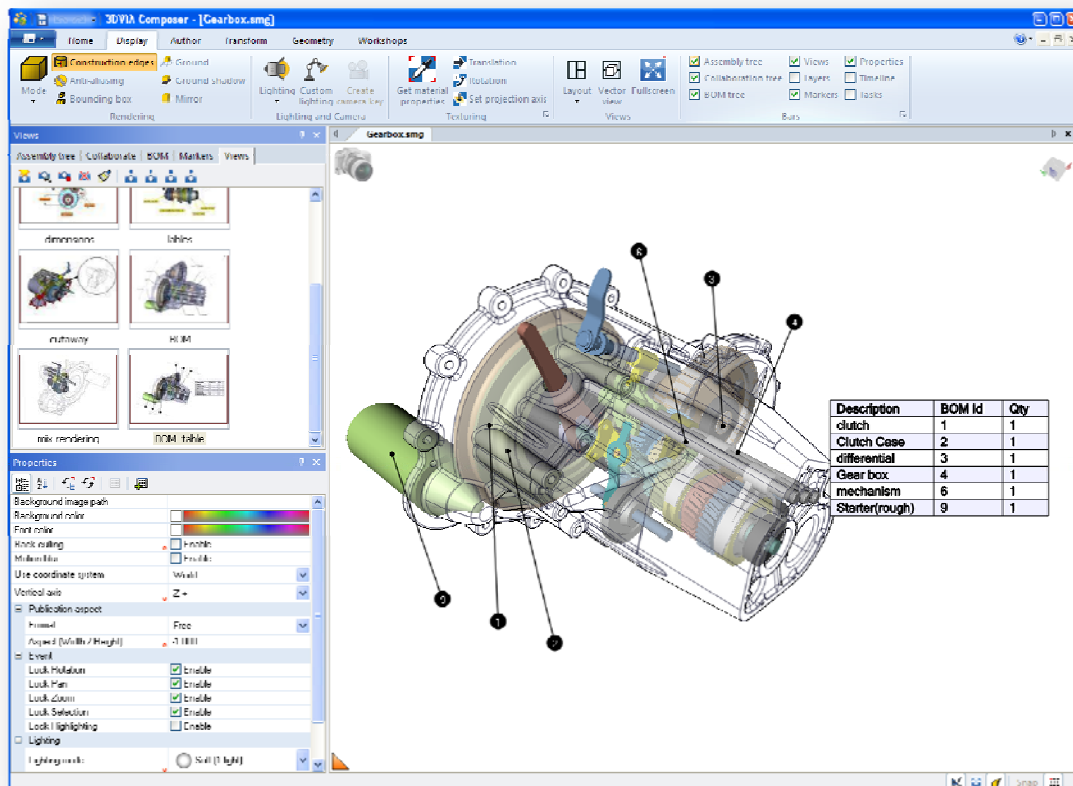




# 3dvia composer

## V6R2012 - FACT SHEET

*“Add a New Dimension to Your Product Communications.”*



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- 3DVIA Composer **V6R2012 KEY ENHANCEMENT QUICK VIEW**
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## **3DVIA Composer** [VALUE AT A GLANCE](#)

Today's product developers are cutting costs, saving time, and growing their competitive advantage with 3DVIA Composer, the next generation of 3D content authoring software. A flexible and easy-to-use desktop content creation system, 3DVIA Composer streamlines the creation of product documentation and technical illustrations. For more dynamic product communication needs, 3DVIA Composer also provides a highly efficient platform for creating animated 3D assembly and maintenance instructions, and interactive marketing communications.

Based on a lightweight XML architecture, 3DVIA Composer allows non-technical users to create associative 2D and 3D product deliverables directly from CAD data. By leveraging existing product designs, 3DVIA Composer enables product deliverables to be initiated earlier and then kept up to date automatically, helping to lower costs and improve time-to-market. By leveraging the power of interactive 3D, manufacturers can produce technical product communications that help customers and partners understand and retain information more effectively.

By illustrating products in 3D, you provide customers with more clear, easily understandable communications that improve their ability to consume and retain complex information.

