



Shaping & Texturing

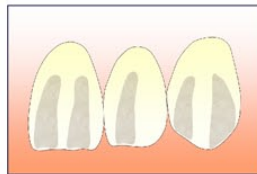
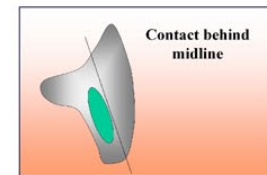
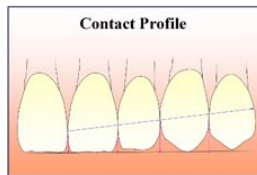
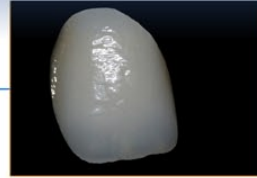
Optimal CAD/CAM Aesthetics

Trompe L'oeil

"To fool the eye".

Eight steps to shaping and texturing

- Step 1. Most important 4 mm of the smile**
 - Midline vertical to the cranial base
- Step 2. Profile & shape**
 - Symmetrical emergence profile
 - Incisal embrasure
 - Labial embrasure
 - Mesial line angles
- Step 3. Contact placement**
 - Size perception (mesial - distal)
 - Behind buccal/lingual midline of tooth
- Step 4. Primary labial contours**
 - Central--two depression
 - Lateral--one depression
 - Canine--two depression
- Step 5. Secondary labial contours**
 - Central--mesial/distal depression
 - Lateral--distal depression
 - Canine--mesial/distal depression
- Step 6. Tertiary labial contours (texturizing)**
 - 1) Buccal horizontal striations
 - 2) Narrow horizontal striations
 - 3) Dimples
 - 4) Fine vertical striations
- Step 7. Margin finishing**
 - Over mill (~6°) and polish with finishing wheel
- Step 8. Incisal halo and contours**



*Shaping and Texturing concepts from Lee Culp CDT presentation
*Photography and ceramics performed by James Klim DDS