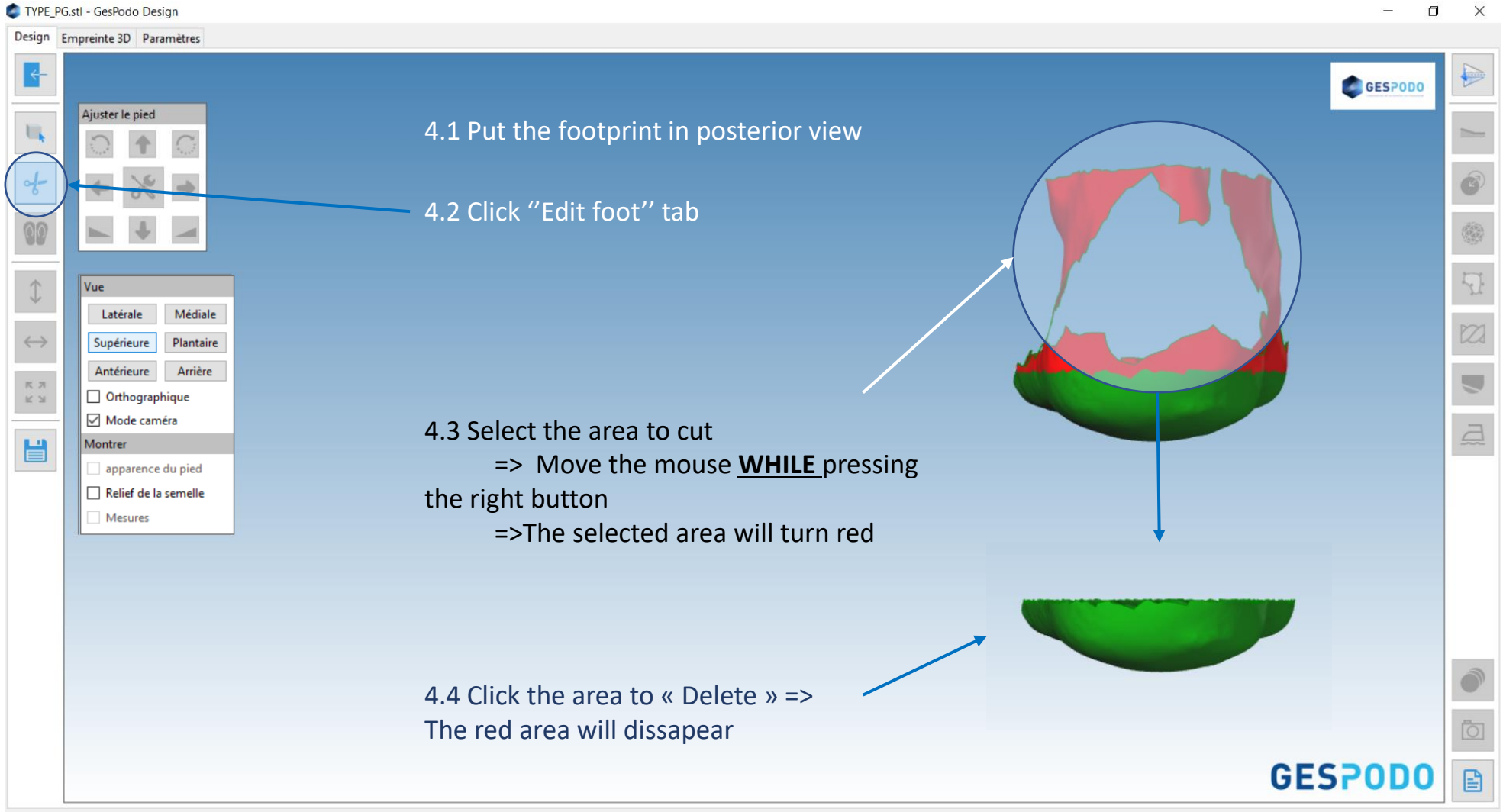
4° Cut the footprint



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5°Position of the reference point in the footprint

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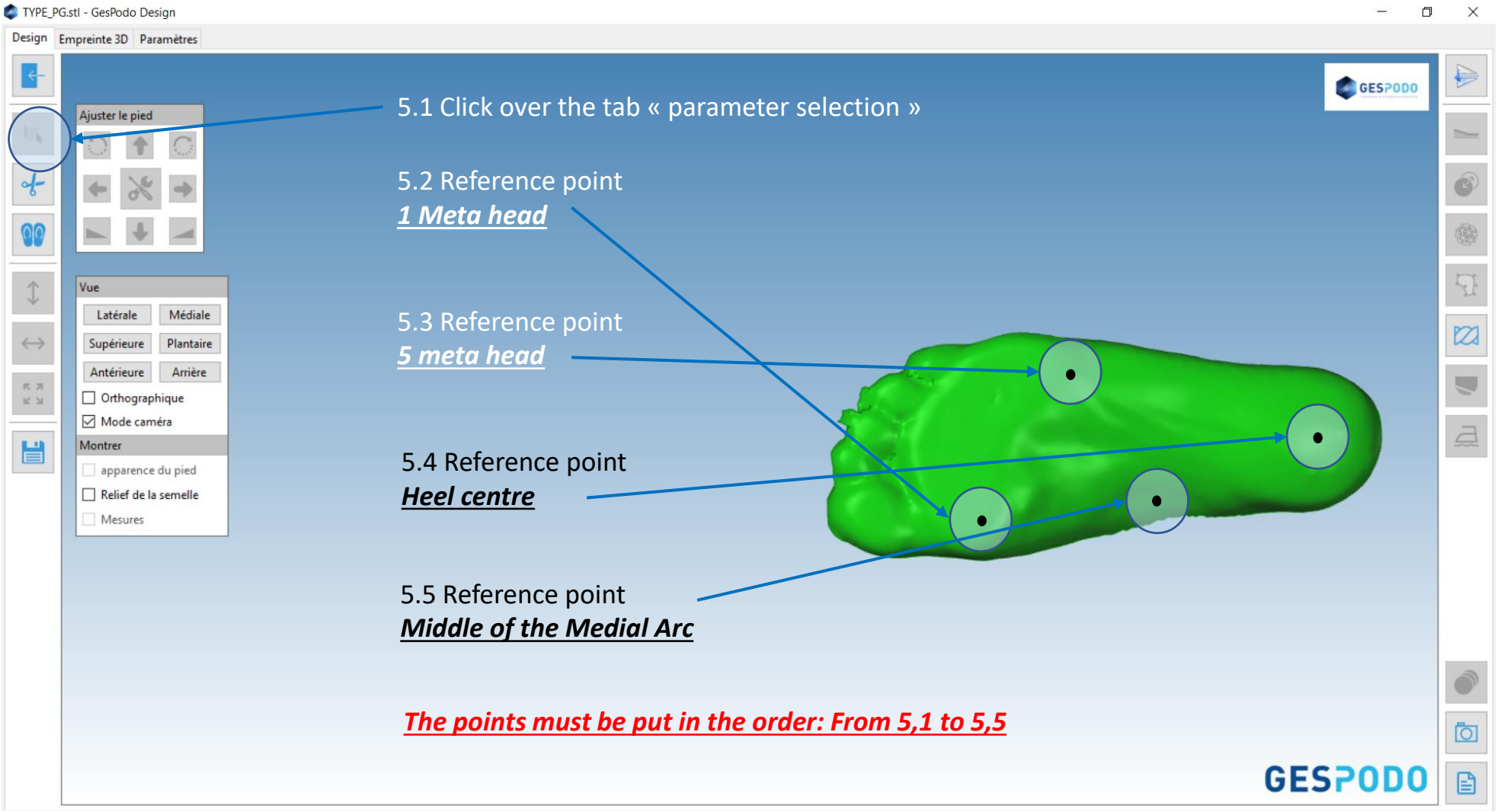

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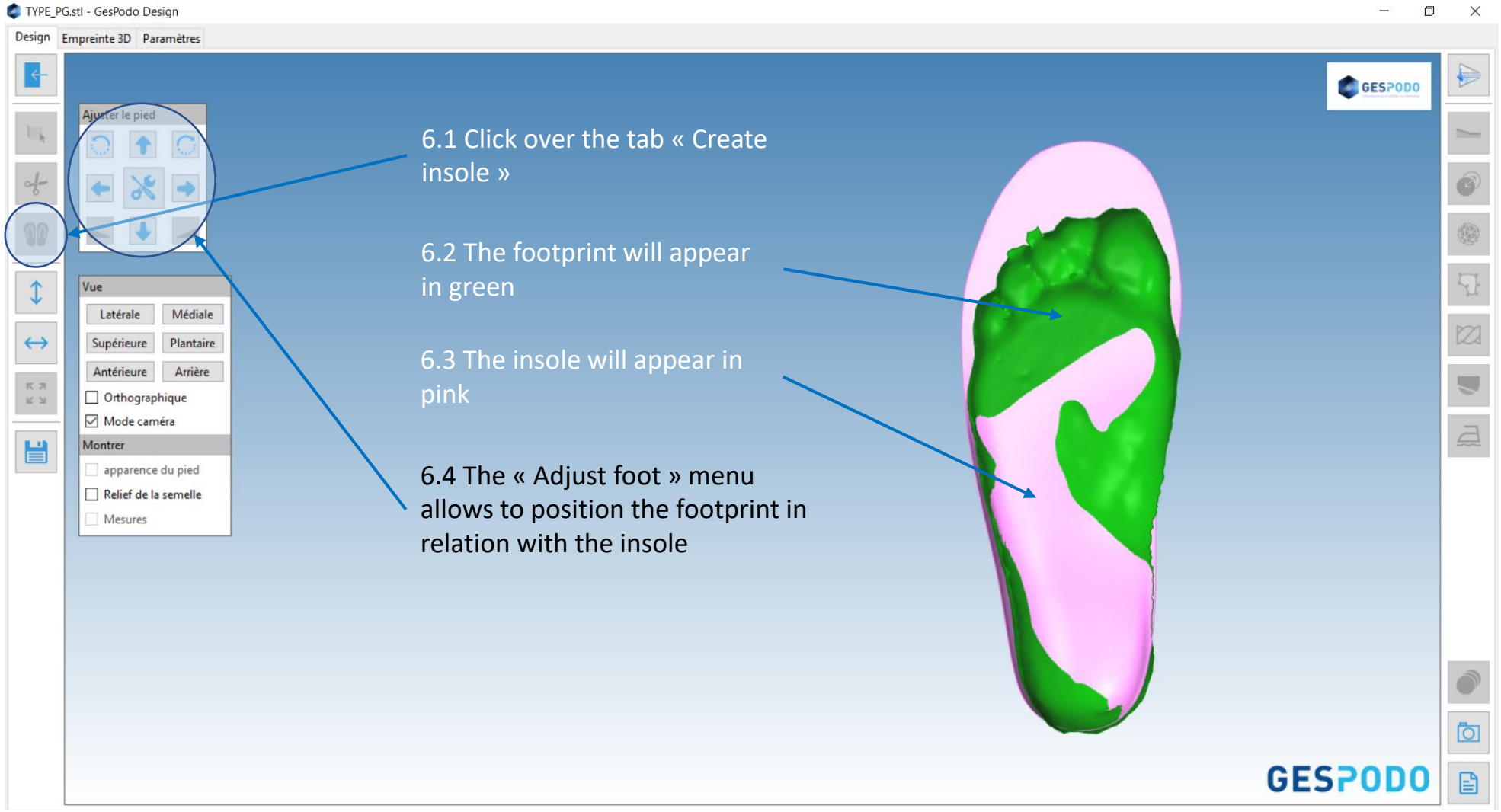
6°Insertion of the insole in the footprint



6.1 Click over the tab « Create insole »

6.2 The footprint will appear in green

6.3 The insole will appear in pink

6.4 The « Adjust foot » menu allows to position the footprint in relation with the insole

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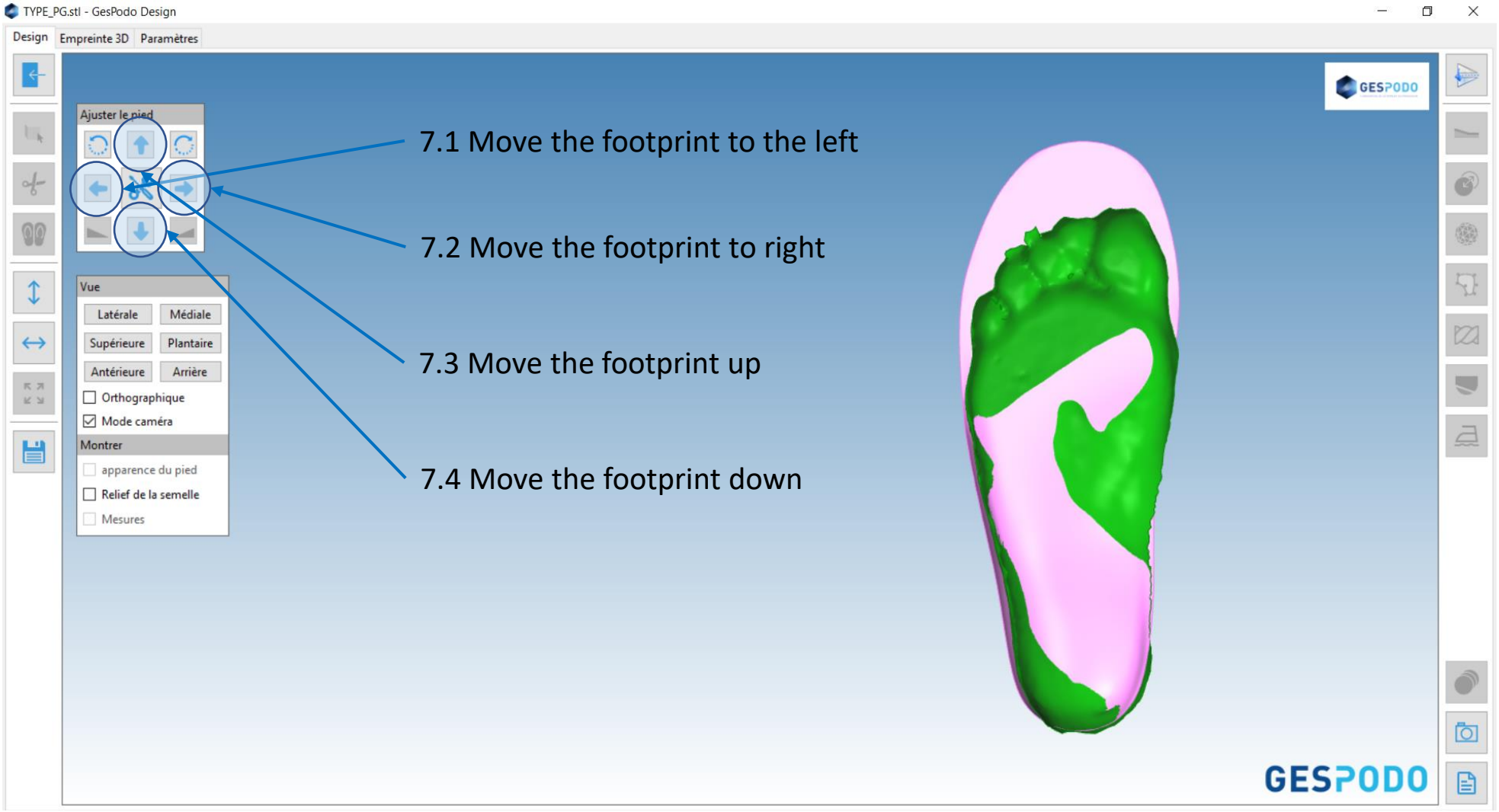
7° ‘’Adjust the foot’’ menu : left/right – up/down