### **3DVIA Composer V6**

- Extend 3D content manipulation for new users, businesses, and consumers.
- Provide authoring tools that deliver 3D lifelike experiences.
- Enable on-line distribution of content leveraging the DS online infrastructure.
- Create new communities with 3D as the common language.
- Leverage the 3D product design; add relevant content to support documentation for technical publications, product training guides, product service and maintenance manuals, and assembly instructions.
- Connect rich information from ENOVIA databases into 3DVIA Composer using the power of ENOVIA 3DLive.

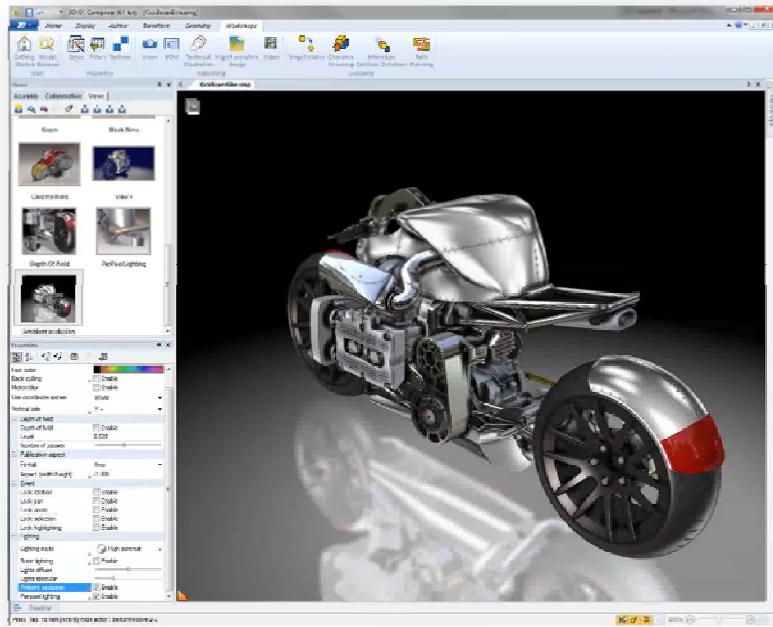


Figure 1: 3DVIA Composer

## **3DVIA Composer V6R2012 KEY ENHANCEMENT QUICK VIEW**

### **Ready to Use Business Process**

- Web Publishing Templates
- Simplified Trial Licensing

### **Lifelike Experience**

- UV texture support
- Shadows
- Glow effect
- Enhanced depth of field controls
- Configurable ambient occlusion
- Improved rendering modes
- Enhanced navigation

### **Lower cost of ownership**

- Enhanced performance and usability
- Smooth Animation Paths
- Arrow Formatting Improvements
- Cutting Plane Vectorization Improvements

