

Description of the textures of Taktilesdesign GmbH and technical requirements for the implementation of tactile surfaces

1. Textures of Taktilesdesign GmbH contain height information about the tactile surface to be created in the form of black (deep) and white (high) and shades of grey. Textures of Taktilesdesign GmbH are not to be confused with photographs or 2D scans, which are partly combined with color data.
2. Textures of Taktilesdesign GmbH are delivered as tif or png data format.
3. The textures are intended for rendering or production data creation for the manufacturing of tactile surface objects using e.g. laser engraving equipment, 3D printers or milling machines.
4. Our textures are laid out in tiles, which can be seamlessly put together to create large surfaces. The resolution is 1270 dpi or 500l /cm.
5. Details from 20 micron or greater can be shown with in the resolution mentioned in 4. For a representation of smaller details with our textures, the respective manufacturing process must be suitable.
6. A scaling of the size of the textures by +/- 30% is possible. Smaller or larger scaling may cause a reduction in quality.
7. The user / licensee can apply our textures in appropriate 3D programs (eg the freeware blender) or with special investment software on his/her 3D part (so-called "mapping").
8. The recommended depth of textures is given for each texture design. The depth can be scaled in proportion to the size. The user sets the depth of the texture in his/her chosen program.
9. Taktilesdesign GmbH offers the process step of mapping on request as a service apart from the sale of textures.
10. For functional textures, boundary conditions and the user's production process have to be considered. The Taktilesdesign GmbH gives no promise to fulfill with the sold textures a well-defined function.

Taktilesdesign GmbH, 5.6.2018