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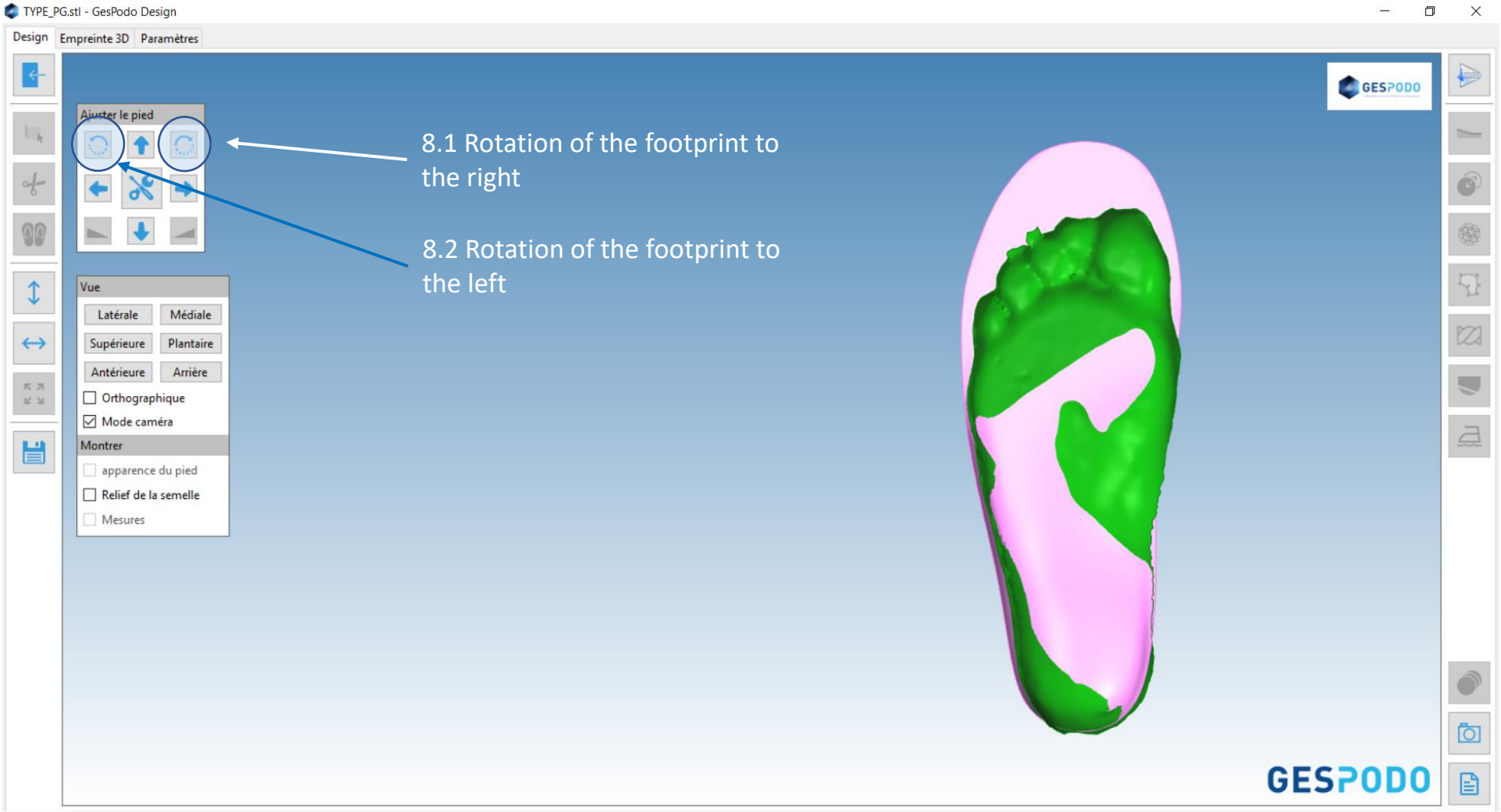
8°''Adjust foot'' menu : rotation to left /right



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9°Integration of the footprint in the insole

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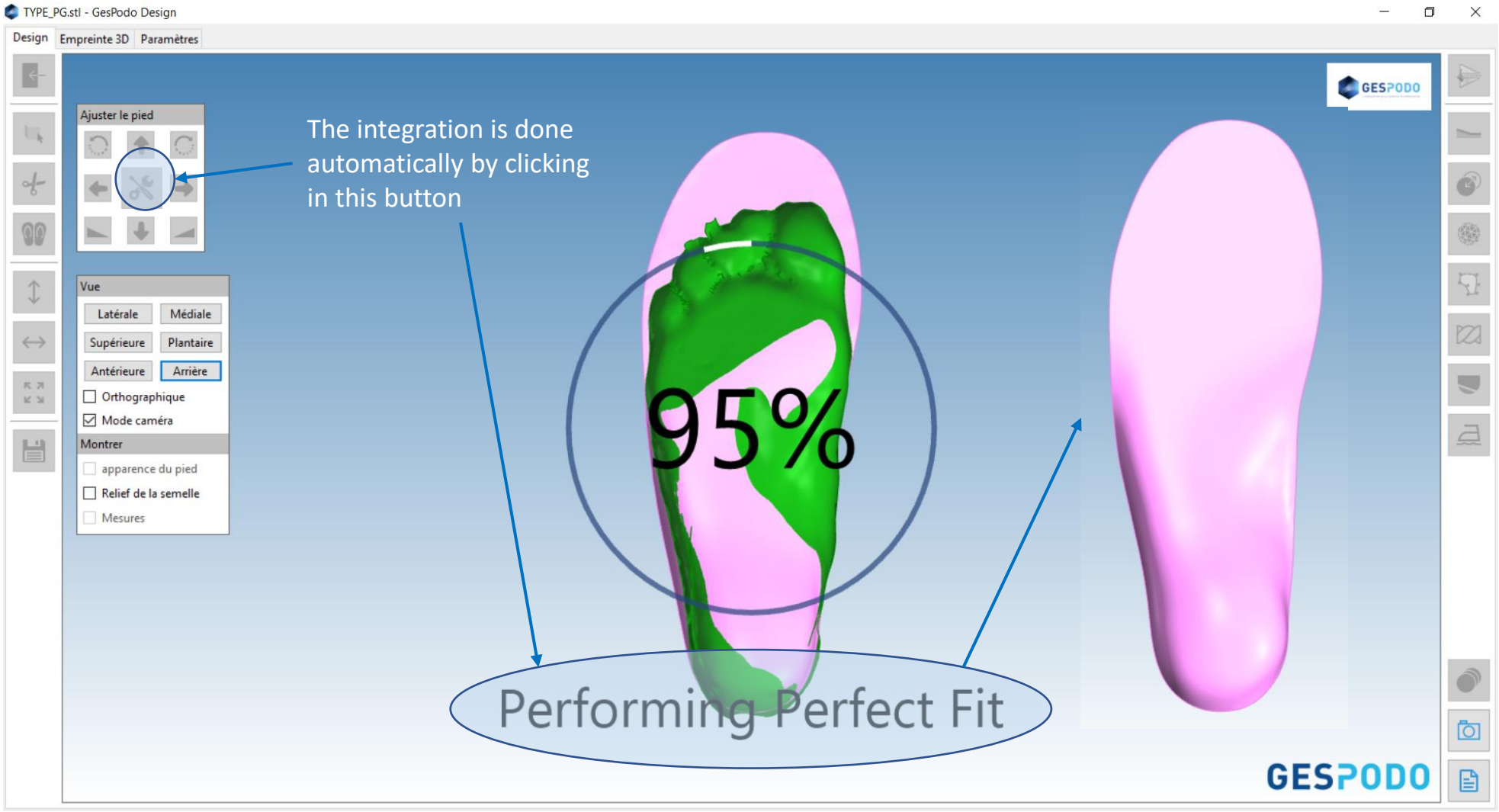

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10° – Visualisation of the footprint – Visualization of the measures

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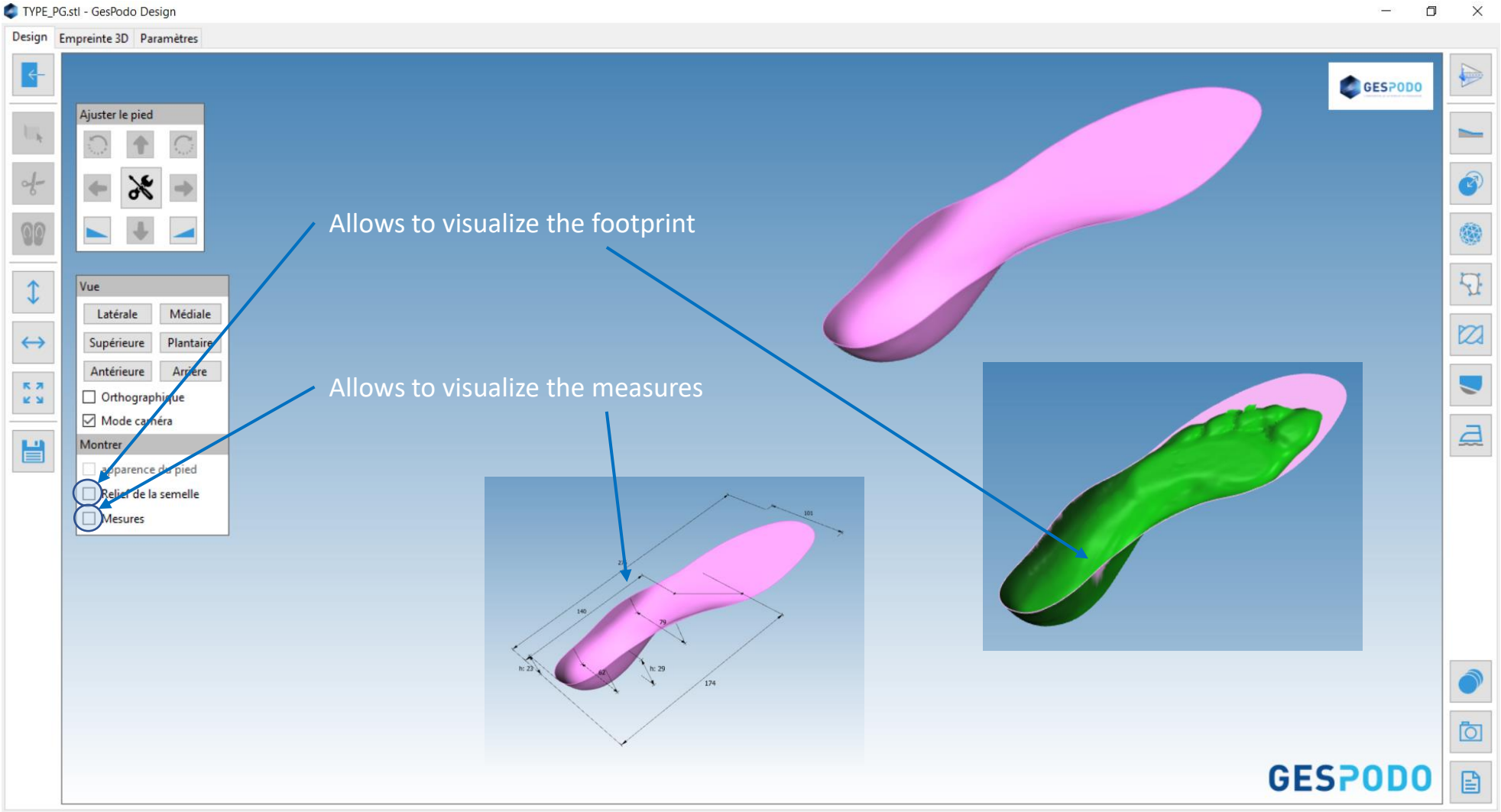

