ASHLAR·VELLUM
Software that works the way you think.

Ashlar-Vellum Channel Partner Newsletter
October 2007

New Wood and Glass Rendering Tutorial

Greg Morgan has developed another great tutorial movie on effective rendering techniques for glass and wood using Cobalt, Xenon or Argon.

This 17-minute movie takes just a few minutes to download at: http://ftp.ashlar.com/Movies/AV_DE3Dv7_WoodGlassRendering_20070427.mov

Special thanks to Martin Cesar Romero Fine Custom Furniture for the original furniture design.
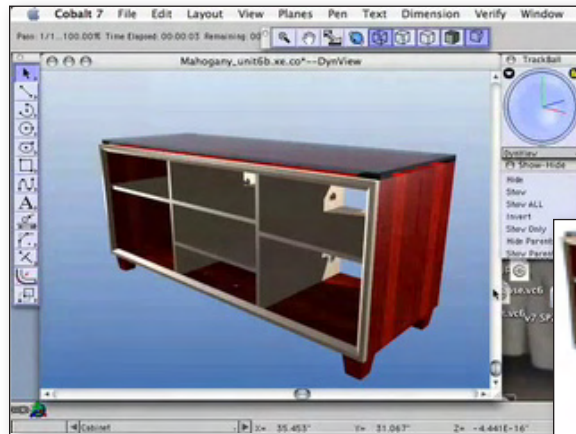
Product Updates

Graphite

The Hot Patch for Graphite SP0 build 8.15 is in final QA now and should be released shortly. This Hot Patch has 60 or 70 small fixes, mostly focusing on perfecting our PDF creation, further improving our DXF/DWG translation, and increasing system compatibility on Mac.

With this Hot Patch finalized, the development team will turn their complete attention to Graphite v8 SP1, which will include Universal Binary.

Cobalt, Xenon & Argon v8 BETA

Beta build 8.16 for Cobalt, Xenon and Argon should be available soon for all platforms. A lot of work has been done on this new build. Because so many things have been tweaked, it's been hard to get a stable version where everything works well together. While this can be frustrating to everyone, we appreciate QA holding the line and not approving for release software that's not ready for public viewing.

Build 8.14, containing the first working version with Universal Binary, was shown to a few people outside the Ashlar development team. Build 8.16 should be better but we don't know if it will be posted as a public beta or shown only to our Channel Partners.

We are contemplating releasing the Windows version of Cobalt, Xenon and Argon v8 for Windows and delaying the Mac version, but a final decision has not been made.
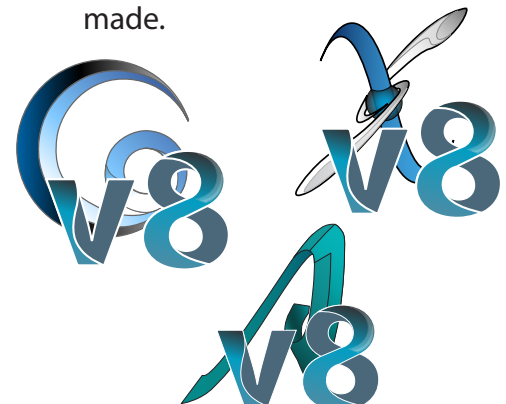
Welcome Yuriy Shevchuck

Yuriy Shevchuck has joined Ashlar-Vellum as a programmer on the True-fit project for Snap-on Tools. He's an experienced C, C++, and SQL programmer and has even done some teaching at the STEP Computer Academy in
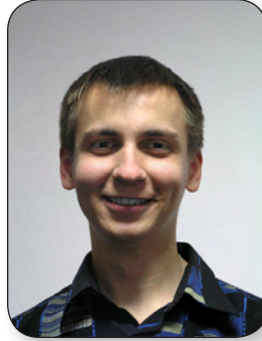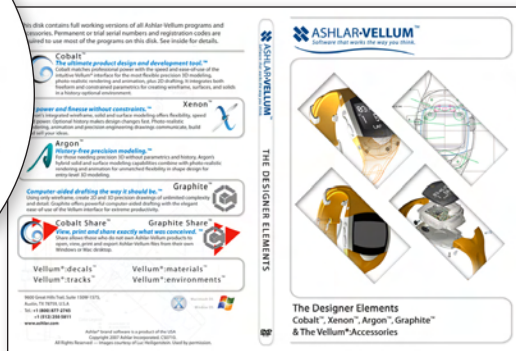
Kiev. In addition to his passion for programming and love of teaching, Yuriy enjoys body building, boxing, and a good game of paintball. He particularly likes making new friends and goes out of his way do so.

