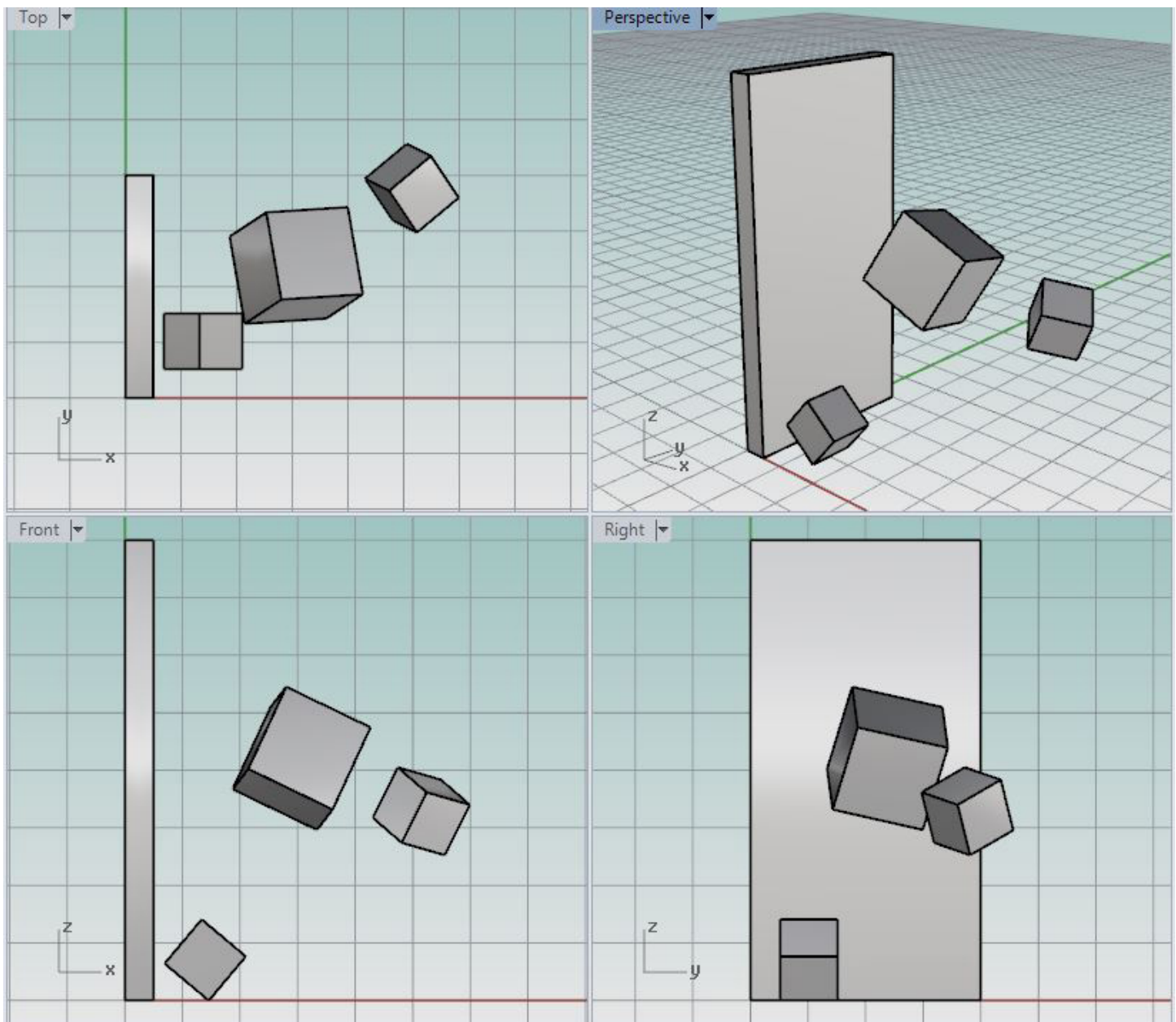# Local Object Make 2D Process

The goal of the PDF is to illustrate a method for getting local object out lines into drawings. This is done by obtaining drawing layer information separately and making 2D. Then the restacking the 2D layers in z space for the purpose of remaking 2D so that object out lines can have their own layer and line weight.