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11°Modify the insole length

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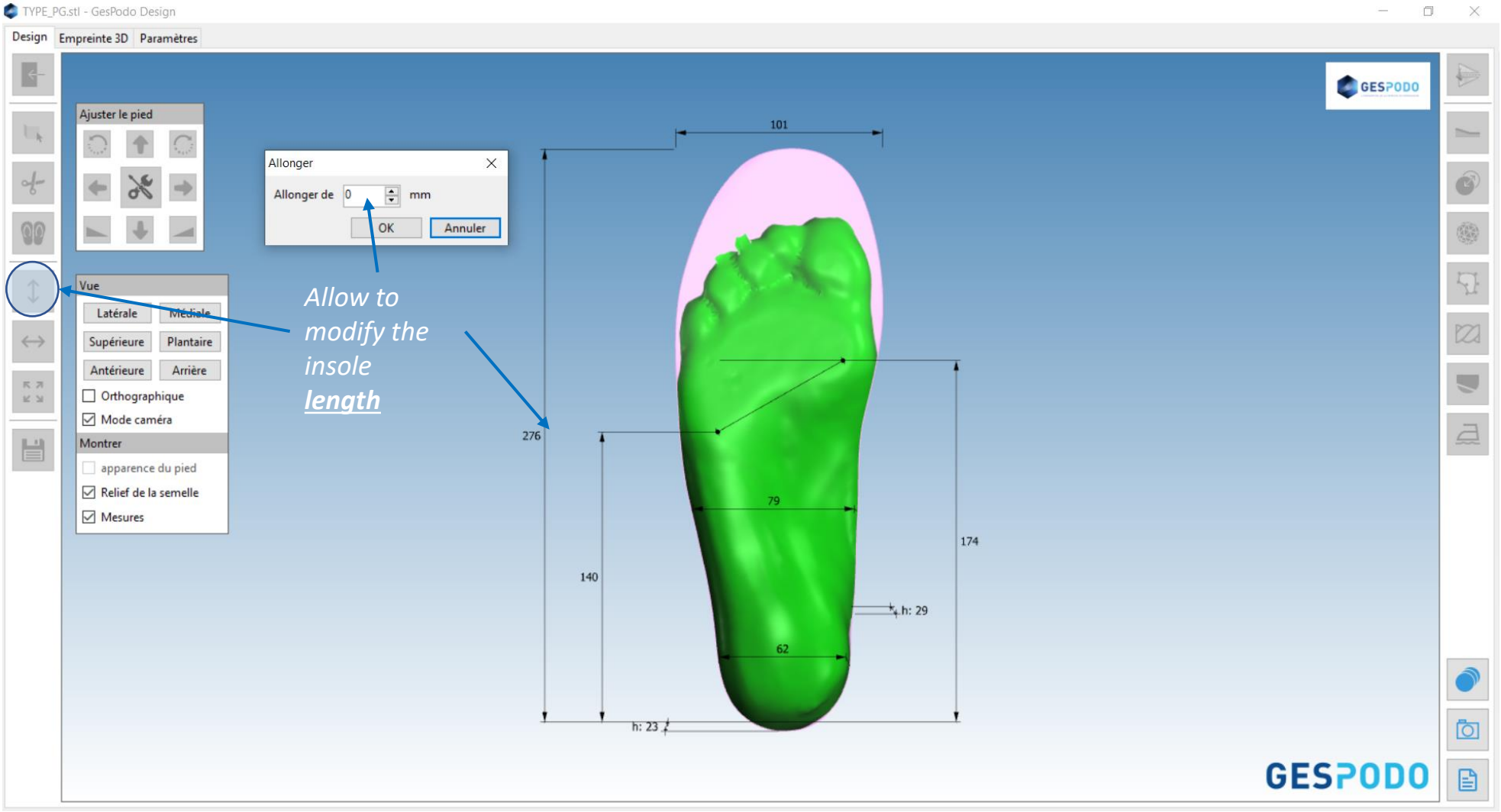

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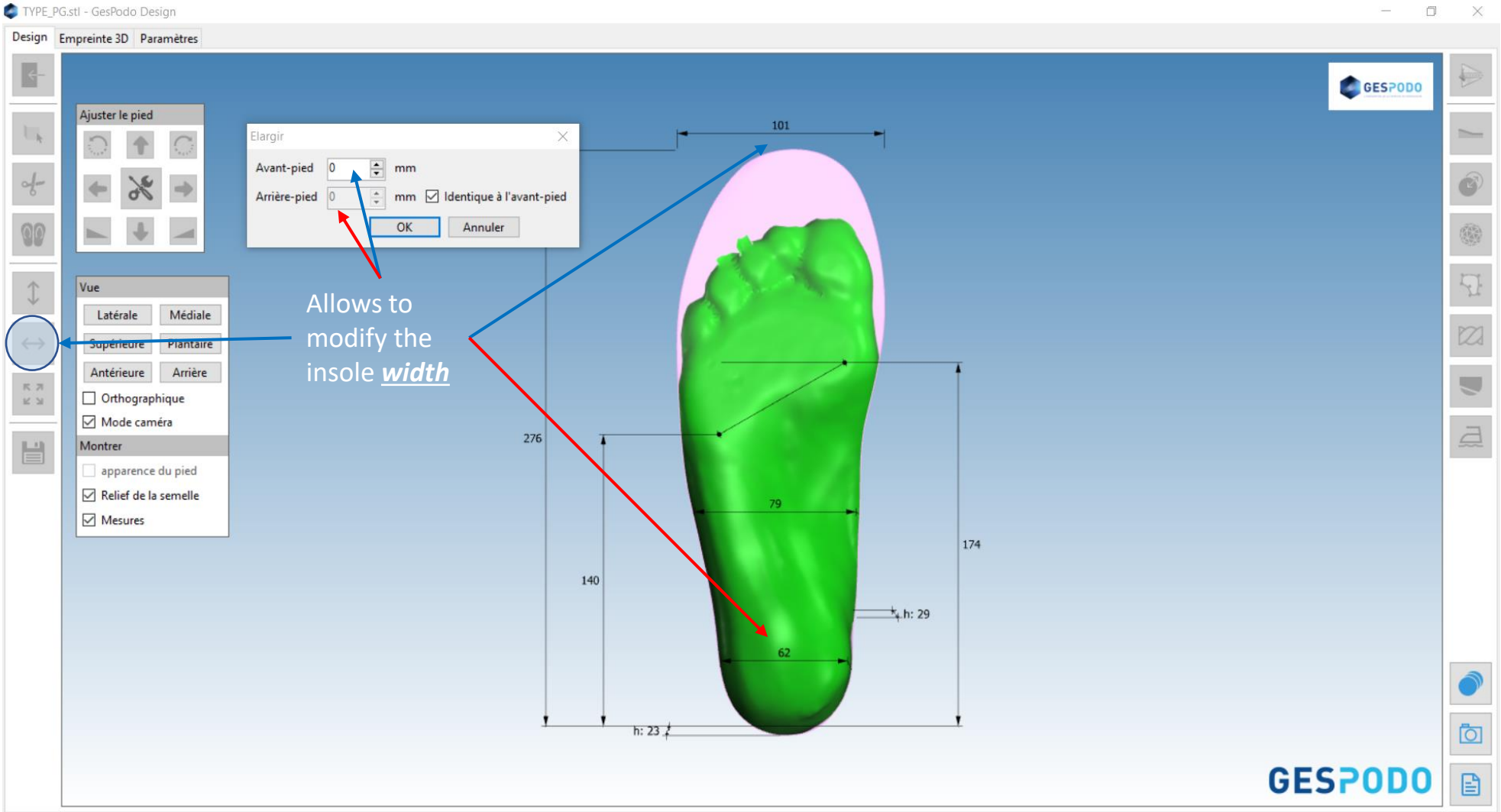
12° Modify the insole width



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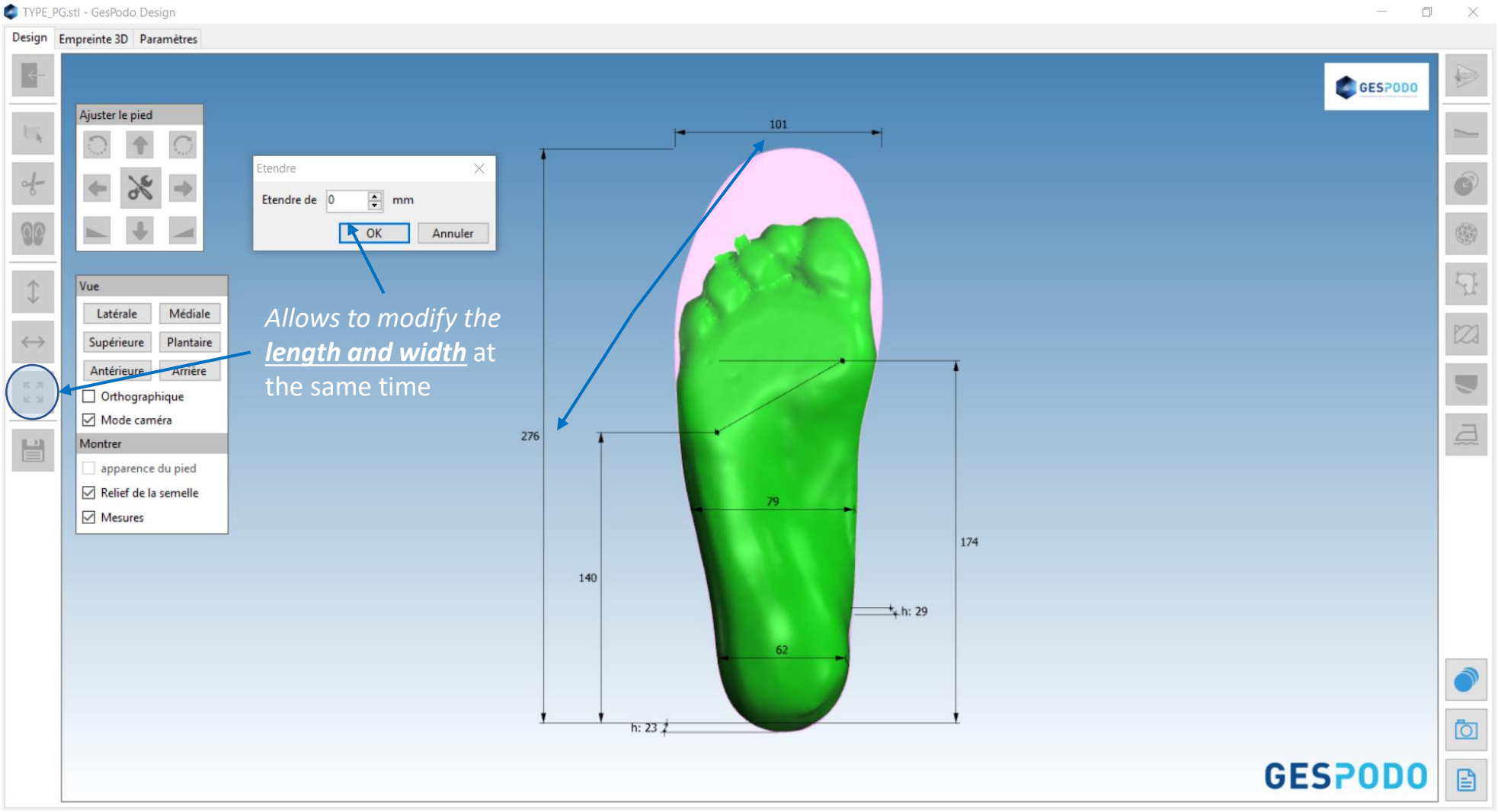
13° Expand the insole



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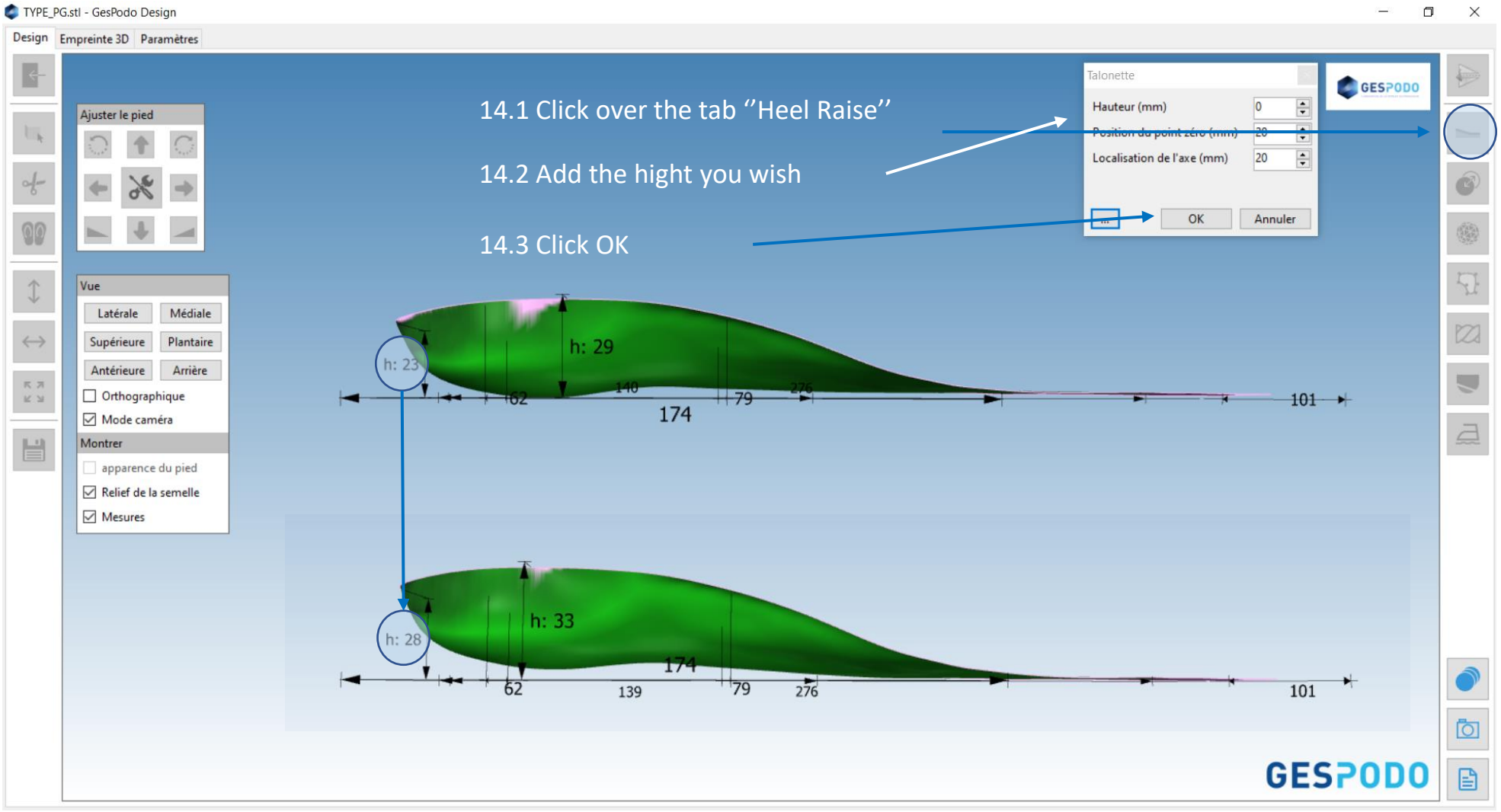
14° Add a compensation/heel rise