New Product DVD

The single-delivery DVD product for both demo and released software is progressing. All currently released programs and accessories will be on the disk. Sometimes previous versions and beta versions will be included as necessary. Some marketing materials will also be included. A complete list, including the appropriate build numbers, will be found on the website for quick reference.

New Servers at Ashlar-Vellum

In our effort to continually upgrade our infrastructure in order to better serve our customers, we have been upgrading our servers. Like a mischievous pack of puppies they've been causing Robert all kinds of grief as he attempts to get them on line and functioning fully. In our off site bunker in the Dallas, Texas area we now have Prime, Zeus, Eos and Vox. In a closet in Austin reside Main and Alpha. In our Kiev office we have Raptor.
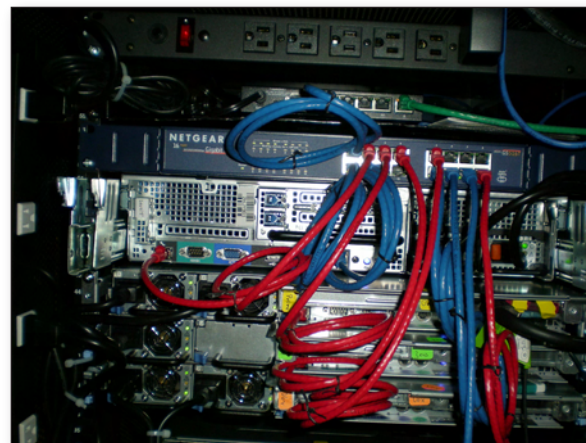
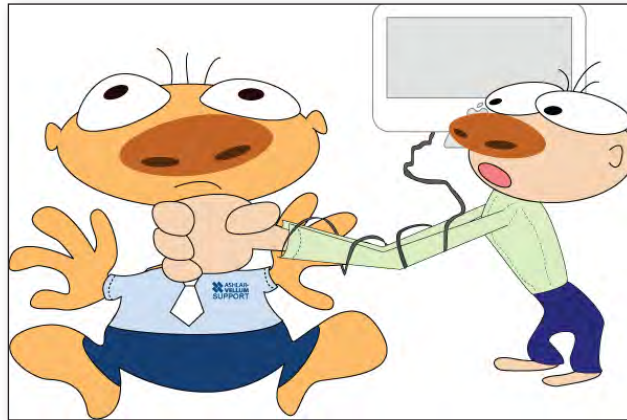Prime, Eos, Zeus and Vox share a cabinet off site in Dallas.

Articles on Website

The following articles can be found on www.ashlar.com, ready for easy customer access under **Support>Articles**. It's a great place to direct customers with any of the following issues.

Why Can't I Read this AutoCAD File?

If you're having difficulty finding something in a file imported from AutoCAD and think Graphite v8 didn't import the entire thing, try using **View>Sheets**. A new feature in Graphite v8 is the support of what AutoCAD calls layouts and Ashlar-Vellum refers to as sheets.

[Read the rest](#)

When Tech Support Can't Reproduce Your Problem

There's nothing more frustrating than getting an email back from tech support saying in effect,
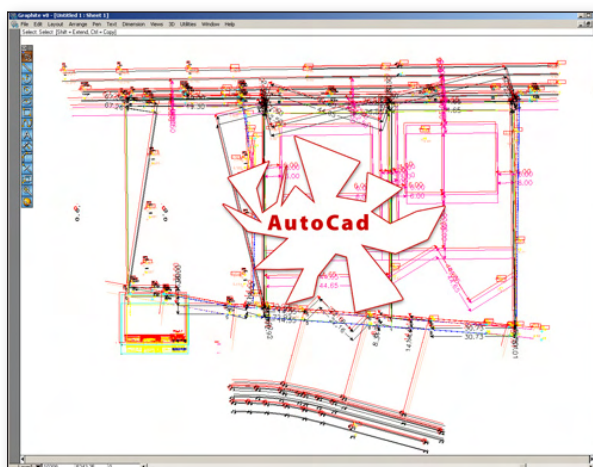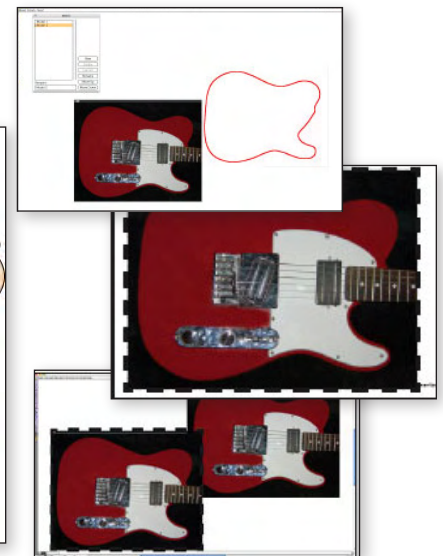
"We have tested the issue on three machines in our office and cannot reproduce the problem." At Ashlar-Vellum we realize that just because we can't reproduce a problem, it doesn't mean you're not seeing it.

