Draft vs. Texture - Quick Table

Rule-of-thumb draft allowances for common texture depths. Validate with geometry, resin, and supplier data.

Texture Depth (um)	Additional Draft (deg)	Typical Usage / Notes
<= 10	+0.5	Light satin; VDI <= 12; minimal friction
10-30	+1.0	VDI 15-21; general satin/matte
30-60	+1.5 -> +2.0	VDI 24-33; deeper grains; confirm with trials
>= 60	>= +2.0	Deep grains; mind parting-line blend and ejection

Tip: Increase draft for micro-texture on ribs/bosses; add ejector coverage or air-assist to avoid blush.