14.1 Click over the tab ''Heel Raise''

14.2 Add the hight you wish

14.3 Click OK

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15° Add a discharge

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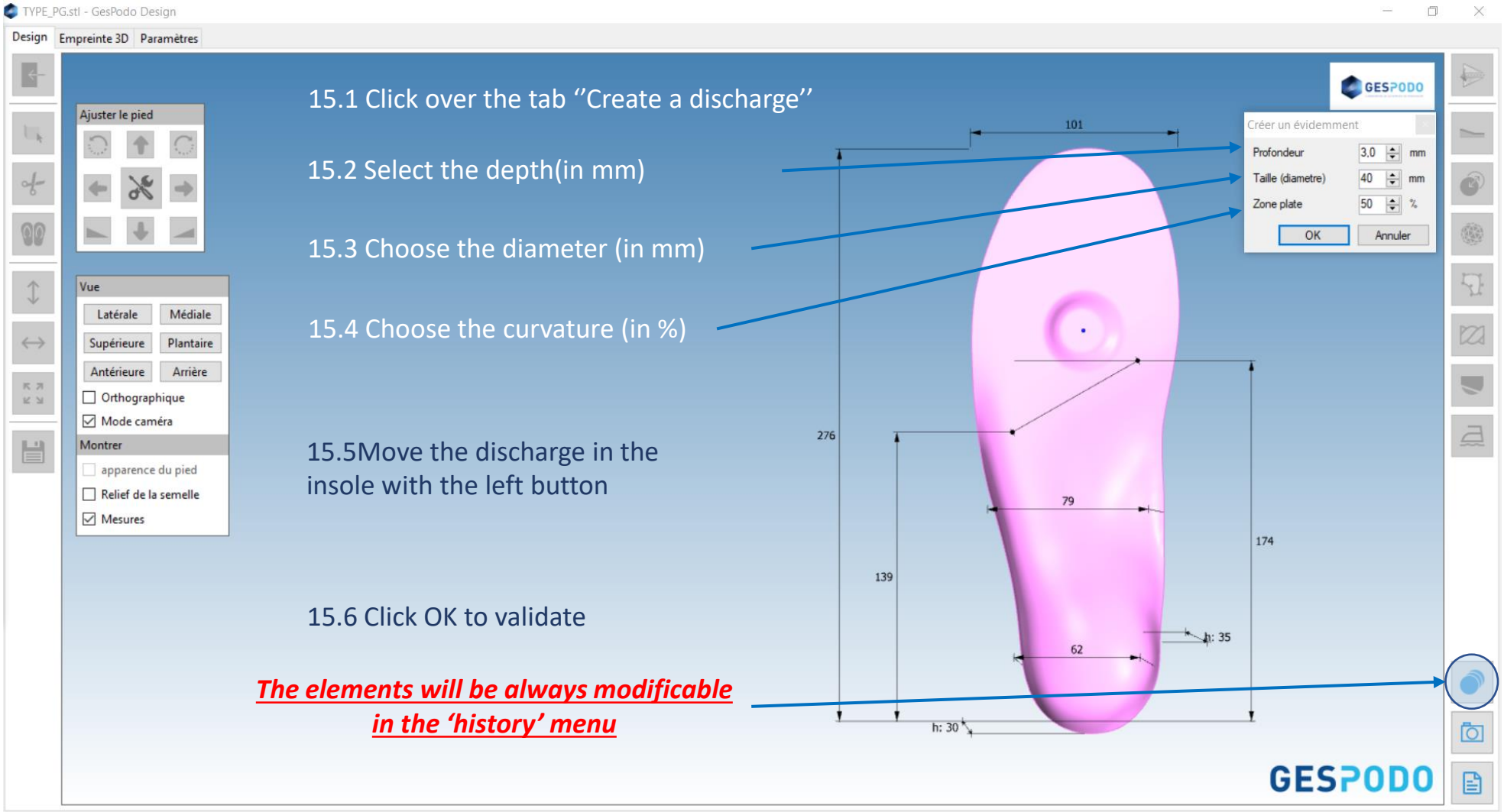

15.1 Click over the tab ''Create a discharge''

15.2 Select the depth(in mm)

15.3 Choose the diameter (in mm)

15.4 Choose the curvature (in %)

15.5Move the discharge in the insole with the left button

15.6 Click OK to validate

<u>The elements will be always modificable in the 'history' menu</u>

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16° Smoothing the surface by''free form''

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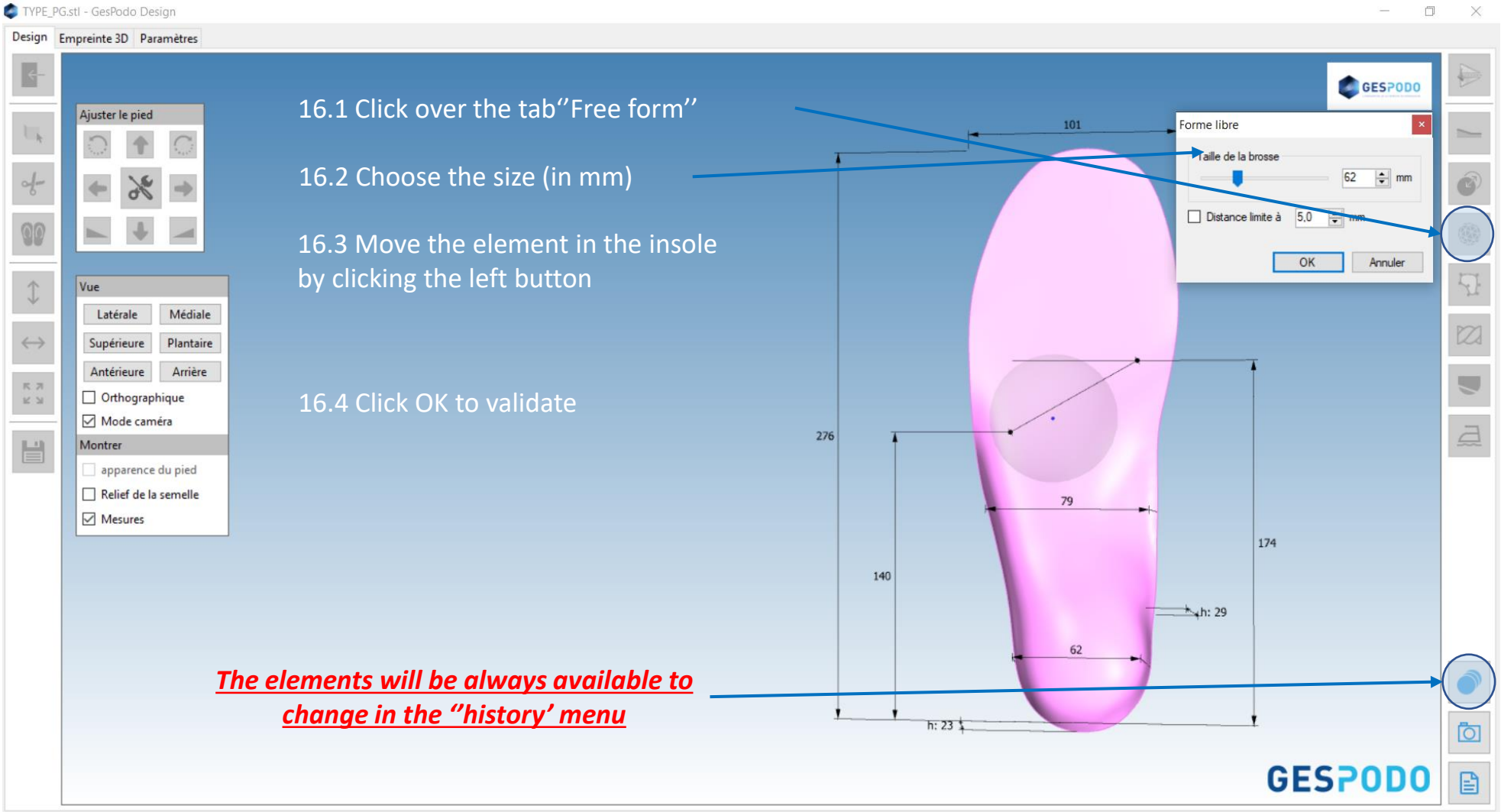

16.1 Click over the tab''Free form''

16.2 Choose the size (in mm)

16.3 Move the element in the insole by clicking the left button

16.4 Click OK to validate

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17°Add an extrinsic element

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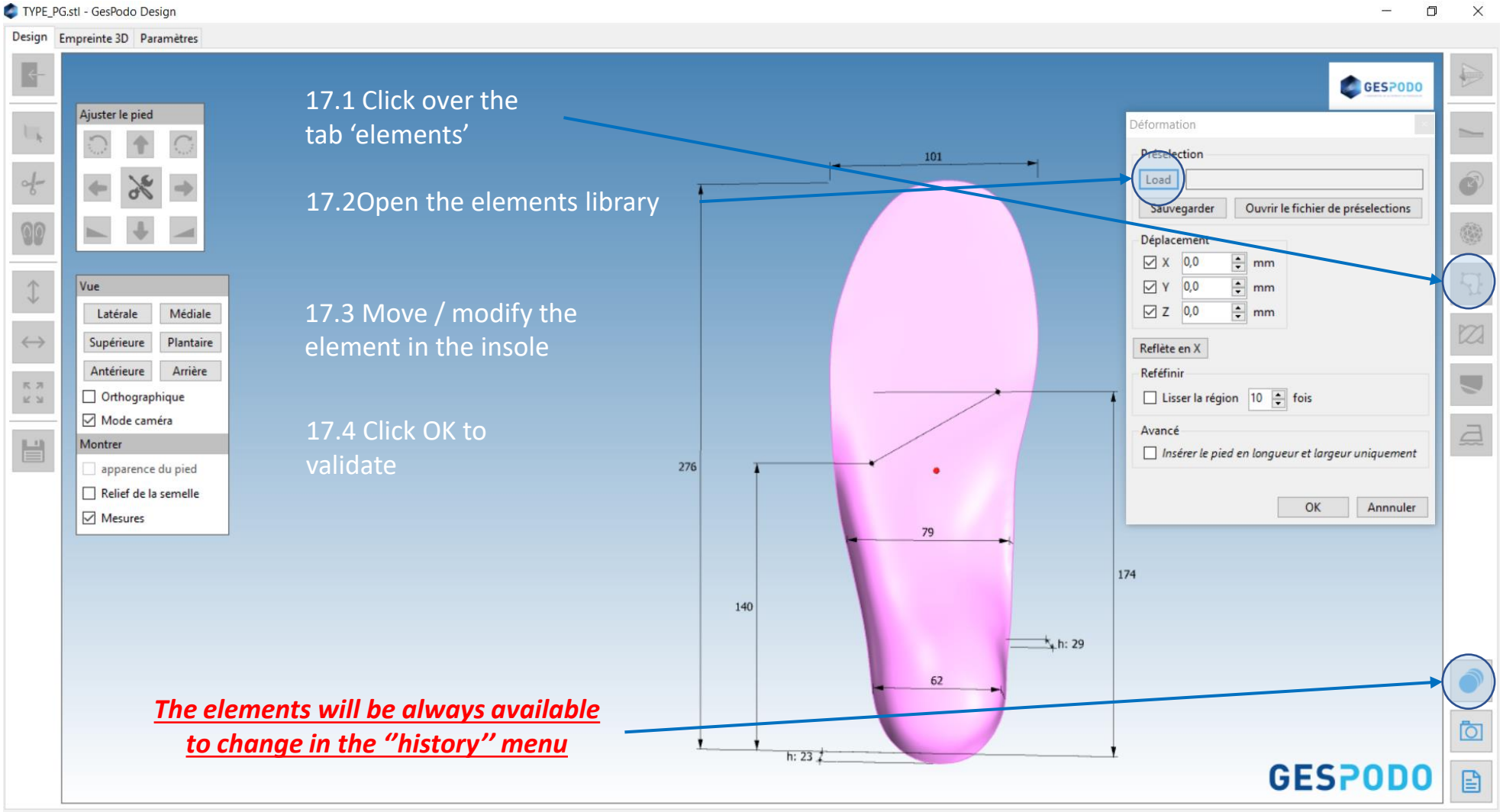

17.1 Click over the tab ‘elements’

17.2Open the elements library

17.3 Move / modify the element in the insole

17.4 Click OK to validate

The elements will be always available to change in the ‘‘history’’ menu

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18° Modify an element : move – modify the length / width

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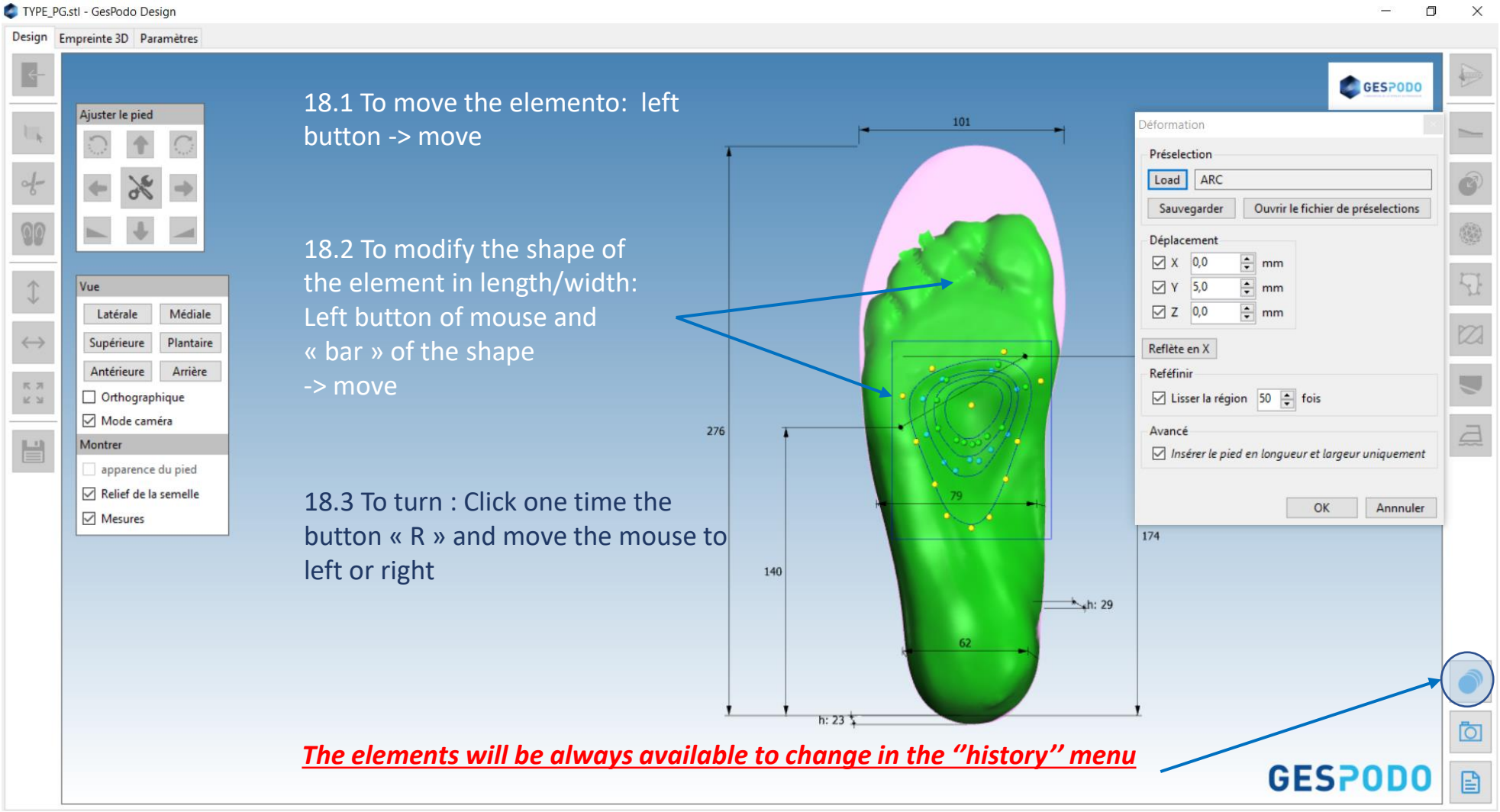

