

# The Design Explorer

## The Ashlar-Vellum User Newsletter

Fourth Quarter, 2010

### Joy and Peace this Holiday Season



The Ashlar-Vellum administrative offices in the U.S. will be on minimal staff December 23rd through January 2nd. During this time, orders placed through our website will be processed by our European office and registration codes sent to you via email. Shipping of physical materials will resume the week of January 3rd.



Customer requests for demo codes will also be monitored and fulfilled from the demo forms and from emails to [customer.service@ashlar.com](mailto:customer.service@ashlar.com).

Technical support will be handled as usual through email and our website. To start a support ticket go to our [Support Center](#) or send an email to [support@ashlar.com](mailto:support@ashlar.com).

We wish you a blessed holiday season.

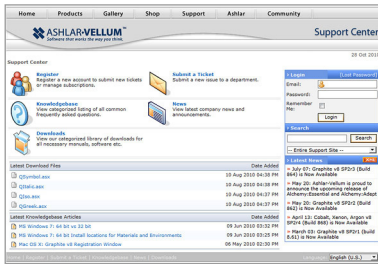
### Ashlar-Vellum Job Board Coming

In response to several companies calling us this month seeking Ashlar-Vellum users to hire, we are looking into adding a job board to our website. This is envisioned as a place for companies with work and users with skills and time to connect, either for full time or contract jobs. It's a place to bring together like-minded people who want to get the job done, not worry about how to run their software. We're still in the planning stages but look for it on our website early next year.



## Updated Utility Scripts

The utility scripts for Graphite v8 SP2 and SP3 have been updated and posted to the Support Centre under Downloads on the website.



These updated scripts do the following:

- **SetLineWt Script** changes the factory line weight defaults to user-specified settings.
- **ReTypeArc Script** optionally converts selected centre-point arcs to 3-point arcs.
- **FixSelectedObject Script** corrects improperly defined imported arcs and splines for selected objects.
- **FixDocument Script** corrects improperly defined imported arcs and splines through the entire document.
- **Stretch Tool** stretches geometry in one direction when used within Graphite.
- **Convert Curves/Linearize Script** changes Graphite arcs, splines and circles to polylines for CNC or laser cutting.
- **Draw by Layers Script** causes items to draw in the order placed in the layer manager, enabling appropriate obscuring as items are printed or drawn to the screen.

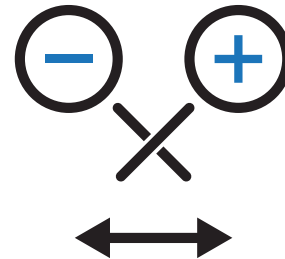
## STU Renewals

Student/Teacher Unit special-use licenses expired in November. Emails have been sent out to all v7 and v8 STU license holders. Those using v7 will need to upgrade to v8. Those using v8 can renew at no cost. Both must sign the [Special-use Licensing Agreement](#) and return it with proof of enrolment or faculty status. STU licenses are for students and for instructors actively using our software to teach design.

## Graphite v8 SP3 Released

The latest service pack for Graphite, v8 SP3 r0, Build 881, is released and available for download. From within Graphite use **Help>Check Web of Updates** or simply download a new demo.

This version allows the mouse scroll wheel to reverse direction for zoom in and zoom out. Some customers prefer to think of the window as moving closer or further rather than the object moving. Now either point of view will be accommodated by selecting it in **File>Preferences**.



In addition, the following issues were also covered in this build:

- Corrected minor issue with the crash log.
- Corrected minor issue when ungrouping some geometry.
- Implemented support for first pen button on some Windows tablets.
- Corrected issue with previous tool selected in multi-palette situation.
- Resolved case in which Graphite failed to prompt to save on close.
- Resolved font issue (GR158).
- Resolved offset placement with closed groups.
- Resolved Copy/Paste bug with Word.
- Enabled immediate refresh for dimension property changes.
- Resolved mystery of occasionally disappearing palettes.
- Clarified Edit Object dialog box for midpoint line objects.
- Enhanced to ignore case sensitivity on file name extensions.
- Enhanced Preferences to track arrow settings for Pen menu.

