

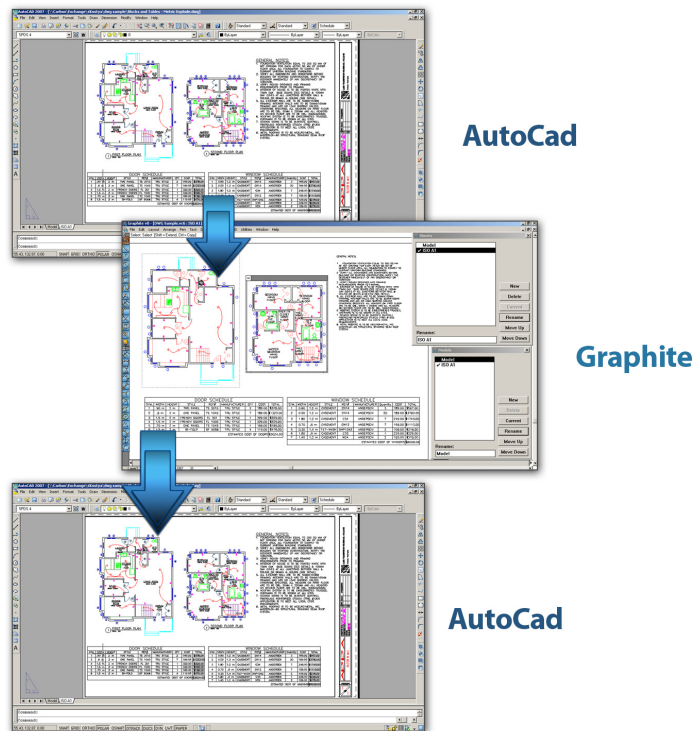
Ashlar-Vellum Channel Partner Newsletter

May 2008

Graphite™ v8 SP1 in Beta

Service pack 1 of the current version of Graphite has moved to beta testing. Initial results show 3X performance increase for zoom, pan and select, and 2X for file loading under Leopard on an Intel machine. While this sounds exciting, please bear in mind that only 1 to 2% of Graphite users have files that are large enough or complex enough to really notice the difference.

In addition to support for Mac Intel, this version imports AutoCAD layouts with their views into Graphite sheets on both Mac and Windows. This is the single most requested DWG import feature we've had.



Cobalt™, Xenon™ & Argon™ v8 to Release on PowerPC

About the time you read this, the released version of Cobalt, Xenon and Argon v8 for the Macintosh PowerPC should be appearing on our website. The PowerPC version of v8 runs very well under Leopard even on the Intel Mac.

An updated beta of the Intel version should also be posted shortly. This version is complete except for photo-realistic rendering. It is possible for

customers to create their design in the Intel beta version then switch to the PowerPC released version for rendering if desired.



What is Organic Workflow™

Organic Workflow is what Ashlar-Vellum calls our non-linear creative process that allows designers to create outstanding products through easy design iteration, transparent tools, and hands-on control of the production process. Using Organic Workflow a designer can start anywhere necessary within the design process and move freely in any direction. This allows the design process to sustain radical change while still maintaining integrity.

Ashlar-Vellum uniquely supports Organic Workflow through:

- Non-linear workflow
- Parametric history on demand
- Transparent tools
- Holistic tool palette
- Continuous cross-team communications

Let's discuss each of these in greater detail.

Non-linear Workflow

An organic workflow is a non-linear or non-serial workflow. It fosters flexibility, spontaneity and free play by the designer as he or she works through ideas and tries new things.



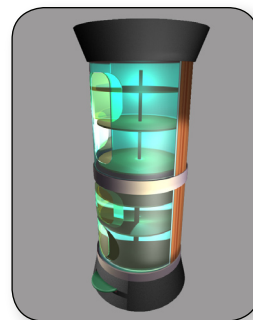
Parametric History on Demand

Parametric history is a designer's most powerful tool, making design changes fast and easy. But it can also constrain creativity and become a bother. If a designer is free to use parametric history when needed, yet ignore it during the times when it's not, it greatly increases the creative process. Ashlar-Vellum software uniquely allows designers to use history on demand to explore a design as best fits the process.



Transparent Tools

Like all great tools, product design software must disappear into the background, becoming an automatic extension of the designer as he or she concentrates on the project at hand. Ashlar-Vellum tools are so transparent they don't require the designer to think about them. They work the way a designer thinks. They are easy to learn and allow the designer to simply play.



Holistic Tool Palette

Designers require a holistically integrated palette of both engineering and design tools that includes wireframes, solids and surfaces without switching from one mode to another. They want to freely sketch, develop the model, provide photo-realistic renderings, animations and precision engineering drawings, using the same program. Ashlar-Vellum provides a uniquely holistic palette of tools giving designers power that was previously only available to engineers.

Continuous Cross-team Communications

Because product design is an organic process, different deliverables are required by different people along the way. Our software never demands that X, Y and Z be completed before A, B or C can be shown. Pass any type of 2D or 3D data to any part of your team at any point in the process.

Ashlar-Vellum designers create some of the most amazing products in the world. By starting with a designer's point of view and being allowed to experiment, explore and play they not only make their designs come alive they make life better.