18.1 To move the elemento: left button -> move

18.2 To modify the shape of the element in length/width: Left button of mouse and « bar » of the shape -> move

18.3 To turn : Click one time the button « R » and move the mouse to left or right

The elements will be always available to change in the "history" menu

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19° Modify an element: deform the basic form

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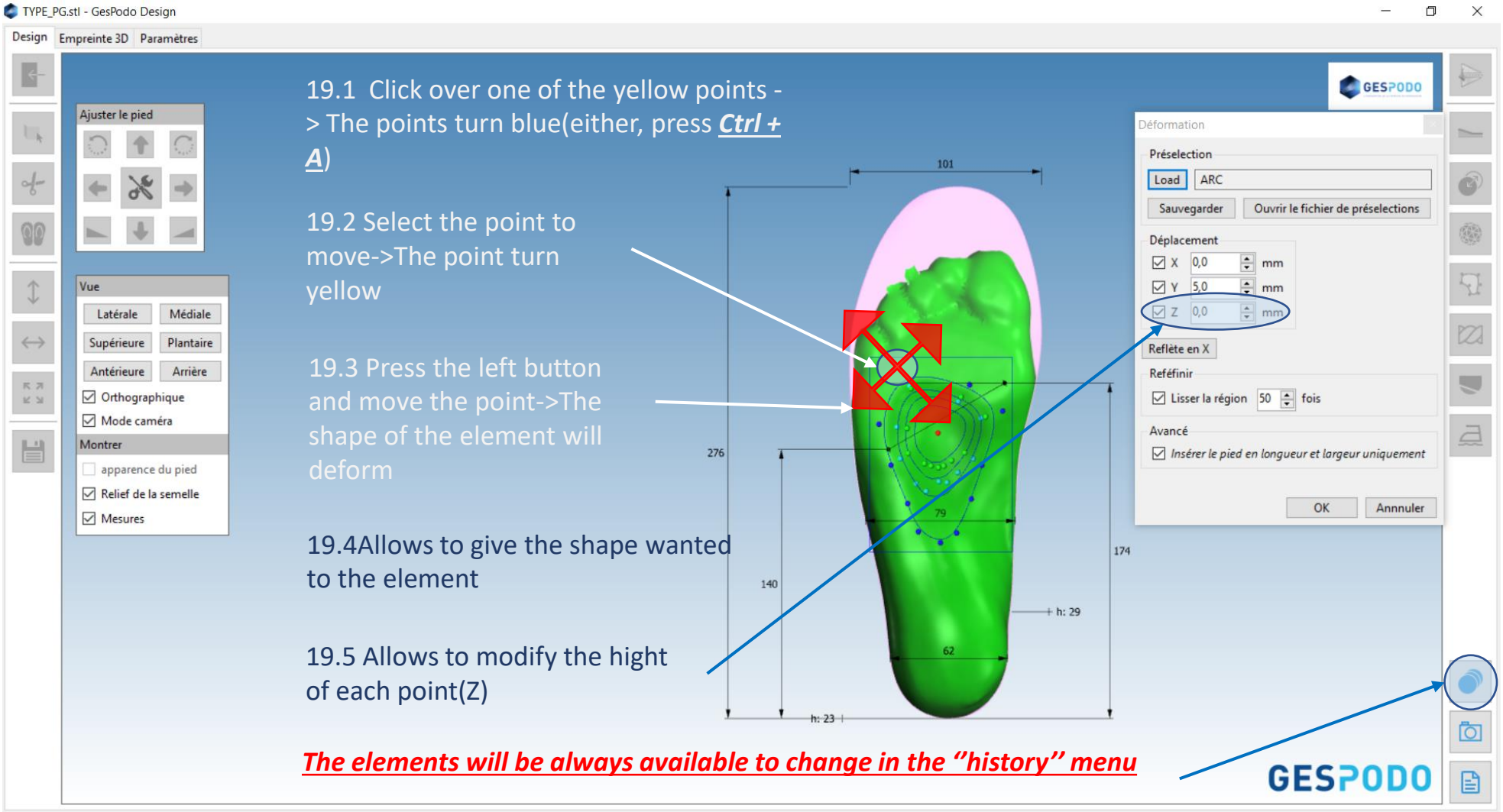

19.1 Click over one of the yellow points -> The points turn blue(either, press ***Ctrl + A***)

19.2 Select the point to move->The point turn yellow

19.3 Press the left button and move the point->The shape of the element will deform

19.4Allows to give the shape wanted to the element

19.5 Allows to modify the hight of each point(Z)

The elements will be always available to change in the "history" menu

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20°Save a new element in the library

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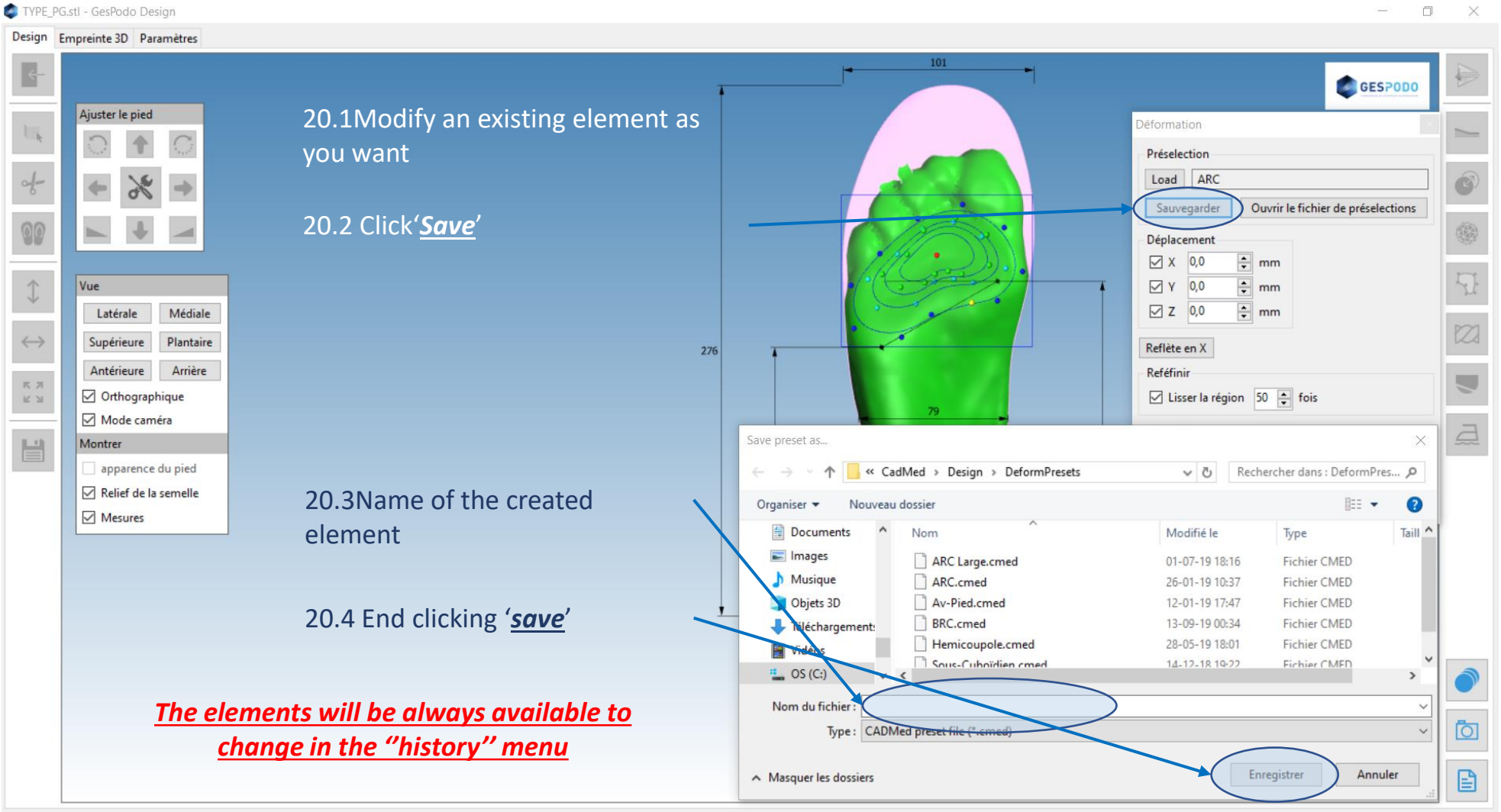

20.1Modify an existing element as you want

20.2 Click'***Save***'

20.3Name of the created element

20.4 End clicking '***save***'

The elements will be always available to change in the "history" menu

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21° Torsion correction: position of the axis– extent - area

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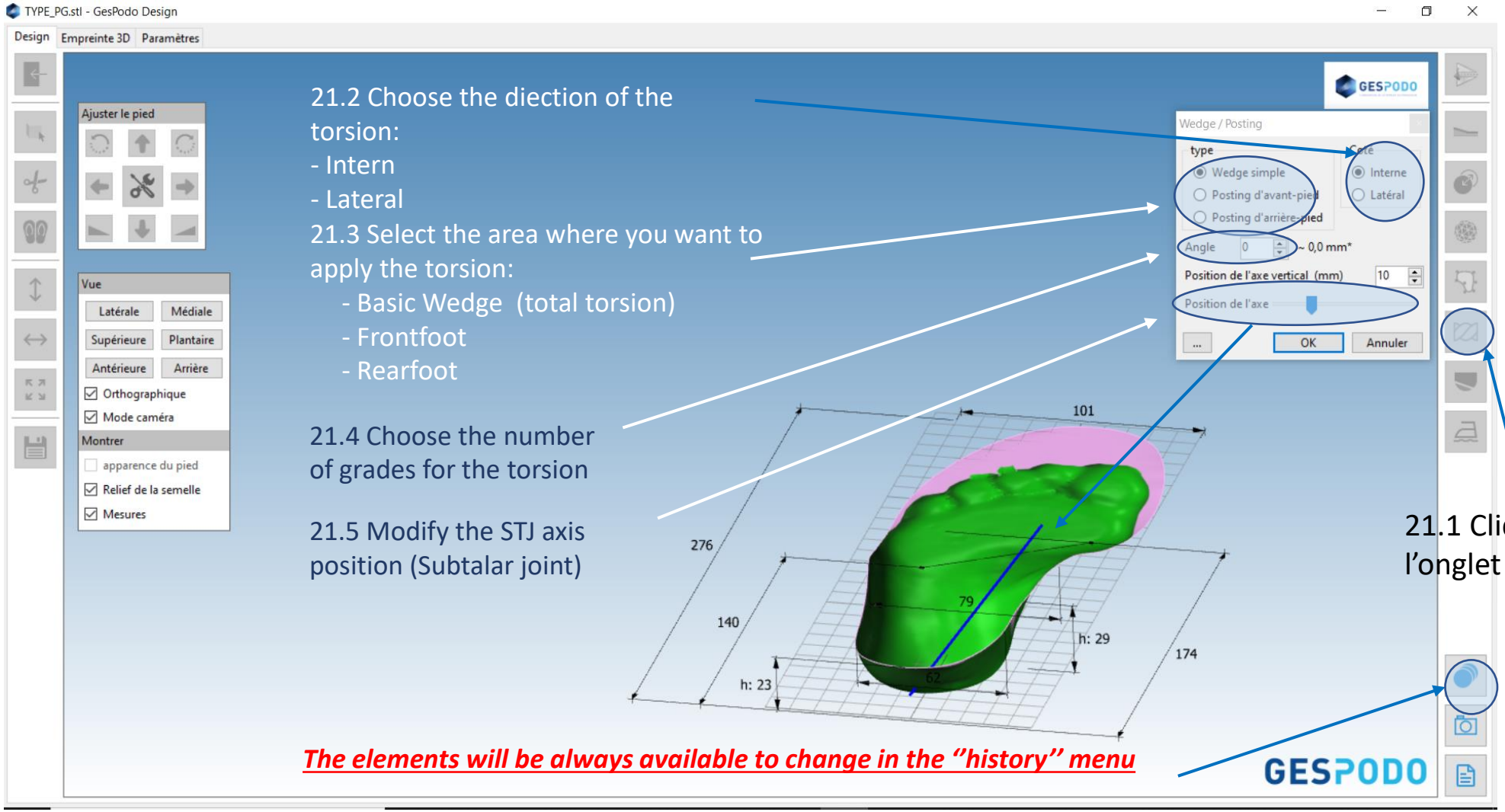

