V6R2012x - FACT SHEET

“Add a New Dimension to Your Product Communications.”

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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.

Through the power of interactive 3D, manufacturers can produce technical product communications that help customers and partners understand and retain information more effectively.

3DVIA Composer V6

- Extend 3D content manipulation to 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 of content creators and consumers using 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.
**3DVIA Composer: V6R2012x KEY ENHANCEMENT QUICK VIEW**

**Authoring Enhancements**
- Publish to 3DVIA Studio Pro
- Smart Outlines
- Camera Enhancements
- BOM Table Enhancements
- SolidWorks Mouse Behavior

**Workflow Enhancements**
- Copy/Paste Collaborative Actors
- Navigation Button Enhancements

**Rendering Enhancements**
- High Resolution Image Capture in Digger
- Improved Measurement Tools

**User Interface Enhancements**
- Style Enhancements
Figure 2: 3DVIA Composer Vector Graphic

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.

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 together desktop and enterprise systems for both content consumers and content creators. Because it is an XML-based architecture, 3DVIA Composer is 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.

Figure 3: High Resolution Image Capture in Digger
**3DVIA Composer Player** is a free utility that allows distribution of 3DVIA Composer content to end-users. More than a simple viewer, 3DVIA Composer Player offers the ability to provide customers and partners with an interactive 3D product experience.

![Figure 4: 3DVIA Composer Player](image1)

![Figure 5: 3DVIA Composer Player ActiveX](image2)

![Figure 6: 3DVIA Composer Player Plug-in for Adobe Reader](image3)

**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 7: 3DVIA Composer Check](image1)

![Figure 8: 3DVIA Composer Path Planning](image2)
3DVIA Composer: **DOMAINS & V6R2012x KEY ENHANCEMENTS**

Already the leading solution for developing and deploying 2D and 3D technical product communications, 3DVIA Composer V6R2012x continues to improve interoperability, workflows, and final output quality.

**Authoring Enhancements:**

- **Publish to 3DVIA Studio**: 3DVIA Composer users can now publish documents as [3DVIA Studio](#) projects, providing an efficient path for developing immersive product experience directly from 3D design data. This exciting new publishing option enables users to easily create project folders to deliver 3DVIA Composer experiences, including textures, panel images, and view thumbnails into the 3DVIA Studio application authoring environment.

- **Smart Outlines**: 3DVIA Composer V6R2012x users can automatically create “smart” technical illustration outlines that offer high visual acuity for parts and assemblies without the complexity of showing all construction edges or sharp edge outlines. This revolutionary new feature offers significant productivity gains by automating the time consuming task of manually altering illustration views.

- **BOM Table Enhancements**: Several enhancements have been added to improve the interactivity and appearance of BOM tables.
  - Hovering over BOM table rows in the viewport now highlights the corresponding geometry actors and callouts.
  - Shadow properties are now available for BOM tables.
  - BOM colors properties can now be individually defined allowing text and row colors to be customized.

- **SolidWorks mouse behavior**: With a single click, users can now configure 3DVIA Composer to use default SolidWorks mouse behavior.
Camera Enhancements: With support for multiple cameras and new camera properties and attachment options, the V6R2012x release brings powerful new levels of flexibility and creativity for creating exciting product experiences.

- **Multiple cameras:** 3DVIA Composer now lets you create multiple camera actors. Each viewport pane can also have different active cameras, enabling animations to seamlessly switch between camera views.
- **New camera properties:** Camera properties have been expanded in V6R2012x to include color, roll, pitch, yaw, lock distance to target, and distance to target.
- **Camera attachments:** You can now attach cameras and their target points to actors in several new ways. These attachments let cameras move with or track the motion of their attached actors in different ways, and are maintained when geometry is updated.
  - ‘Fly-with’ attaches the camera target to the selected actor
  - ‘Target’ attaches the camera to the selected actor
  - ‘Move-with’ attaches the camera center and target to the selected actor.
- **Camera anchors:** Cameras now have anchors that can be dragged to move the camera and its target point in both view and animation modes.
Workflow Enhancements:

- **Copy/paste collaborative Actors:** Minor changes in efficiency can make a major impact on enterprise operations. In V6R2012x, 3DVIA Composer users can copy, cut, and paste collaborative actors within the same 3DVIA Composer document, across different documents, and even across 3DVIA Composer applications. This new feature significantly improves workflow efficiency by allowing users to quickly and easily repurpose collaborative actors across multiple applications.

- **Navigation button enhancements:** Eliminating the need to create and align application navigation buttons individually, 3DVIA Composer now offers the ability to create a complete set of navigation buttons (first, previous, next, and last) in a single click.

Rendering Enhancements:

- **High resolution image capture in Digger:** 2D Images created from the Digger tool are now created to match application resolution as determined in the High Resolution Image workshop.
**Figure 14 & 15: Measurement Tools With and Without Red Lines**

- **Improved measurement tools:** The Show red lines property in 3DVIA Composer V6R2012x lets users control the display of construction circles for radius and diameter measurements.

**User Interface Enhancements:**

- **Style enhancements:** New Styles features bring even more power and convenience to the content authoring process. Centralized in a new “Styles” tab on the user interface, users now have access to a styles gallery with preview images of defined styles. Also new is the capability to create custom styles that can be defined to let actor families have their own default styles. Additional enhancements include:
  - **Styles by Family:** In the styles workshop, every style now has a Family property that associates the style with an actor type.
  - **Default Styles by Family:** Each actor family can have its own default style which is applied by default to new actors in that family.
  - **Quick Styles:** Users can easily create a new style from all properties of an actor (except name and location).