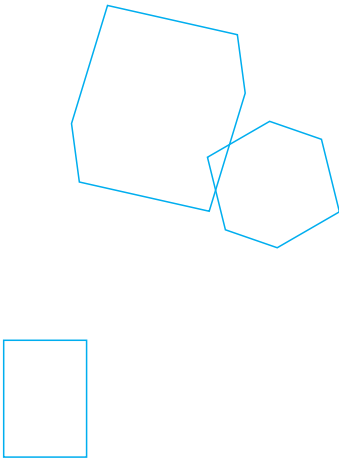
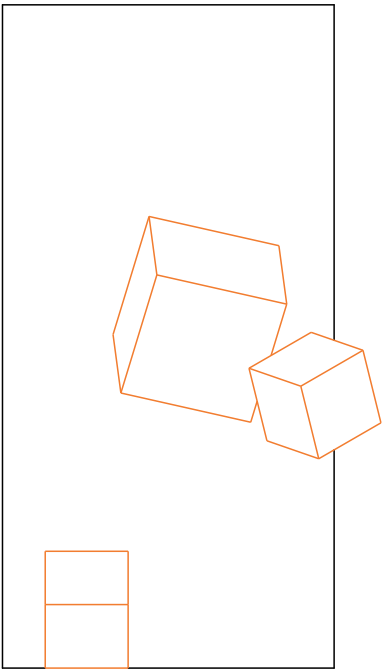Drawing layer information is extracted and individually grouped and made 2D from the 3D geometry.