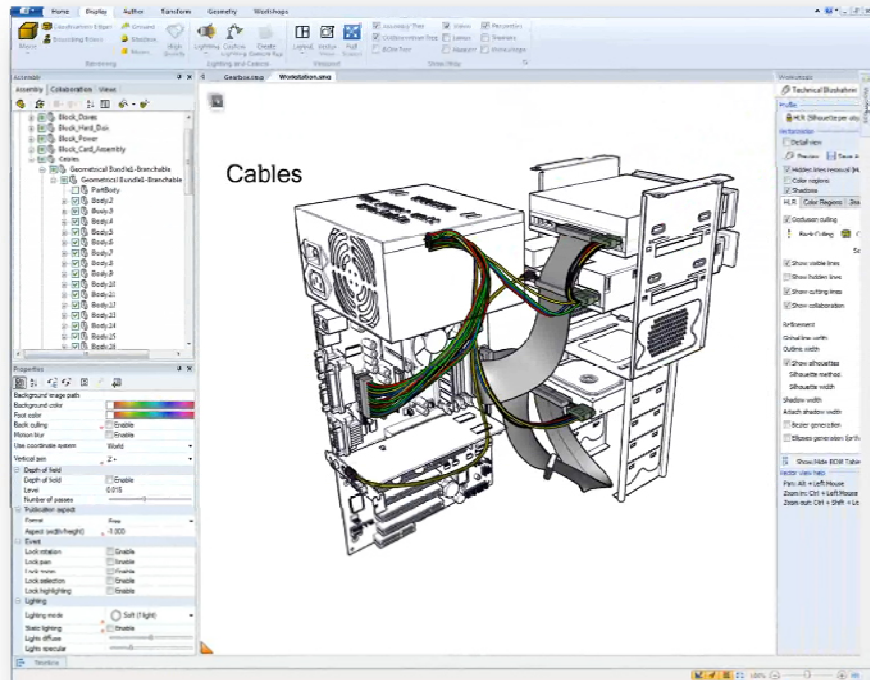


Figure 2: Shadow Enhancements in 3DVIA Composer V6R20112

## **3DVIA Composer OVERVIEW:**

3DVIA Composer revolutionizes the ability for enterprises of all sizes to communicate technical product information. With its easy-to-use desktop content-creation system, 3DVIA Composer quickly and easily automates creation of technical illustrations, interactive 3D animations, assembly and disassembly procedures, training applications, sales and marketing tools, and more.

### *Immediate productivity with long term value*

3DVIA Composer allows non-technical users to create associative 2D and 3D product deliverables directly from digital product data.



Being easy to learn and use, 3DVIA Composer is an ideal complement to content-creation tools end-users are already familiar with, such as Microsoft® Office® applications, HTML, and PDF.

3DVIA Composer ties desktop and enterprise systems together for both content consumers and content creators. Because it is an XML-based architecture, 3DVIA Composer can be easily integrated with any enterprise information system, including product lifecycle management (PLM) and enterprise resource planning (ERP) applications.

### *A complete system for maximum productivity*

**3DVIA Composer** streamlines the creation of technical product communications including 3D product documentation, technical illustrations, animated maintenance instructions, interactive product visualizations, and marketing communications. 3DVIA Composer does not require CAD knowledge or training. Intelligent views permit complex product procedures to be effectively communicated using minimal text. Views can be annotated and labeled according to user specifications. In addition, 3DVIA Composer permits the creation of styles which can be applied to any content to ensure visual consistency.

Animations including kinematics and reverse-kinematics, as well as high-resolution raster images including BMP, JPG, PNG, and TIF files, can be created easily. Producing 2D line art as SVG and CGM files is a snap with 3DVIA Composer's built-in technical illustration capabilities.

Product information stored in ENOVIA systems can be directly accessed using the power of ENOVIA 3DLive. 3DVIA Composer users can intuitively navigate and filter the exact 3D product configuration stored in ENOVIA, and use it to create and update their 3DVIA Composer documentation projects.

3DVIA Composer allows users to control and manage access to their intellectual property. With "Right Manager" settings, content creators can manage access control when playing content with 3DVIA Composer Player and can also use patented "Secure3D" technology to prevent copying or theft of the intellectual property.

Interactive content can also be directly published to 3DVIA.com where the users can experience the content on-line.

**3DVIA Composer Player** is a free utility that allows you to distribute 3DVIA Composer content to end-users. More than a simple viewer, 3DVIA Composer Player offers the ability to provide your customers and partners with an interactive 3D product experience.