21.2 Choose the diection of the torsion:
- Intern
- Lateral

21.3 Select the area where you want to apply the torsion:
- Basic Wedge (total torsion)
- Frontfoot
- Rearfoot

21.4 Choose the number of grades for the torsion

21.5 Modify the STJ axis position (Subtalar joint)

21.1 Cliquer sur l'onglet ''torsion''

The elements will be always available to change in the ''history'' menu

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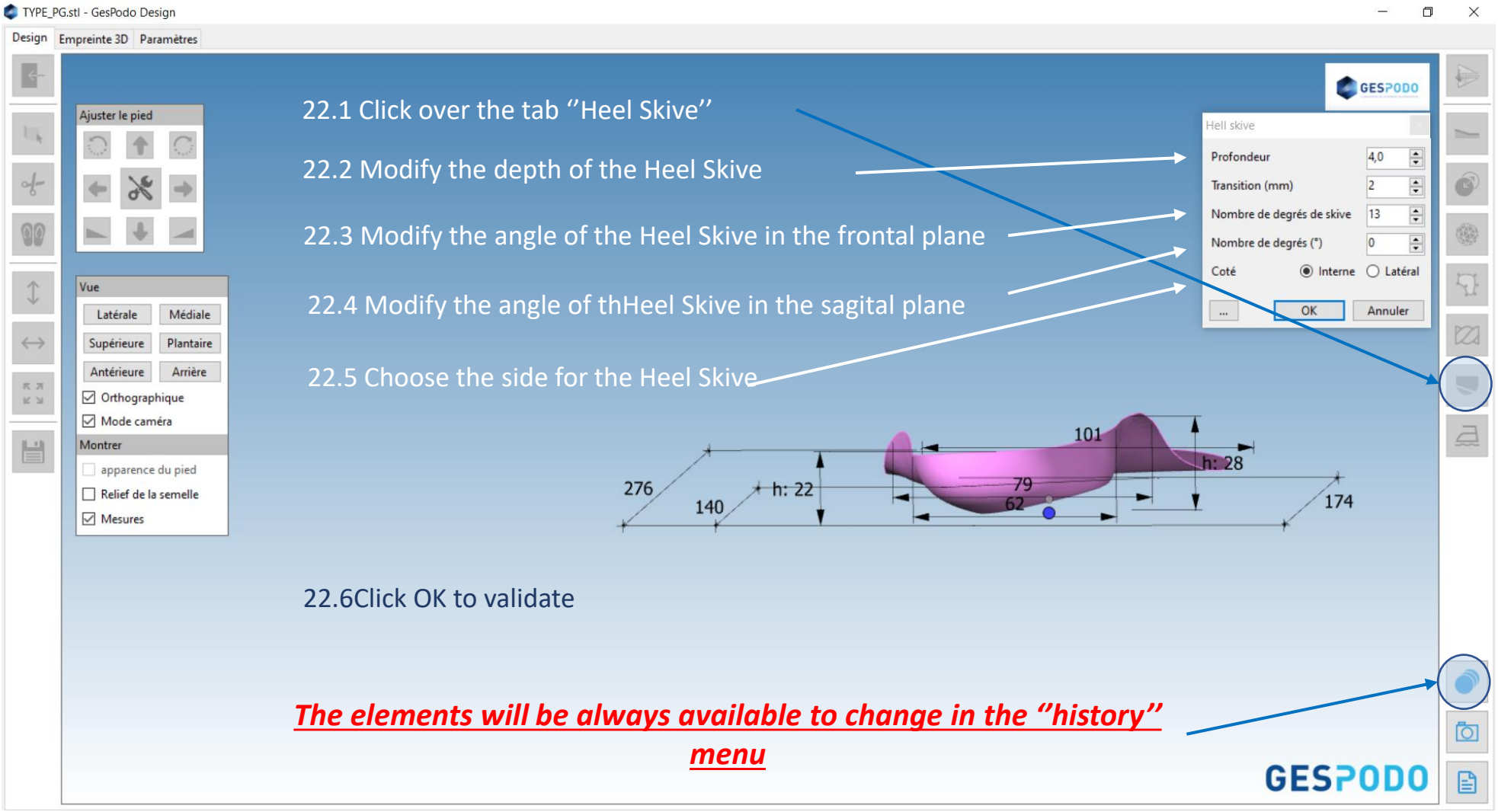
22° Heel Skive : inclination– depth– edge



22.1 Click over the tab ''Heel Skive''

22.2 Modify the depth of the Heel Skive

22.3 Modify the angle of the Heel Skive in the frontal plane

22.4 Modify the angle of thHeel Skive in the sagital plane

22.5 Choose the side for the Heel Skive

22.6Click OK to validate

The elements will be always available to change in the ''history'' menu

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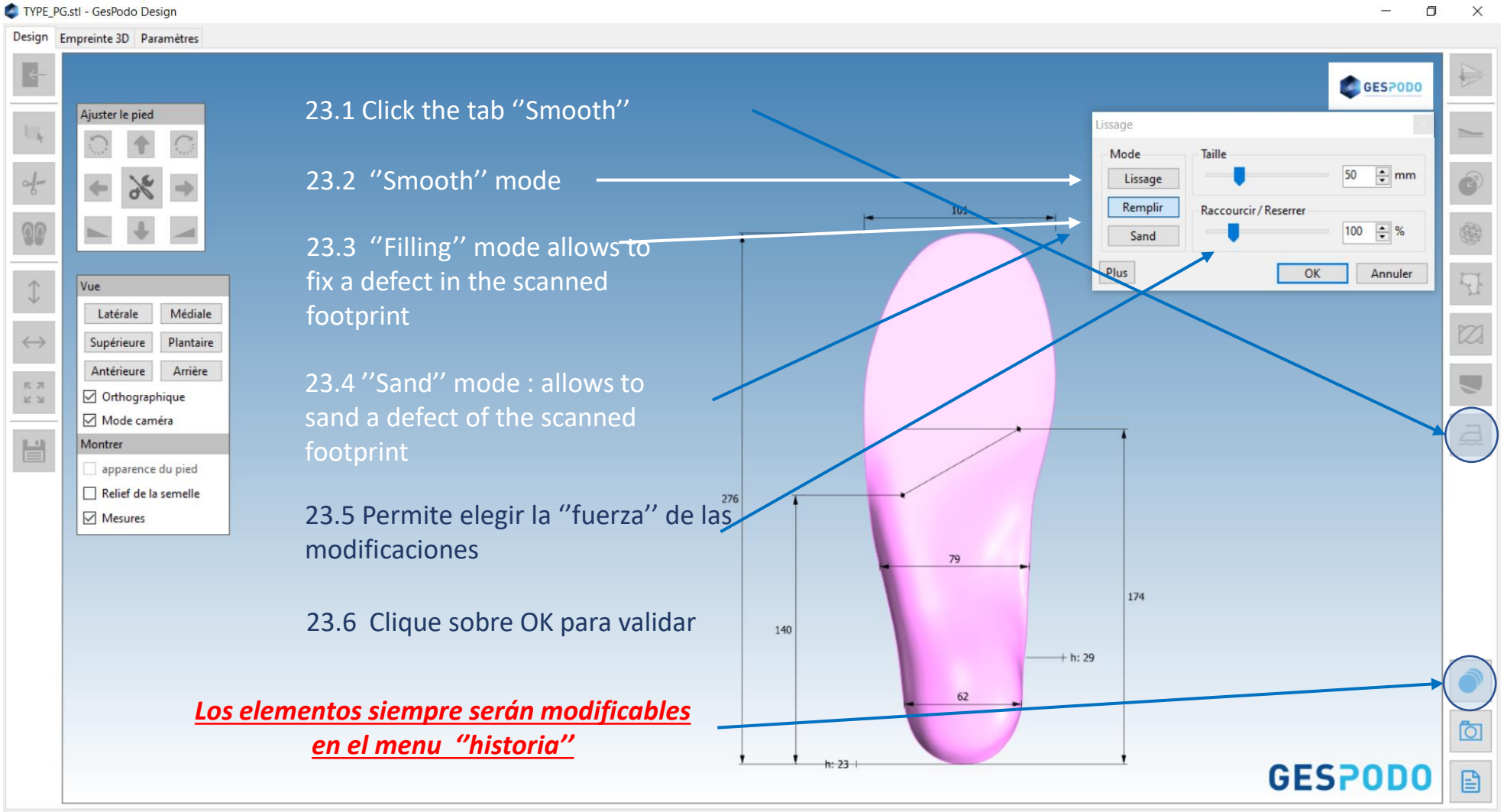
23° Smoothing : 3 modes - intensities



23.1 Click the tab ''Smooth''

23.2 ''Smooth'' mode

23.3 ''Filling'' mode allows to fix a defect in the scanned footprint

23.4 ''Sand'' mode : allows to sand a defect of the scanned footprint

23.5 Permite elegir la ''fuerza'' de las modificaciones

23.6 Clique sobre OK para validar

Los elementos siempre serán modificables en el menu ''historia''

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24°Insert a foot photo

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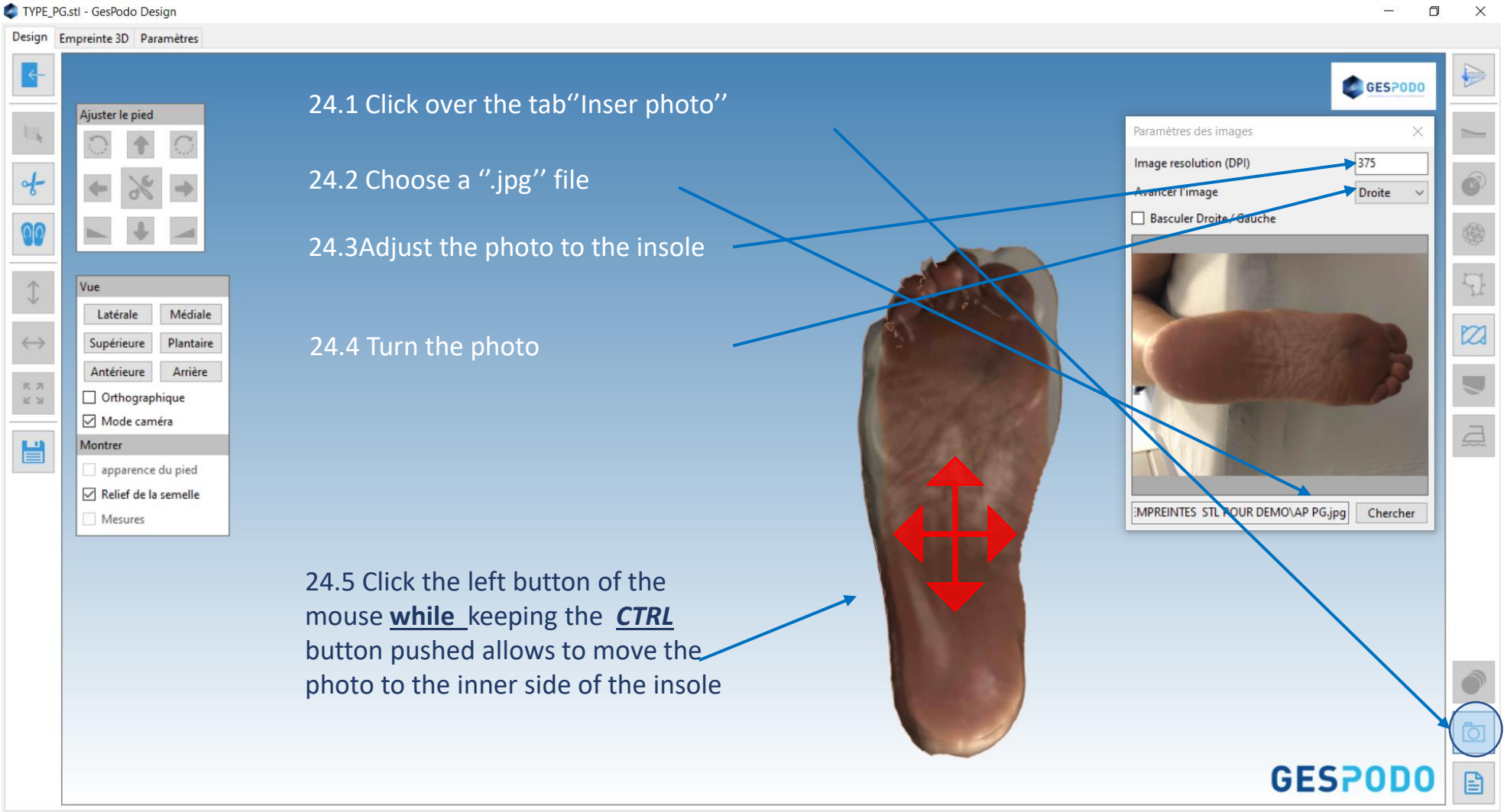

24.1 Click over the tab''Inser photo''

24.2 Choose a ''.jpg'' file

24.3Adjust the photo to the insole

24.4 Turn the photo

24.5 Click the left button of the mouse **while** keeping the ***CTRL*** button pushed allows to move the photo to the inner side of the insole

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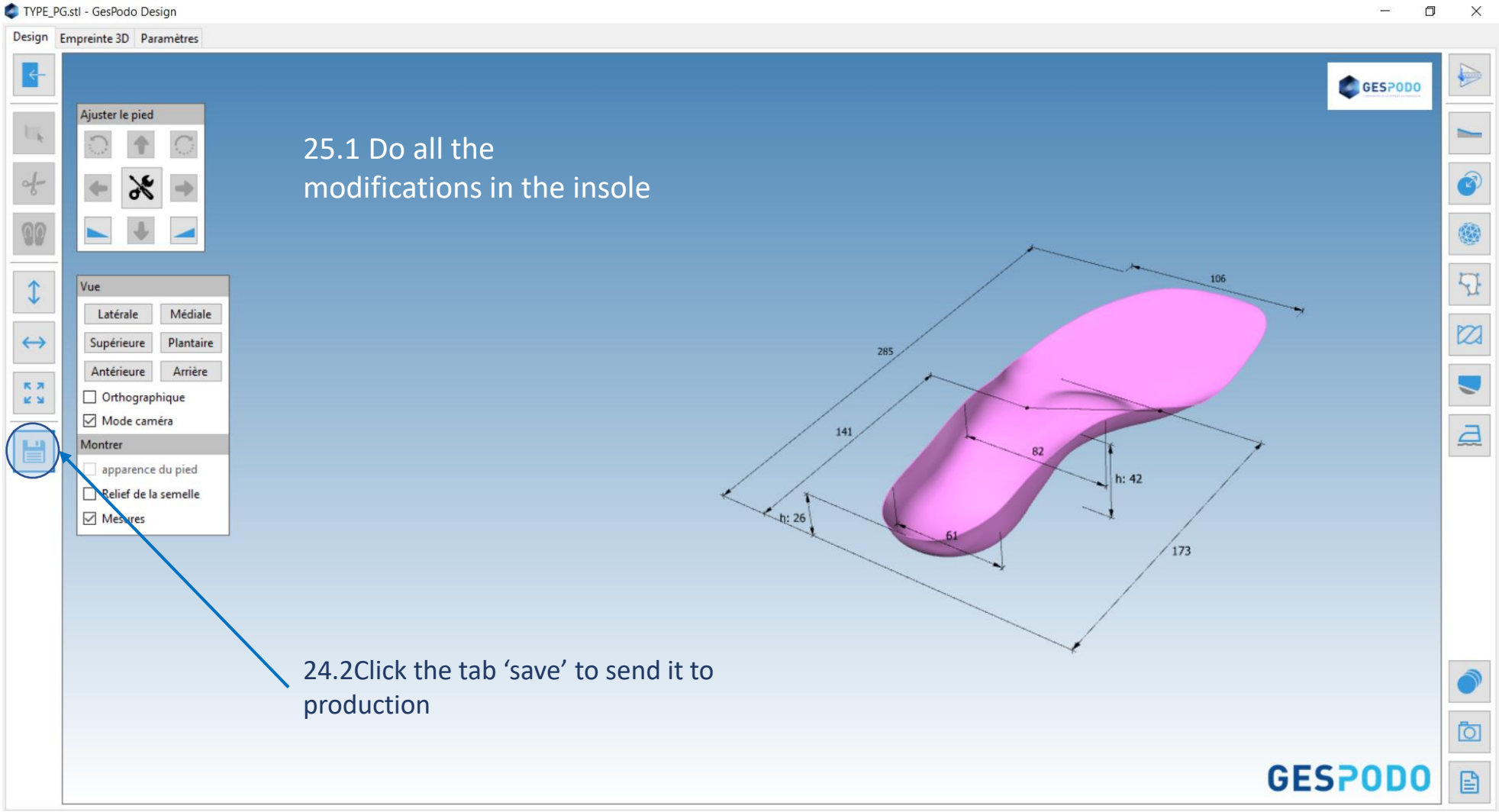
25° Finishing the insole– Send it to production