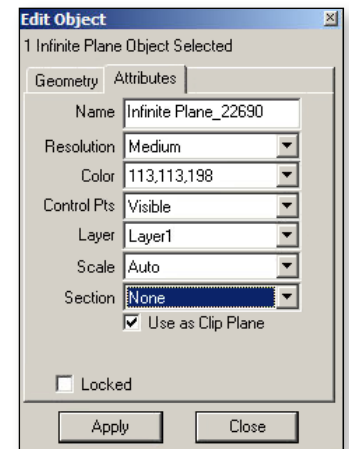
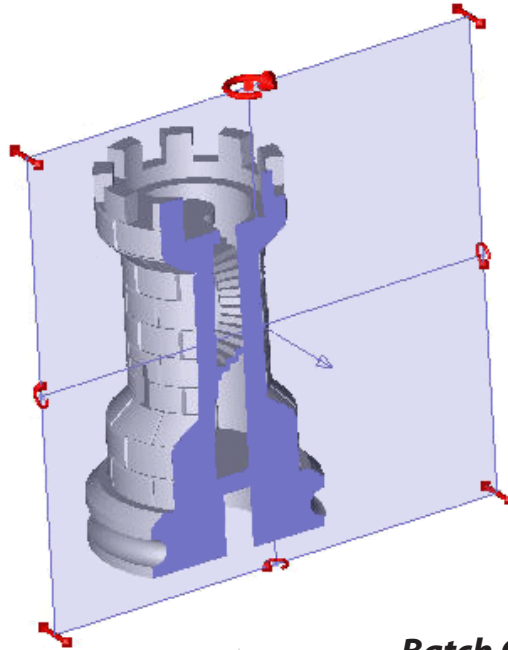
Designs courtesy of Celso Santos, Mark Robson, Kevin Quigley and Michael Golino.

A Few New Features in Cobalt, Xenon & Argon v8

Below are a few of the things that are included in the new release of v8 for Cobalt, Xenon and Argon.

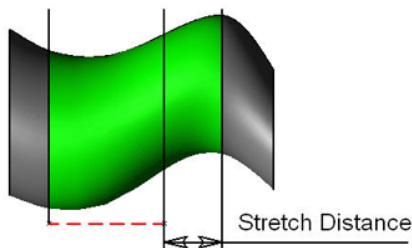
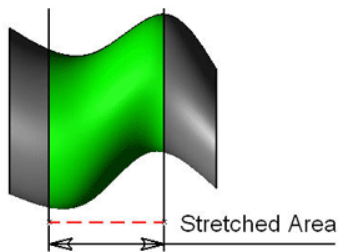
Enhanced Clipping Plane

Clipping planes are enhanced with interactive visual clipping and sectioning. Simply designate an infinite plane as a Clipping Plane and all objects on the screen are visually clipped and sectioned. Handles now appear on an expanded plane indicator, making it easy to get just the section view desired. It's now possible to control the display color of the sections and combine two or more clipping planes in one scene.



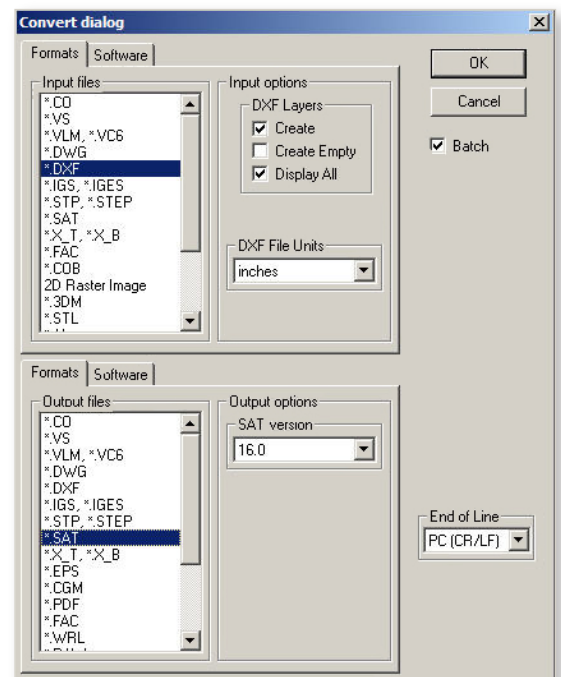
Stretch Tool

This new tool stretches a solid along an axis while maintaining G1 continuity (tangent) for the affected and adjacent surfaces.



Batch Convert

In v8 it's easy to convert entire folders of files from one type to another by automating the import/export process.



Organic Workflow Movie in Lower Resolution

If you had trouble viewing the high resolution version of the Organic Workflow movie last month, you'll find it also in lower resolution on the website at: <http://www.ashlar.com/sections/support/tutorials/organic-workflow-movie/organic-workflow.html>

While the larger version is appropriate to show from your hard drive, this version runs well on an iPod or iPhone.



New SolidWorks & Cobalt Movie in Production



We are currently finishing up another presentation in which eight Cobalt users talk about also using SolidWorks. This 14-minute movie recognizes that some projects are more appropriate in one program than the other. It discusses SolidWorks' linear workflow with its more robust but very rigid parametric history

versus Cobalt's organic workflow with flexible parametric history available on demand. It also talks about starting a project in Cobalt because of its easy ideation, then moving to SolidWorks to deliver the file including the parametric history in SolidWorks format for manufacturing.

New Best Things about Ashlar-Vellum Movie in Production

Also in production is a short presentation on the best things about using Ashlar-Vellum software. If you'd like to be included in this presentation, contact Julie Bou immediately to set up a short interview in

which your comments can be recorded and used as part of the presentation along with drawings, renderings or other images of your design work. You can reach Julie at julie.bou@ashlar.com or 800 877 2745 ext. 1130.



Success Stories with Audio Clips

A new success story from Fred Puksta is currently in the works. This one will feature one or more audio files where you can actually hear him talk about using Ashlar-Vellum software. We'll be



including audio clips for new stories and possibly including some for existing stories as well. Keep your eye on the website as thing progress.