Figure 3: 3DVIA Composer Player

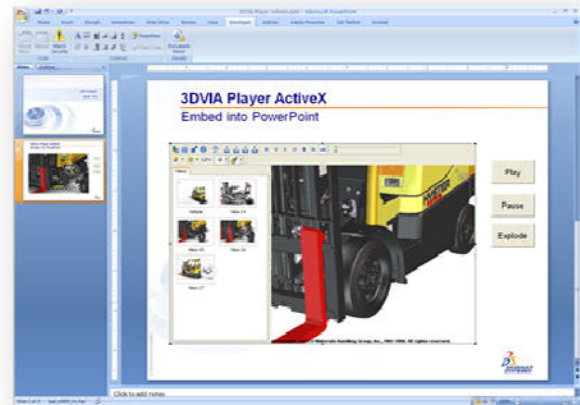


Figure 4: 3DVIA Composer Player ActiveX

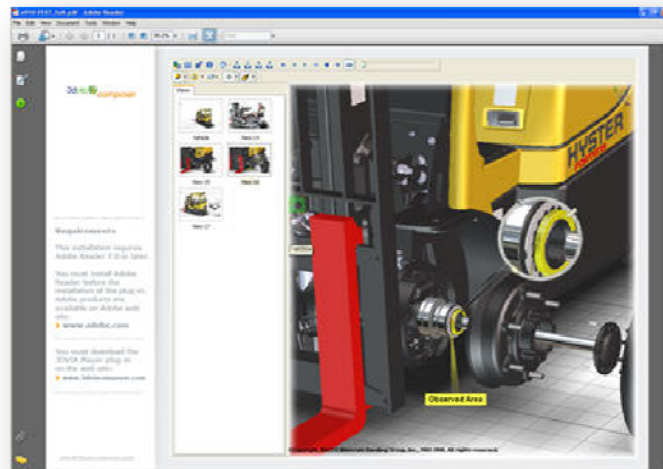


Figure 5: 3DVIA Composer Player Plug-in for Adobe Reader

**3DVIA Composer Player Pro** provides a very powerful applications programming interface (API) to the 3DVIA Composer Player. 3DVIA Composer Player Pro offers the ability to query, manipulate, interact, and display -- in real time -- 3DVIA Composer content integrated with data originating from external sources. This enables the development of 3D interactive custom applications; creating lifelike experiences anywhere the 3DVIA Composer Player can be used.



3DVIA Composer Player Pro is the only authorized method for “enterprise deployment” of advanced ActiveX applications within a controlled environment where computers accessing the application are sharing the same network.

**3DVIA Composer Player Pro Publishing** provides a publishing solution for situations where a 3DVIA Composer Player Pro “Enterprise Deployment” is not possible, such as when an application is distributed via portable/removable media, web portals, or the Internet. In such cases, a "Publishing Deployment" can be offered through the 3DVIA Composer Player Pro Publishing agreement and order form. The Publishing Deployment mechanism provides the licensee with a special programmatic handshake with the embedded ActiveX controls, removing the need for the end users to have a 3DVIA Composer Player Pro license.

**3DVIA Sync** and **3DVIA Enterprise Sync** deliver sophisticated, XML-based associativity between 3DVIA Composer and any number of enterprise systems. With 3DVIA Sync, changes in metadata, geometry, BOMs, or manufacturing information can be updated on the desktop in 3DVIA Composer deliverables, guaranteeing accurate and consistent information. 3DVIA Enterprise Sync offers all of the capabilities of 3DVIA Sync plus the ability to control the processes through a command-line interface, allowing sophisticated integrations to be implemented very quickly.

**3DVIA Check** and **3DVIA Path Planning** make product deliverables more useful and instructive by validating procedures that can be performed in the real world. 3DVIA Composer Check offers dynamic and static clash detection, allowing users to quickly qualify service and assembly procedures. 3DVIA Path Planning delivers the ability to automatically create complex assembly and disassembly paths for parts to avoid collisions with the main assembly, reducing training needs while avoiding costly damage to sensitive parts.

