

# Ashlar-Vellum Channel Partner Newsletter

## June 2015

### KINETICS<sup>TM</sup> v2

Version 2 of our Kinetics motion simulation software is being released and should be ready shortly for download. This new version features:

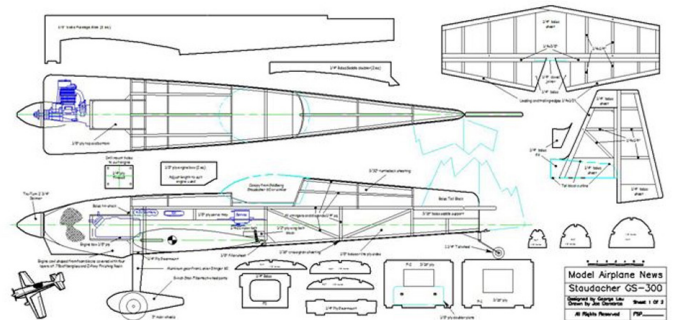
- An improved simulation workflow for easier set up of mechanical systems.
- Improved simulation with new joints including gears and pulleys.
- New interactive simulation allows you to control mechanisms with a joystick or game controller.
- New exhibition mode to easily showcase your 3D renderings, simulations and animations using customizable tools and full screen utilization.
- Shared resources across your organization using libraries of materials, models, backgrounds, and more.



- Better usability included larger 3D area, improved library navigation and enhanced toolbar support.
- Texture baking which pre-renders materials or meshes to apply to objects for faster rendering or for effects not otherwise available in the renderer. (Windows only this version.)
- New billboard feature which creates geometry that is camera-aligned so that objects always face the viewer.
- New animated movie textures applied to objects within a scene.

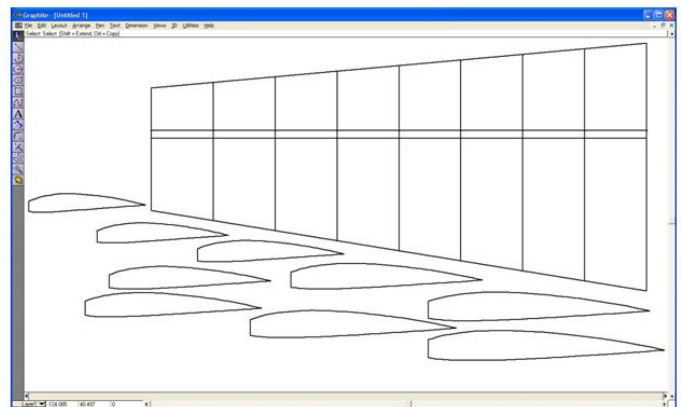
### Gerry Yarrish Mentions Graphite<sup>TM</sup> in *Model Airplane News*

With a passion for radio control airplanes and as an Ashlar-Vellum Graphite user, Gerry Yarrish is also the Senior Technical Editor for Model Airplane News and Electric Flight Magazine. He recently published an article on using CAD for developing scaled radio controlled airplanes. Importing drawings for full-size planes, Gerry shows how to trace over them in Graphite and develop them into a plan for construction.



**Above:** This Staudacher plan was drawn by tracing and modifying a set of 3-views drawings.

**Below:** Rib outlines.



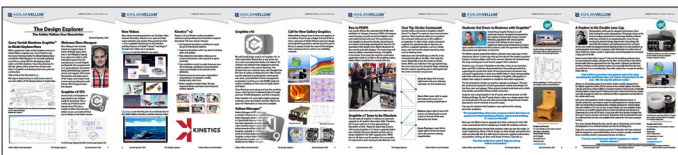
Take a look at the full article [here](#).

We hope to feature Gerry in a full success story in our next edition of *The Design Explorer* in September.

## Q2 2015 Design Explorer

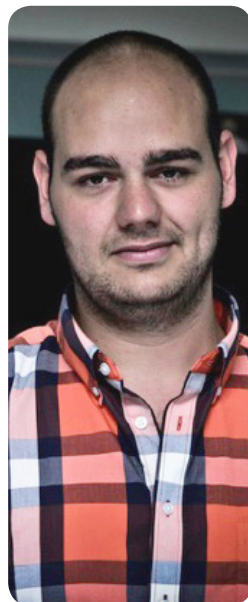
The latest issue of *The Design Explorer* for the second quarter of this year goes out this week to users and prospects around the globe. In it we feature two new success stories for the Scott Krebs' double-ended lens cap as well as the business run by students of the Arnold Public Schools in Nebraska. Also included:

- Gerry Yarrish Mentions Graphite in *Model Airplane News*
- Welcome Elmo Marquez
- Graphite v9 SP2 Ready for Download
- New Videos
- Graphite v7 Soon to be Obsolete
- Bou to FESPA
- Graphite v10
- Vellum Nitrogen
- User Tip: Stroke Commands
- Call for new Gallery Graphics
- Kinetics v2 Now Available



## Welcome Elmo

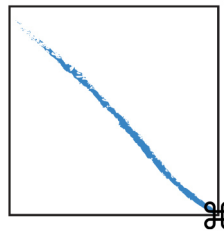
Elmo Marquez has recently joined our support team. A native of Berga, Spain, Elmo lives in the Philippine Islands from where he's able to offer extended support into the evening hours, in both English and Spanish. He is experienced in IT, particularly for call centers doing telemarketing, customer service and support. Elmo loves the beaches and water sports of the tropics and enjoys travel, movies and spending time with friends. We're happy to have him aboard.



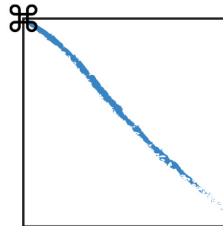
## User Tip: Stroke Commands

Use the stroke commands in Graphite, Cobalt<sup>TM</sup>, Xenon<sup>TM</sup> or Argon<sup>TM</sup> to zoom in, zoom out and zoom previous. These shortcuts allow you to perform the command while you are in the middle of an operation. In other words, stroke commands suspend one operating state so that you can perform a separate operation, such as a stroke zoom, and not lose the original operating state, such as drawing a line.

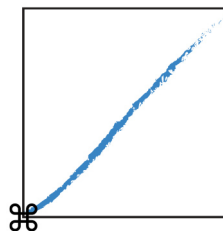
Hold down the Ctrl+Shift keys on the PC or the Command key (⌘) on the Mac. Then drag the cursor diagonally across the screen as shown below. When you hold down the appropriate keys, the cursor becomes the cloverleaf shape indicating that the original operating state is interrupted and the stroke command can proceed.



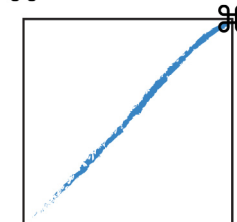
**Zoom In:** Upper left to lower right zooms into your drawing centered over the stroked area.



**Zoom Out:** Lower right to upper left reduces the zoom in to previous viewing magnification.



**Reduce:** Upper right to lower left zooms out reducing the current screen to the size of the area defined by the stroke.



**Zoom Previous:** Lower left to upper right reverses the zoom out to the previous viewing magnification.