

SimLab Composer 2.3 Animation Edition by SimlabSoft

SimLab Composer is a 3D scene building and sharing program. It allows the creator of 3D models to share them with technical and non-technical users. SimLab Composer users include industrial and packaging designers, 3D artists and modelers, and others.

Importing 3D Models

SimLab composer supports importing 3D models from many of the standard file formats, including: STEP, IGES, STL and DXF (Ashlar-Vellum Cobalt exports all of these).

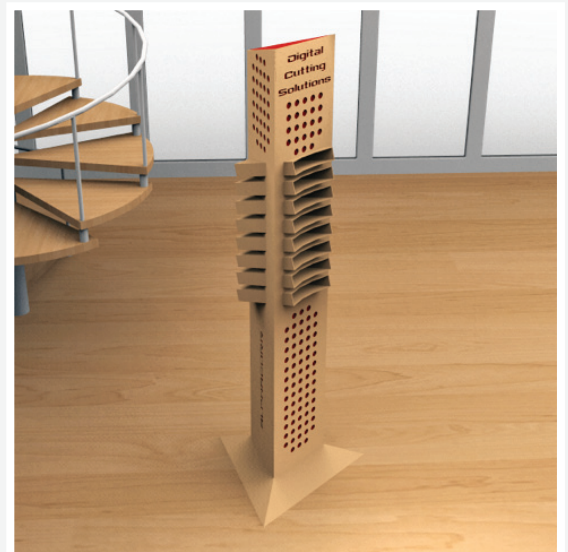
Building 3D Scenes

SimLab Composer provides all the needed tools to build 3D scenes from existing models. In addition to the draggers found in modern 3D applications to place models in the scene, SimLab Composer offers unique tools like snap to object and snap to ground to make building 3D scenes intuitive and fast. SimLab Composer maintains the assembly structure of imported 3D models, enabling the user to select the level to work on (face, body, part, subassembly or assembly). For models with no texture coordinates, SimLab Composer has the tools needed to generate texture coordinates. It also enables the addition of 3D text to any scene.

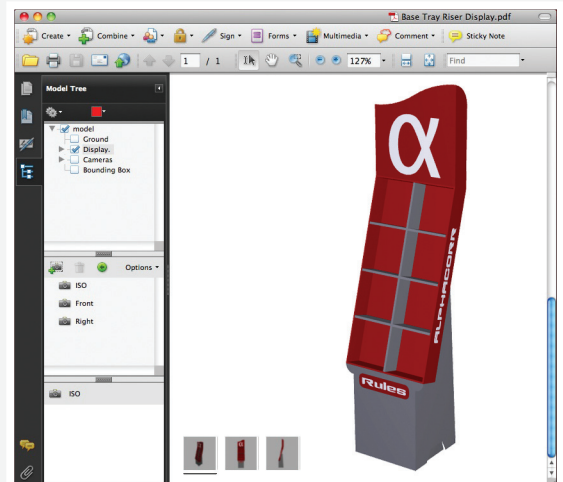
Creating 3D PDF Files

3D scenes created in SimLab Composer can be exported as 3D PDF files that are opened using a free version of Acrobat reader. Recipients of the file can view, rotate, and interact with the 3D scene. 3D PDF was designed for easy use by non-technical users. SimLab Composer generates a customizable 3D PDF file. Customizations include:

- Page size and margins
- Page background (image and music)
- Header/footer text
- Automatic camera animation
- Rendering styles from solid, Illustration, transparent, and others
- Light system selection from CAD Optimized, night, highlight and others



Build 3D scenes using existing 3D models while maintaining the assembly structure.



Create 3D PDF files that can be opened in Adobe Acrobat for easy viewing.

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Rendering Photorealistic Images

SimLab Composer Animation Edition includes a licensed version of Luxion renderer, a high quality, accurate and extremely fast global illumination renderer, which quickly enables the creation of high quality photorealistic images. Assigning materials can be done by dragging them from the material library supplied with SimLab Composer and dropping them on the 3D objects.

Creating Lights

Using SimLab Composer Animation Edition different types of lights can be created to achieve high quality rendered images.

Creating Animations

SimLab Composer Animation Edition creates animations showing the assembly of a packing kit or a walkthrough past a display.

Creating Animated Movies

Animations created in SimLab Composer Animation Edition can be rendered and used to create movies that can be posted on the web and shared with others.

Exporting 3D Scenes

3D models and scenes can be exported to the following file formats: OBJ, FBX, Collada, STL, U3D, BIP, DirectX and OSG.

Exporting Animated 3D PDF Files

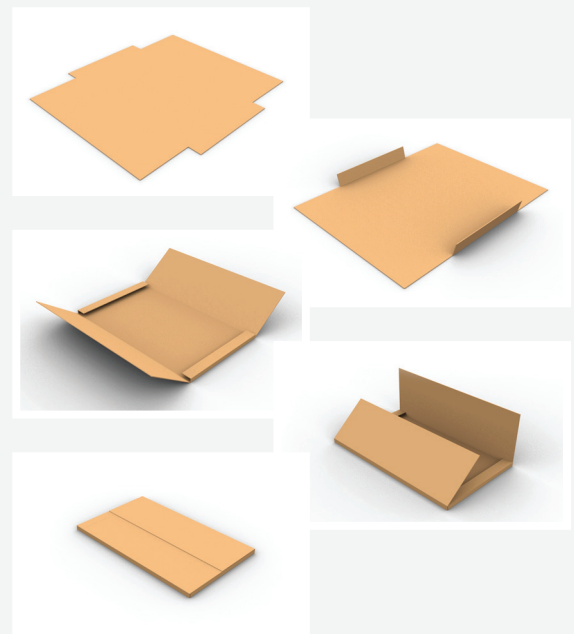
Animations created in SimLab Composer Animation Edition can be used to create animated 3D PDF files which include the motion of objects and cameras.

Exporting to iPad

3D scenes created in SimLab Composer, can be exported to iPad as SimLab archive files (*.zim). SimLab Archive files are opened using the SimLab CAD Viewer.



Create high quality photorealistic renderings.



Create 3D motion or walkthrough animations.

**SimLabs Composer 2.3 Animation Edition
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