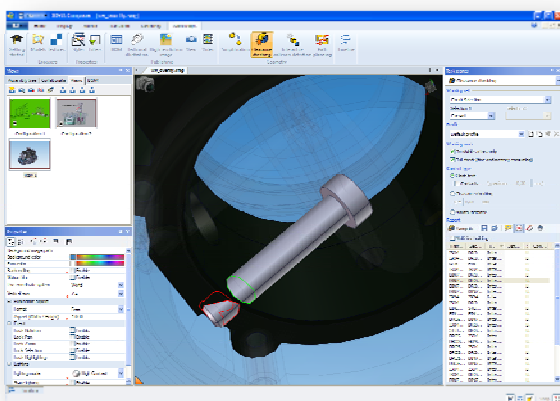


Figure 6: 3DVIA Composer Check

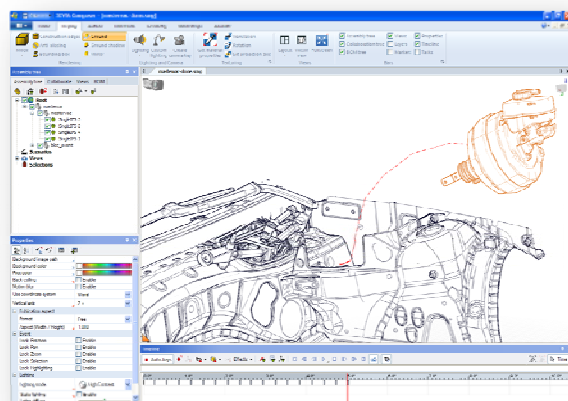


Figure 7: 3DVIA Composer Path Planning



## **3DVIA Composer DOMAINS & V6R2012 KEY ENHANCEMENTS**

3DVIA Composer V6R2012 adds a significant collection of new features and enhancements to further improve workflows and optimize 2D and 3D output quality. Combined, these new features enable 3DVIA Composer users to easily produce engaging technical illustrations, product documentation, and animations that can be delivered globally.

### *Ready to Use Business Process:*

- **Web Publishing Templates:** a series of new web templates that make it easier for any user to create and publish 3DVIA Composer content to the web, free from any coding requirements.



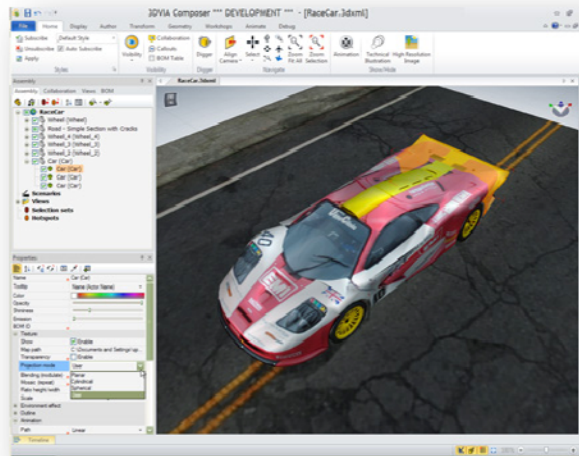
**Figure 8: Customizable Web Templates**

- **Simplified Trial Licensing:** A 30-day trial license is now generated automatically when you run 3DVIA Composer evaluation software. The trial license provides access to all features of 3DVIA Composer, 3DVIA Sync (not 3DVIA Enterprise Sync), and 3DVIA Composer Player Pro.



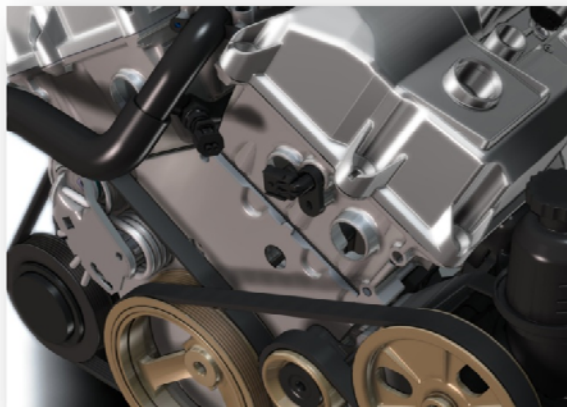
## *Lifelike Experience:*

- **UV Texture Support:** 3DVIA Composer now imports textures, including UV textures, from 3DXML files.



**Figure 9: UV Textures**

- **Shadows:** Several improvements have been made to the ability for actors to cast and receive shadows (shadow mapping). Now shadow mapping can be controlled directly from the ribbon and be used in all lighting modes. Previously shadows were limited to Custom lighting mode.



**Figure 10: Shadows**



- **Glow Lighting Effect:** The new glow effect displays a halo of radiant light on portions of the model with light color and high specularity. The amount of glow in the effect can be adjusted with the new Glow intensity property or by changing rendering and lighting modes to reach the desired effect.