[Read the rest](#)


How to Trace Over an Image in Graphite

Graphite users often ask how they can trace over an image. While this is a convenient technique for general shape extraction, it does not necessarily provide a precision drawing. Both parallax caused by the camera lens and perspective of the photograph greatly effect the accuracy of the drawing. A photograph taken straight on, where most things are at about the same depth, makes a

fairly good candidate for tracing. It's an effective way to recreate items where precision is not an absolute factor.

[Read the rest](#)

Lighting Techniques for Great Photo-realistic Rendering

Rendering is all about simulating the real world as much as possible. Lighting and the scene are the most import things to start with when setting up a rendering. Once the lighting and the environment are correctly set up, everything else falls into place.

[Read the rest](#)
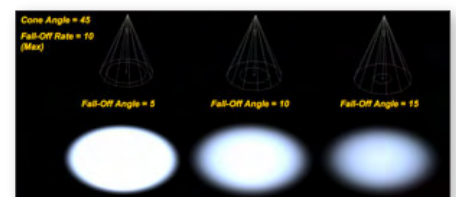
Continued...

Avoiding the ACIS Error Monster

You're hard at work putting the finishing touches on a model when suddenly it won't shell or the edges can't blend. On the screen, as if out of the black lagoon of 3D hell, looms the dreaded ACIS Error. Horrors! How was this monster invoked and how can you avoid becoming the object of his evil eye ever again?
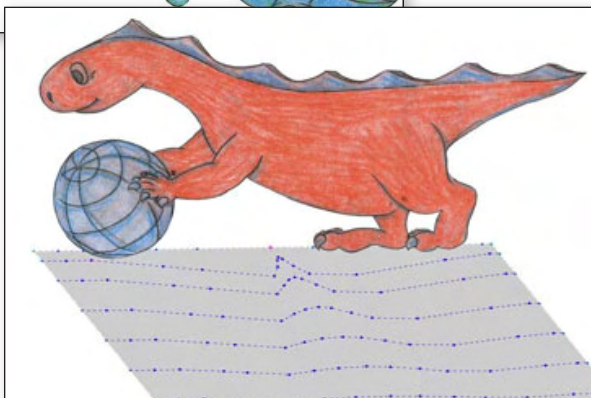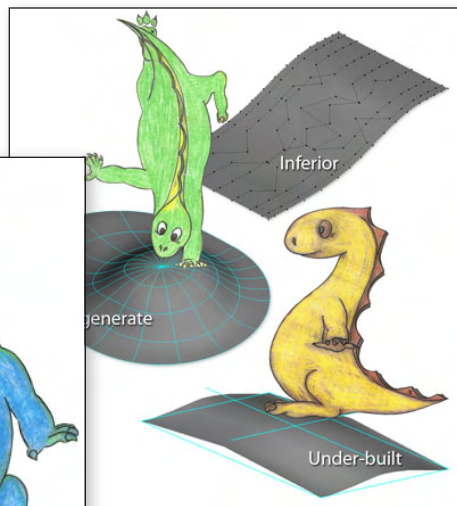
Read the rest

File Translation Tutorial for 3D Modeling

This article discusses some of the issues that commonly occur when translating files into and out of Cobalt, Xenon and Argon to help you get the best possible result for the greatest collaborative effect.

Read the rest

File Translation Tutorial for Graphite

Discussed in this article are the common issues that occur when translating files into and out of Graphite, offering you tips to get the greatest possible result.

Read the rest

Old Software on New Operating Systems

Here are a few things you should know about legacy software:

- Vellum 2.7
- Vellum 3.0, 4.0, or 99, Vellum Solids 98, 99, 2000

Read the rest