

Ashlar-Vellum Channel Partner Newsletter

November 2011

News from Japan

Robert Bou traveled to Kobe, Japan earlier this month to visit with our business associates at COMNET, who develop software for the packaging, sign and display industries. COMNET will soon launch Vellum-Nitrogen™, the Japanese Unicode variant of Graphite™. They will also be launching Box Vellum-Nitrogen™ for the packaging market.



From left to right: Seiki Miyamoto, International Sales, COMNET; Robert Bou, President, Ashlar-Vellum; Koji Igarashi, President, COMNET; Kisei Ma, International Sales, COMNET.

Welcome Nick



Nickolay Sarajev is the newest member of our Graphite development team. He's got an amazingly broad background programming microcontrollers and software for industries ranging for cardiology, GPS navigation, precision

measurement systems and telecommunications. We're glad he's now chosen to apply his expertise to our precision drafting software. Nick enjoys science and sports. He loves solving problems and complex mysteries. He's a fan of science fiction and loves Sir Arthur Conan Doyle's *Sherlock Holmes*.

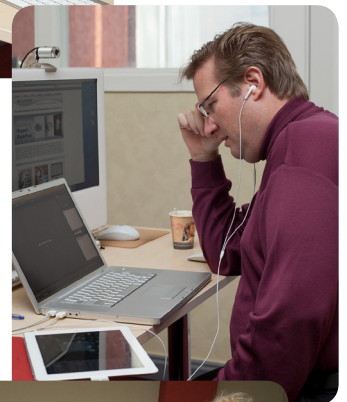
Bous in Kiev

Robert and Julie Bou are in Kiev, Ukraine this week working with our various teams there. Robert will be working with our Graphite, 3D Modeling and custom development teams. Julie will be working with web designer, Andrey Simakov, to finish up the last of the search engine optimization for our website.



Andrey Simakov and Julie Bou discuss edits on this edition of the Ashlar-Vellum Channel Partner Newsletter.

From Kiev, Robert Bou goes cross-eyed trying to read Hebrew working with a customer in Israel. Do you think Rob believes in Mac products?



Alexander Gorbatovskiy (left) and Alex Shcherbakov (center), discuss the best strategy to captivate Cobalt users with Robert and Julie Bou.

What is the Wizardry in the Vellum[®] Magic?

We asked some of our power users around the world what it was that made Vellum so, well, Vellum-like. Below is a list of some of the responses that we received from Kevin Quigley (UK), Graeme MacDonald (Australia), Nick Slaughter (USA) and Bert Lonsain (Netherlands).

As we discussed these features, over and over again we kept asking, "But doesn't everyone do that?" The answer was always no, other products do not work this way, and that's what makes Vellum so great.

The list below is divided into comments about Graphite, our 2D/3D wireframe drafting software, and Cobalt[™], Xenon[™] and Argon[™], our 3D solid and surface modeling products. If you have other items to add to either category of this list, send an email to sales@ashlar.com. We're always interested in your perspective about what makes our software, and in particular its user interface, the best possible tool so that designers can think about their work, not their software.

For Graphite

- Directly move/nudge points on curves and entities in 3D.
- Draw complex curve networks directly in 3D space without work planes. Turn on work plane snaps and draw curves, then rotate/move the curve into position.
- Ashlar-Vellum license options—same registration code and serial number on PC and Mac. No hassles when upgrading hardware.
- Create tangent lines off of arcs, circles and splines.



Nick Slaughter (USA)

- X, Y, Z lock using shortcut keys X, Y and Z.
- Tear off palettes so you can put the tools you need where you need them.
- Use the Status Line entry boxes as a calculator.
- Use the "non-interruptive" stroke zoom to change zoom levels in the middle of an operation.
- Create tangent arcs without leaving the Connected Line tool.
- Use the Edit Objects box fields as a calculator.
- Visually divide geometry by a percentage point using the Drafting Assistant[™], without actually making the divisions.
- Use the cursor to input values in the dialog boxes.
- One clean interface set up.
- 3D Drafting Assistant.
- Low learning curve.
- Ashlar-Vellum's focus on rapid design creation.



Kevin Quigley (UK)

For 3D Modeling

- Directly move/nudge points on curves and entities in 3D.
- Draw in 3D using 3D snaps.
- Mac and PC—genuine "hybrid" modeling.
- No need to position profiles at the ends of paths for sweeps. The profile can be anywhere on any plane within reason.
- Draw complex curve networks directly in 3D space without work planes. Turn on work plane snaps and draw curves, then rotate/move the curve into position. Creating curve networks for overall shape to skin or sweep takes 10% of the time in Cobalt that it does in applications like SolidWorks.
- X, Y, Z lock using shortcut keys X, Y and Z.