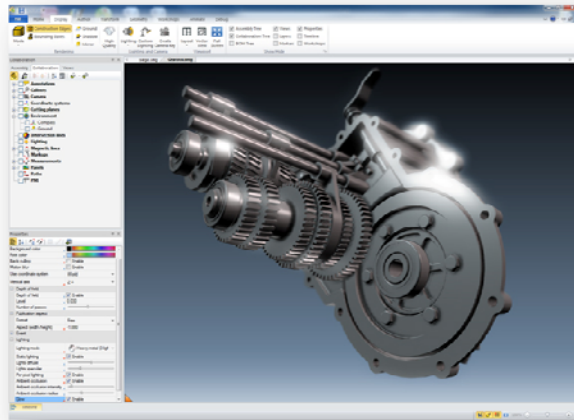


Figure 11: Glow Lighting Effect

- **Enhanced Depth of Field Controls:** A variety of new depth-of-field (DOF) enhancements have been added to provide additional controls for managing the effect. The new Set Focal Point command lets you manually set the DOF focal point (where the image is the sharpest) simply by clicking in the viewport. The Visible command lets you show or hide the DOF focal point in the viewport. And the Automatic command lets you enable or disable the automatic changing of the DOF focal point when you pan or rotate in the viewport.

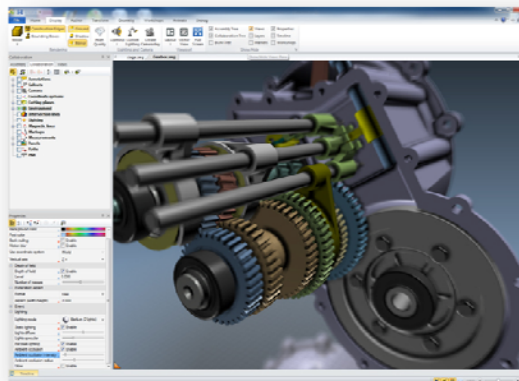


Figure 12: Enhanced Depth of Field



- **Configurable Ambient Occlusion:** New Ambient occlusion intensity and Ambient occlusion radius viewport properties (available when Ambient occlusion is selected) let you more precisely control ambient occlusion shading.
- **Advanced Rendering with Custom Lighting:** Custom lighting mode now supports all advanced rendering effects, such as ambient occlusion and per-pixel lighting. Previously, these effects were not rendered when using spot, positional, and directional lights.
- **Links and Buttons for View and Animation Navigation:** New event link types allow for easy navigation between views without having to hardcode view or marker names. Now, Link controls can be quickly and easily associated with objects in the 3DVIA Composer workspace. When a linked object is clicked, it triggers a command to automatically advance an animation to the first, next, previous, or last view in an application. In addition, four new preconfigured 2D panels are available for use as view and animation navigation buttons.