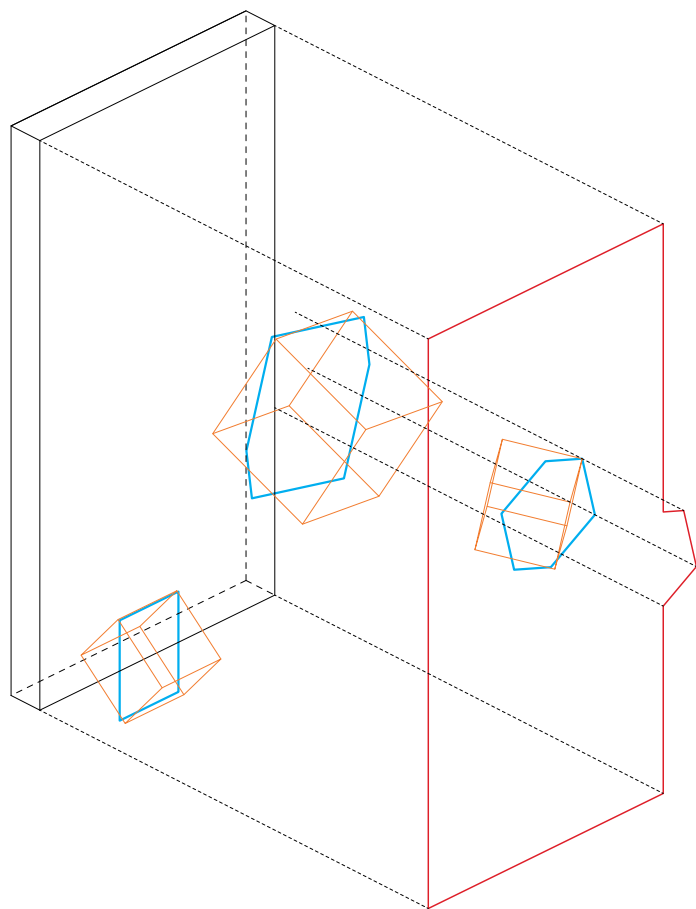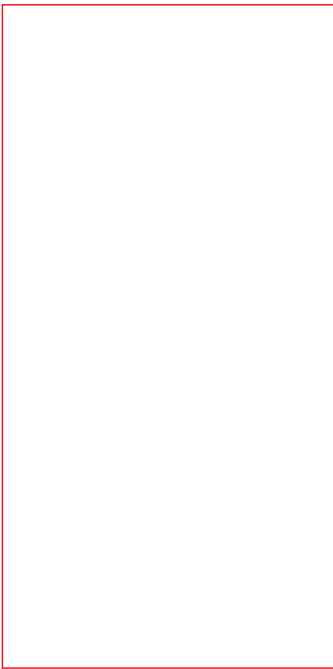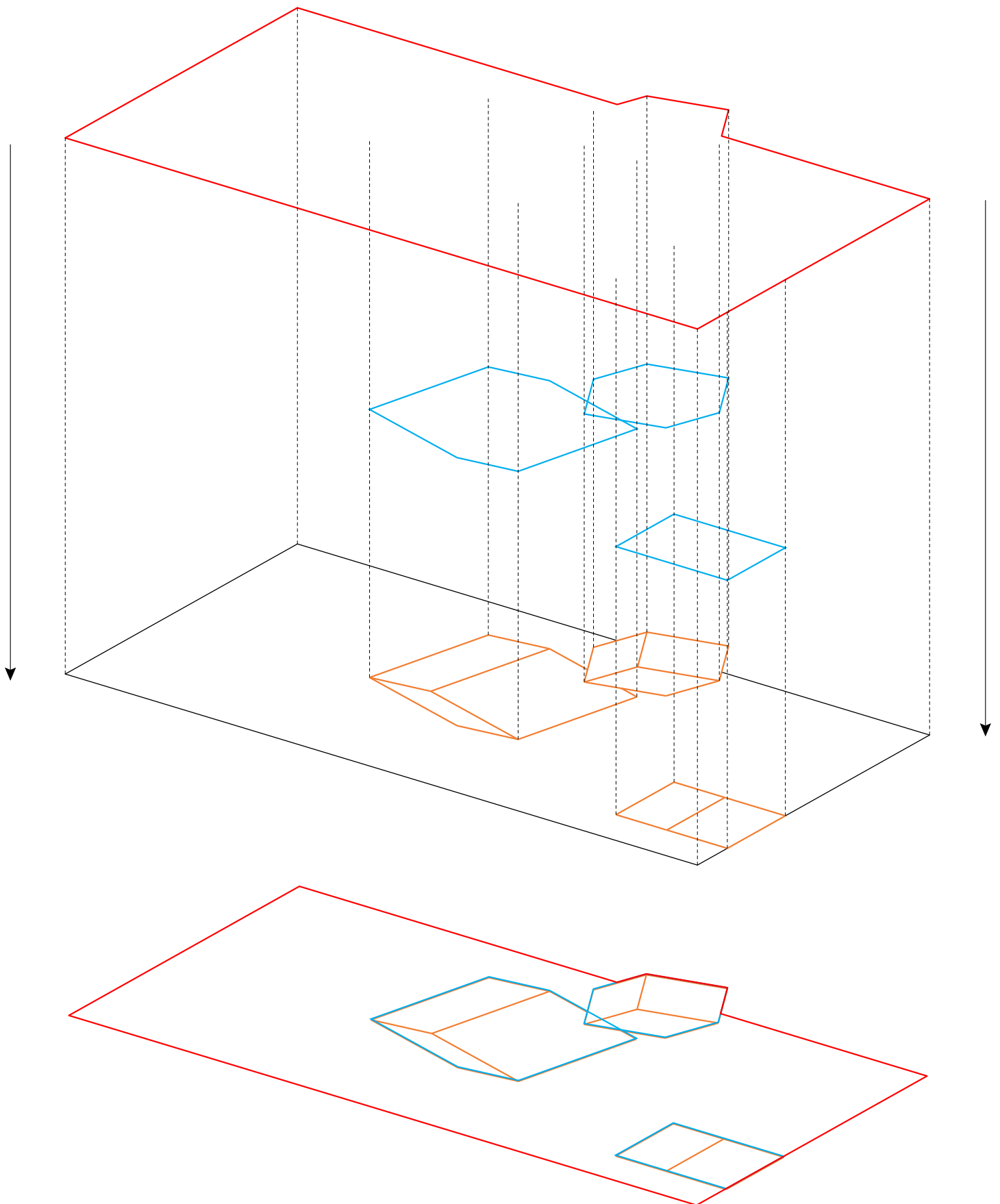


Total Mesh Outline　　　Local Mesh Outline　　　Make 2D
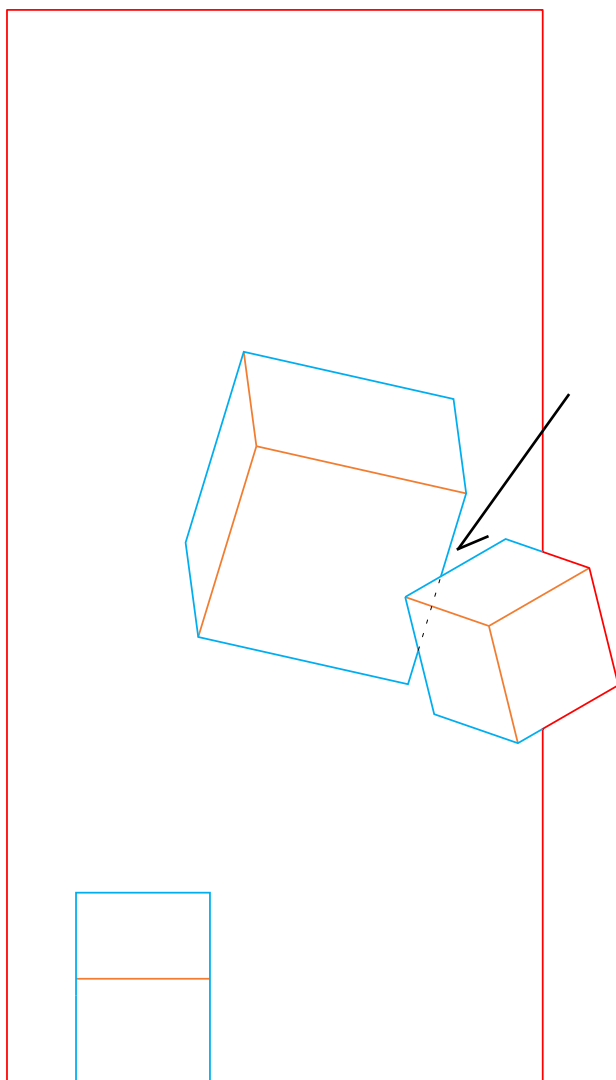