Continued...

- Create tangent arcs without leaving the Connected Line tool.
- Ashlar-Vellum license options—same registration code and serial number on PC and Mac. No hassles when upgrading hardware.
- Tear off palettes so you can put the tools you need where you need them.
- Great use of layers make file organization easy. For example, curves can go on one layer, trimming surfaces another, solid parts another, various concepts on different layers all with full part history if desired.
- Replace curve function using a right click in the Design Explorer on curve. Copy the part history and use Replace Curve to adjust the form showing different design options.
- Use history without being restricted by it. If all else fails, you can erase the history and use direct face editing tools. Flexible design intent.
- Explode iso lines.
- Use the “non-interruptive” stroke zoom to change zoom levels in the middle of an operation.
- Create tangent lines off of arcs, circles and splines.
- Use the Status Line entry boxes as a calculator.
- Use the Edit Objects box fields as a calculator.
- Visually divide geometry by a percentage point using the Drafting Assistant, without actually making the divisions.
- Freeform patterning.
- Match faces on two separate parts.
- Use the cursor to input values in the dialog boxes.



Graeme MacDonald
(Australia)



Bert Lonsain
(Netherlands)

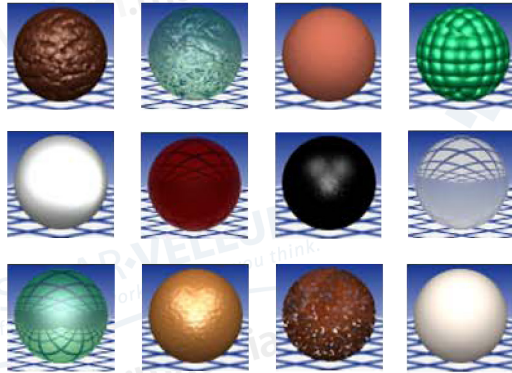
- Easily measure the distance between two points.
- Have everything in one place. One file to backup, one file to find.
- Drag copy instances.
- Include a great number of live parts in the same model.
- Stitch surfaces into solids.
- Thicken a surface into a solid.
- Thin (negative thicken) part or all of a solid.
- Snap holes and bosses to align with features on other parts.
- Turn any edge into geometry.
- Smart face tools make it possible to do the following, even with a “dumb” import:
 - Remove faces and entire features (fillets, holes, bosses, cutouts, etc).
 - Stretch in any direction.
 - Modify the draft.
 - Thicken a face.
- Use one working environment in which you can model, print, render, draw, etc.
- One clean interface set up.
- Focus on your model not on the interface.
- Select transparency and enhanced red lines.
- 3D Drafting Assistant.
- Use the eye dropper tool in multiple ways.
- Integrated surface and solid modeling.
- Low learning curve.
- Faster modeling speed than in other products.
- Ashlar-Vellum’s focus on rapid design creation.
- Use the Change Object Type as a powerful tool to repurpose geometry.
- Change the model by manipulating the lines or curves on which it is based, in the same 3D workspace.

Accessory Focus

Vellum:materials

This library of surfaces and finishes reduces the amount of time it takes to prepare a model for rendering. These materials are great for nearly anything designed in Cobalt, Xenon or Argon, including furniture, home furnishings, consumer products, industrial products, art objects, architectural forms, automotive, marine, or anything else you can conceive.

Vellum:materials

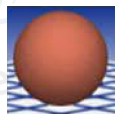


Have greater control to create better renderings and more effective client presentations. The collection includes natural and man-made materials in multiple finishes. Choose for example:

And the list goes on...



Bone China



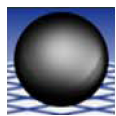
Terracotta



Worn Leather



Burlap



Plastic



Linoleum



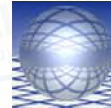
Floor Tile



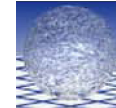
Glass Block



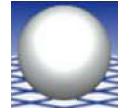
Heat Resistant Reflect



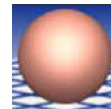
Glass



Rippling Water



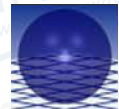
Machined Aluminum



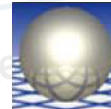
Copper



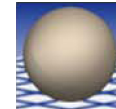
Chrome



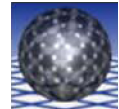
Blue Glass



Titanium



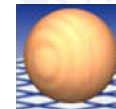
Brushed Nickel



Carbon Fibre



Corroded Metal



Wood Cherry



Wood Oak



Flooring Paving



Pressed Plastic



Stone Asphalt

These are but 24 of the 360 different materials that can be applied to a product design.

Vellum:materials

CD US \$100.00. e-only download US \$92.81
Site license with CD US \$200.00, e-only US \$192.81.