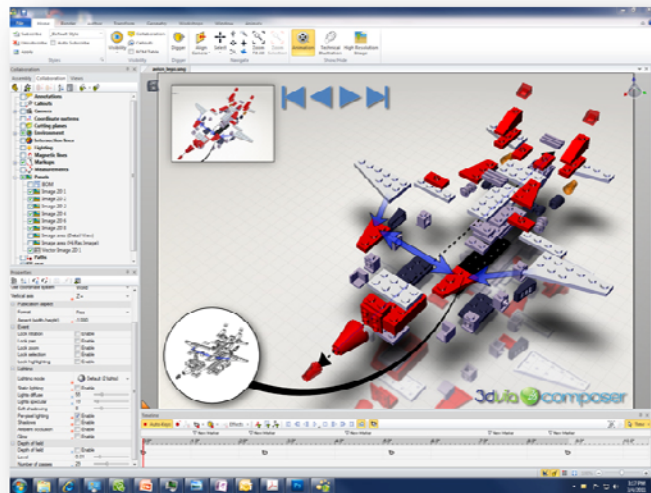


Figure 13: View and animation navigation

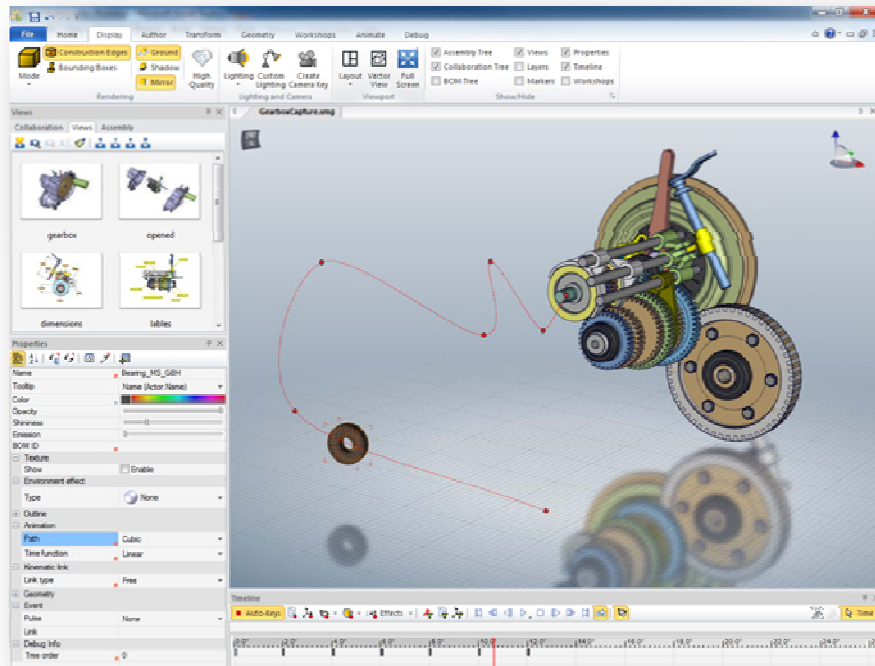


Figure 14: First, previous, next, and last navigation buttons



### *Lower cost of ownership:*

- **Enhanced Performance and Usability:** Gain precise control over how 2D and 3D objects are displayed in views in order to maximize file sizes and load times with the new Define actor visibility in view by option. This new option allows for 3DVIA Composer geometry actors and assemblies be identified in views as being hidden or visible. This definition is then automatically inherited by new geometry that is imported into the view, or when existing geometry is updated.
- **Smooth Animation Paths:** Easily create smooth actor and camera animation paths, for example, to create realistic walk-through animations.

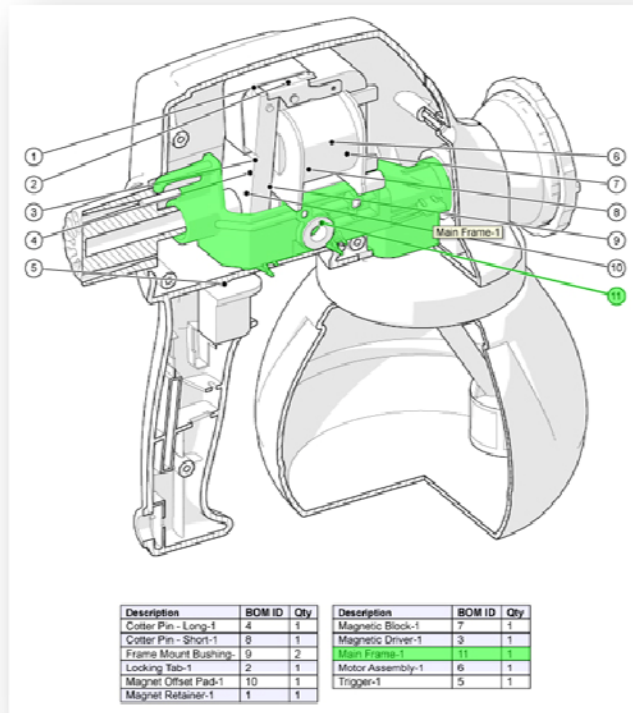


**Figure 15: Smooth Animation Paths**

- **Arrow Formatting Improvements:** The new Arrow shape category groups all new and existing shape properties and provides new Head shape, Head width, and Head length properties a high degree of flexibility in customizing arrowhead shape and size.



- Cutting Plane Vectorization Improvements:** Create sophisticated vector output using improved cutting plane capabilities, including using multiple cutting planes and showing capping and hatch lines.



**Figure 16: Multiple Cutting Planes**