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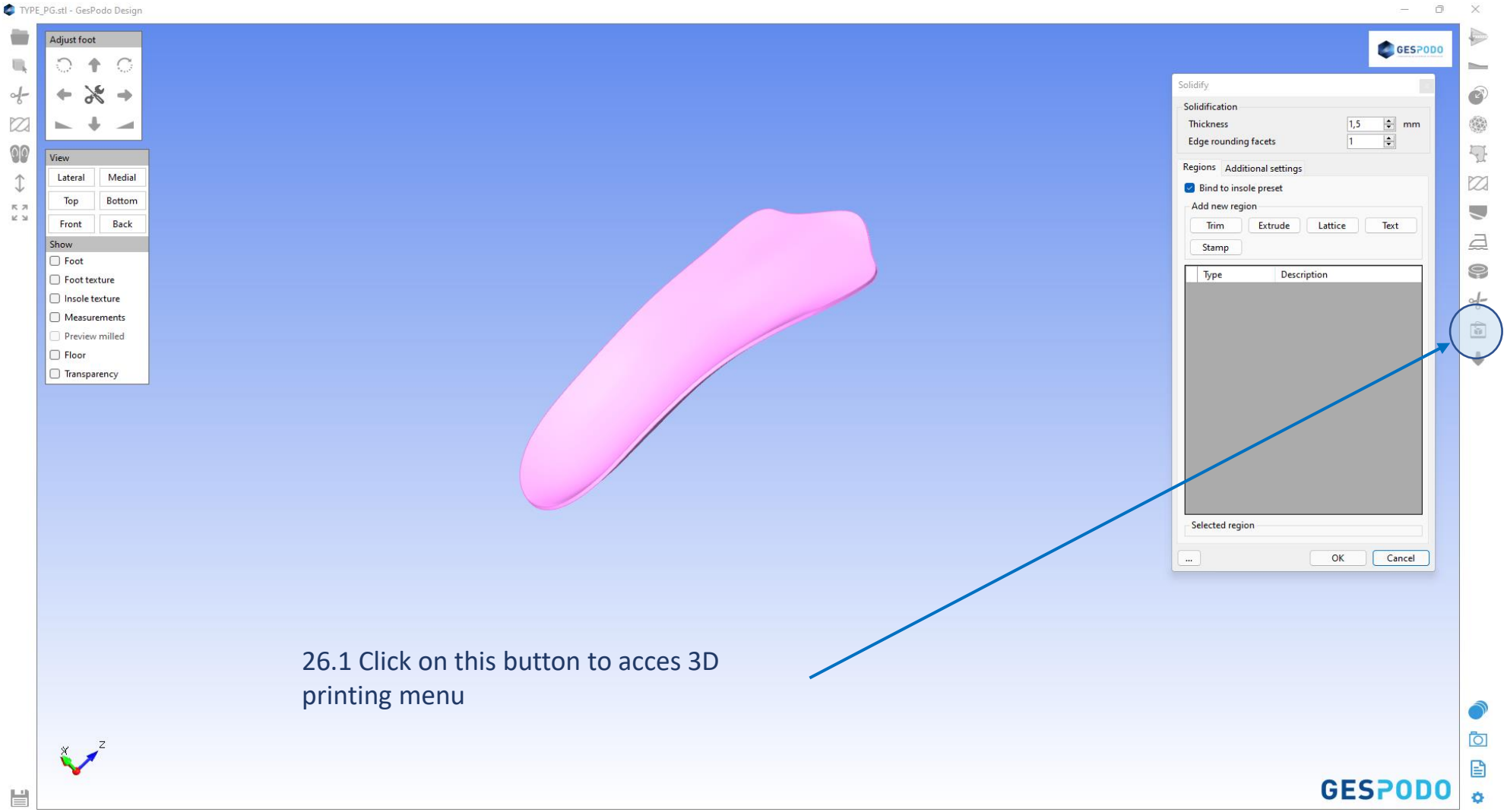
26° 3D Printing



26.1 Click on this button to acces 3D printing menu

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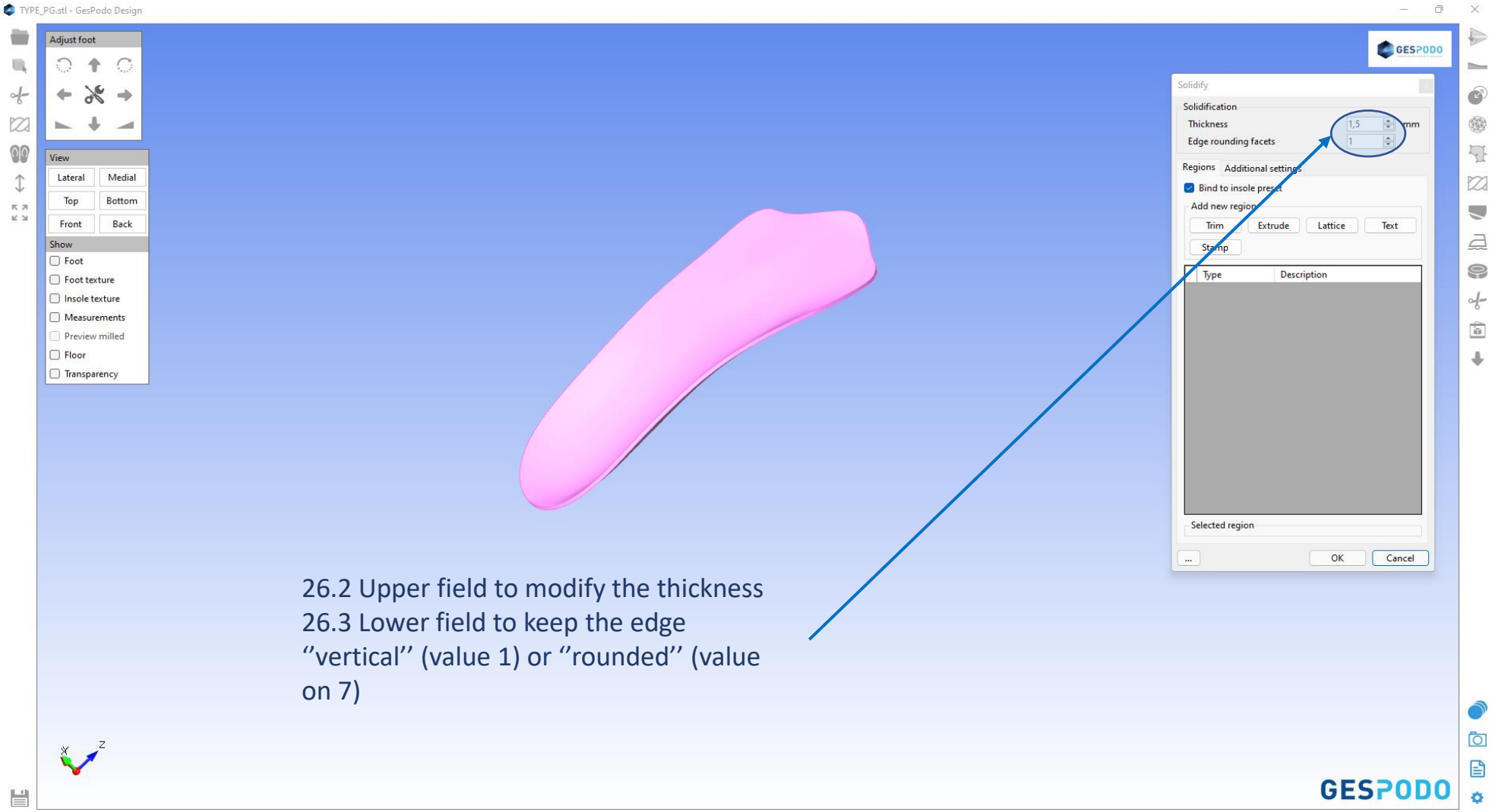
26° 3D Printing



26.2 Upper field to modify the thickness
26.3 Lower field to keep the edge ''vertical'' (value 1) or ''rounded'' (value on 7)

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26° 3D Printing

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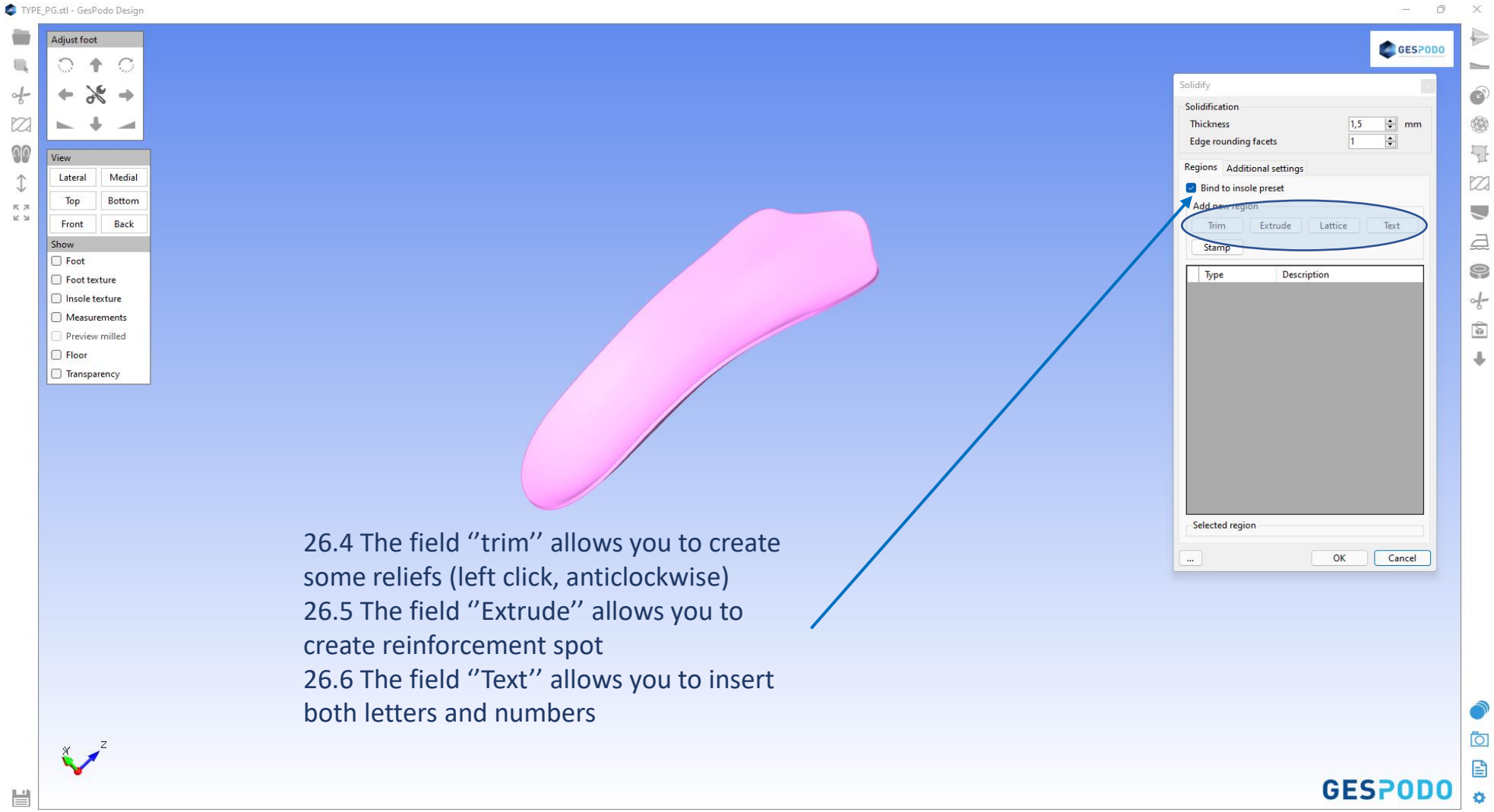

26.4 The field ''trim'' allows you to create some reliefs (left click, anticlockwise)
26.5 The field ''Extrude'' allows you to create reinforcement spot
26.6 The field ''Text'' allows you to insert both letters and numbers