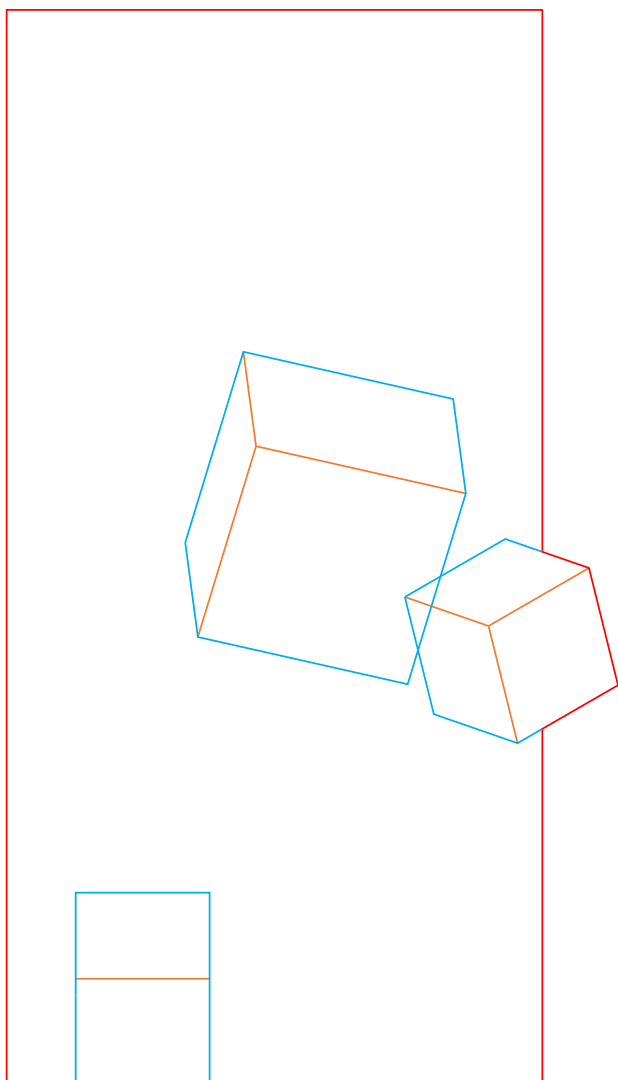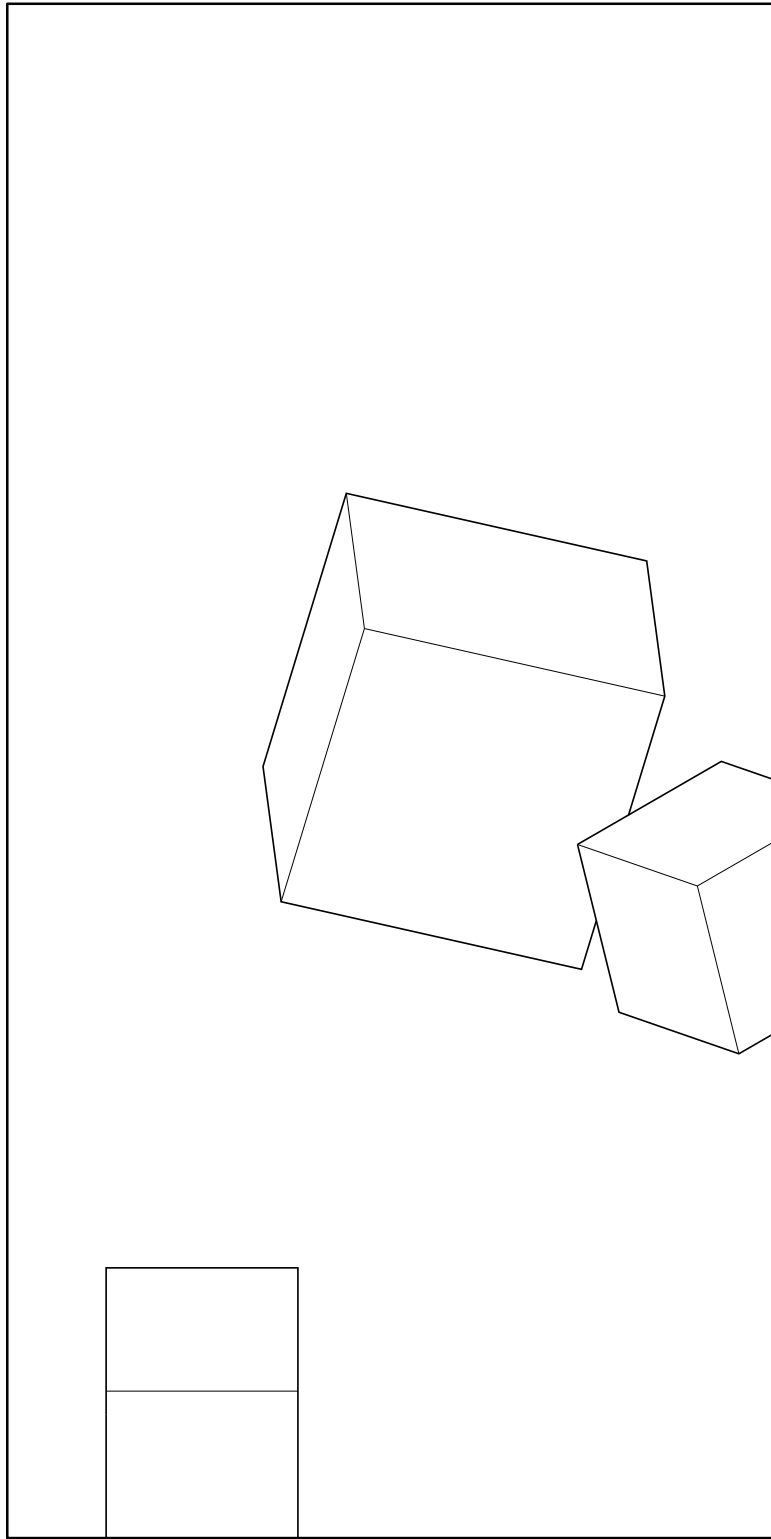
Dawing layers are stacked in Z direction and then re-made 2D to cancel out unused lines.

However, local object out lines are not able to are not occluded by any draw order and have to be trimmed afterward.

A next step in this process could be to assign local object outlines for based on layer or a distance threshold.

-Jordan Squires