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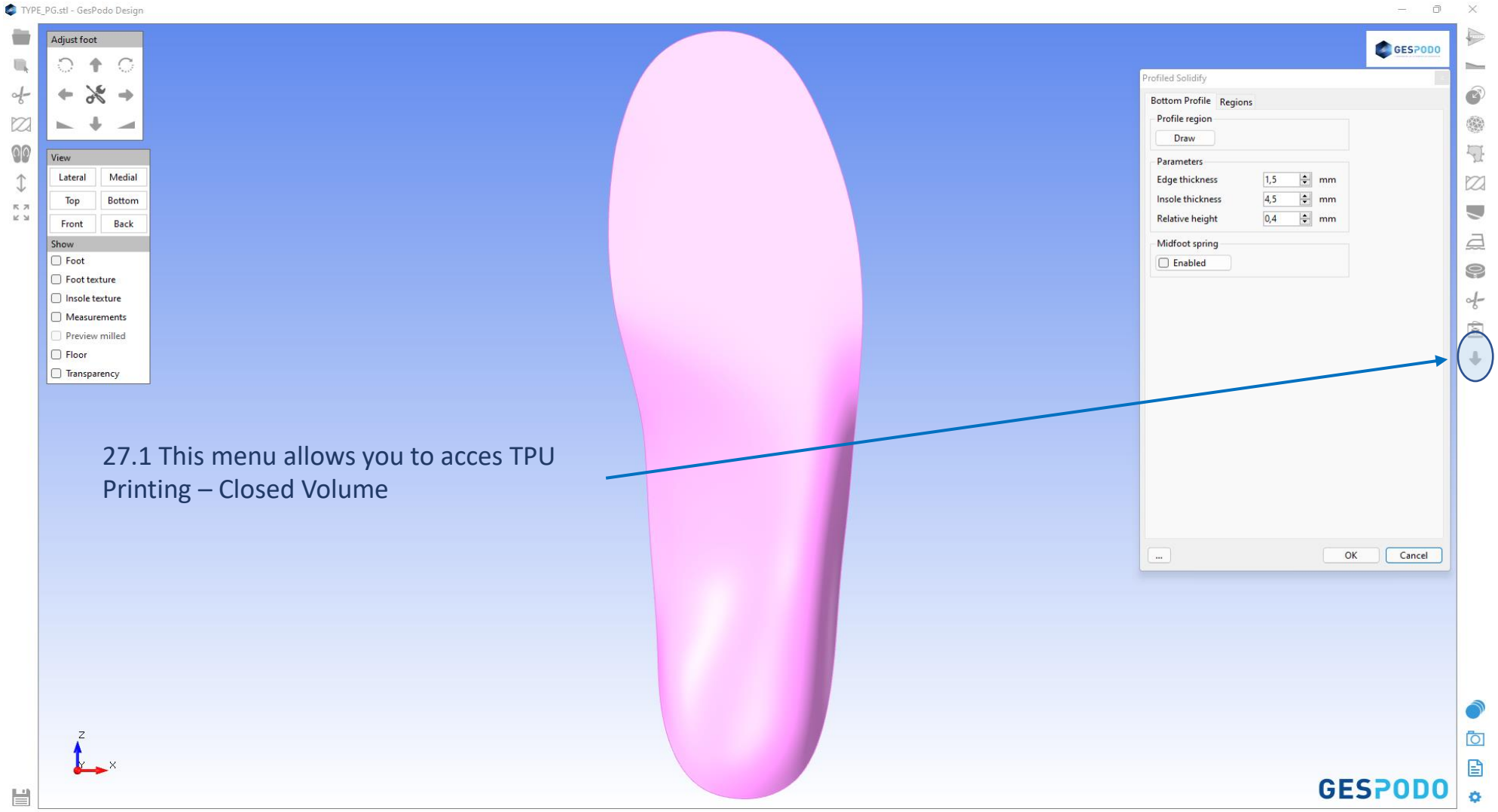
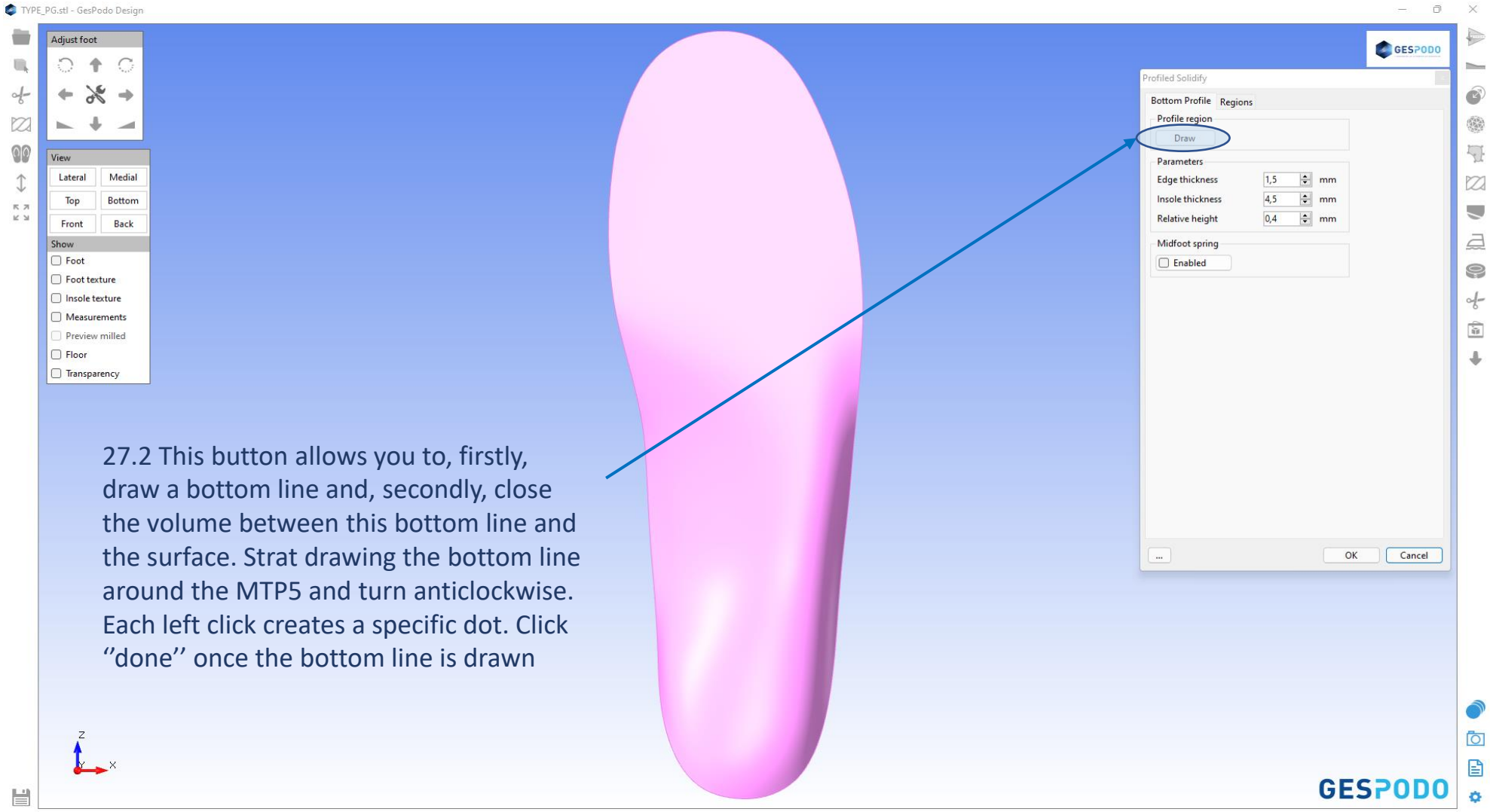
27° TPU Printing – Closed Volume



27.1 This menu allows you to acces TPU Printing – Closed Volume

Toute reproduction, même partielle, doit au préalable avoir reçu l'accord écrit

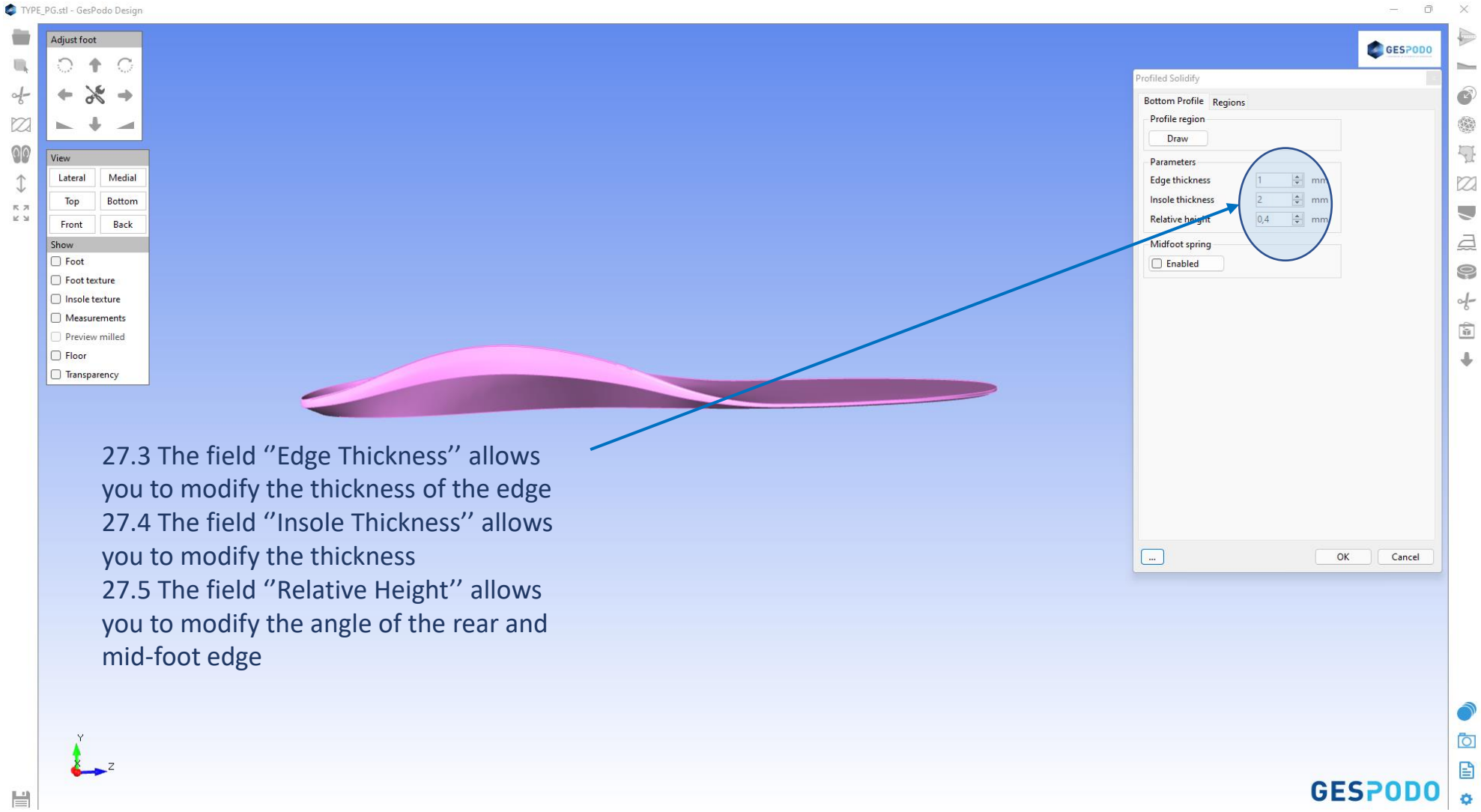
27° TPU Printing – Closed Volume



27.2 This button allows you to, firstly, draw a bottom line and, secondly, close the volume between this bottom line and the surface. Strat drawing the bottom line around the MTP5 and turn anticlockwise. Each left click creates a specific dot. Click ''done'' once the bottom line is drawn

Toute reproduction, même partielle, doit au préalable avoir reçu l'accord écrit

27° TPU Printing



27.3 The field ''Edge Thickness'' allows you to modify the thickness of the edge
27.4 The field ''Insole Thickness'' allows you to modify the thickness
27.5 The field ''Relative Height'' allows you to modify the angle of the rear and mid-foot edge

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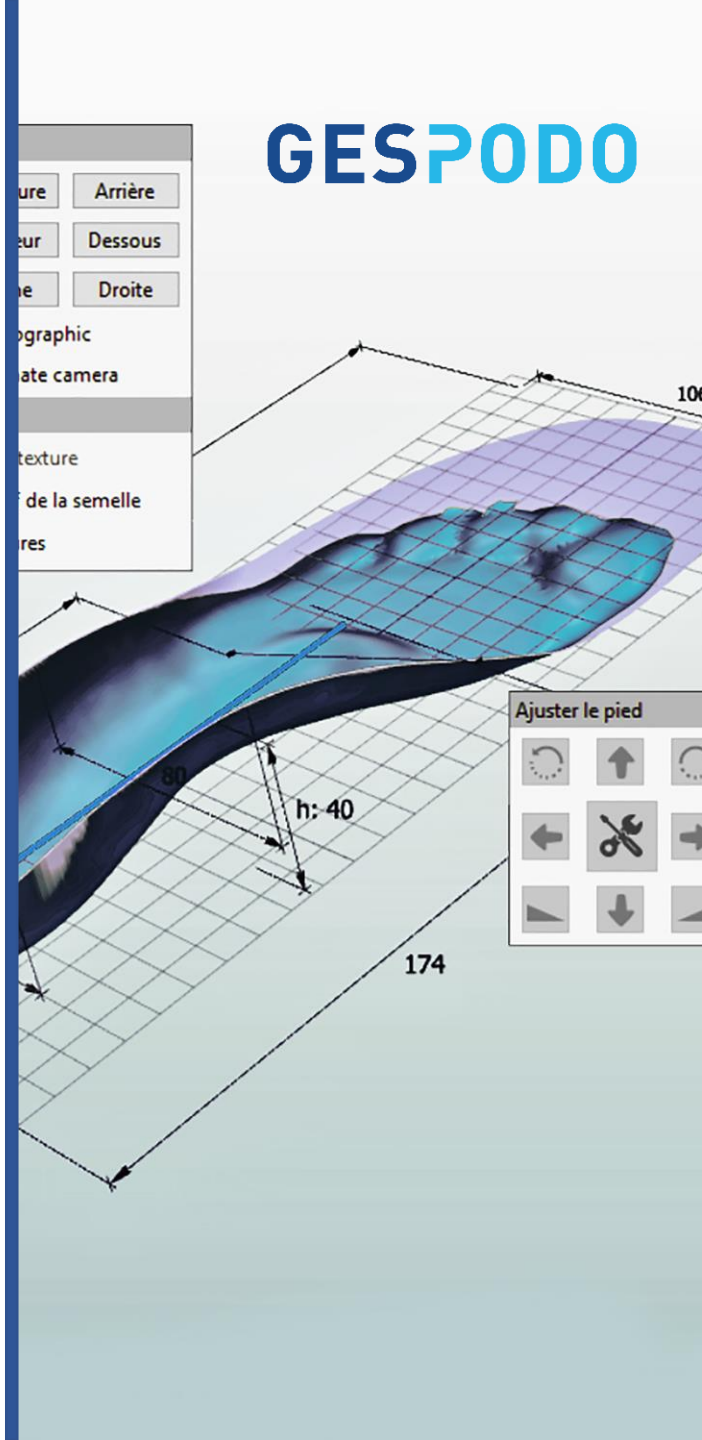

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