## Training Closes the Circle for Henge Docks



*Henge Docks created the first truly comprehensive docking station solution for Apple's line of notebook computers. The docks allow users to quickly and easily insert their MacBook computers into a desktop or home theatre setup for versatile use. Just plug the laptop into the dock for complete access to all peripherals. When it's time to run, lift out the laptop and away you go.*

Matt Vroom conceived of the idea in 2007 and rented Ashlar-Vellum's Argon™ for several months to detail the conceptual sketches. In 2009 Matt founded Henge Docks with Alex Bagden and Ben Maskell. During that time the team utilized Ashlar-Vellum's [Reach for Your Dream](#) program giving them Cobalt™ free for three months and a discount on continuing licenses.

Sometime later Matt and Alex attended Ashlar-Vellum training in Austin, TX. During one learning exercise they modelled a drill bit using Cobalt. As Alex tells it:

***"A drill bit looks really complex but when we did it, it was actually really easy to do and I went, 'Wow! That makes a lot of sense.' And a lot of light bulbs went off for me when we did that."***

Training also helped Matt, a self-taught user, to get rid of his bad habits and learn the parameters of what was possible in the program.

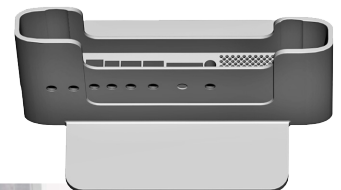
Now Matt is using Cobalt to design the next generation of docks which will sit horizontally with all of the ports integrated into the design. As a designer, rather than an engineer, Matt tells us:

***"Where Cobalt has been really helpful in the design process is that it allows me to get my ideas to the point that I can give them to an engineer at the factory and they can work out...the details...I can get the design to be where it needs to be really quickly without having to make decisions that I'm not qualified to make."***

Based in Arlington, VA, the company was named after the circle of large vertical standing stones found at Stonehenge north of Salisbury, England.



Henge Docks quickly connect and disconnect all peripherals while eliminating clutter.



Choose exactly the connections needed for your peripheral and hardware combination.

### Background/Contact:

For more details on this project contact:

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## Studebaker: Iconic & Immediate



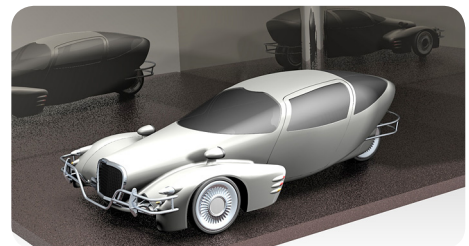
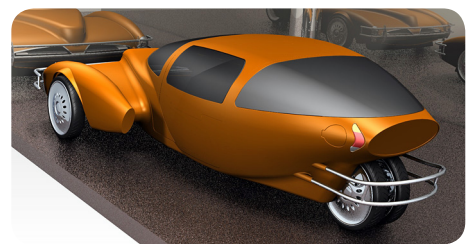
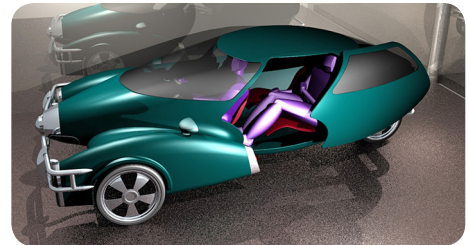
*As part the League of Retired Automotive Designers, John Houlihan got involved in the project to design a new-model Studebaker based on today's technology and styling. Sponsored by his alma mater, the University of Notre Dame Design Department, and hosted by the Studebaker Museum in South Bend Indiana, John felt particularly drawn to the idea.*

The rules were flexible but the design had to evoke a Studebaker. John tells about looking at [the three most iconic Studebakers from history](#), the 1950 Champion Starlight Coup, the 1953 Starliner Commander and the 1956 Hawk, to design a Studebaker for 2015. He chose a seating platform for only three people, since most cars today travel with the driver alone. He used a three-wheeled stance with the driver in the centre, and electric motors in the front wheels powered by lithium ion batteries behind the seating compartment. The car has electronic steering to turn the wheels independently rather than a drive shaft. By 2015 John anticipates that battery technology will reach 400 miles per charge.

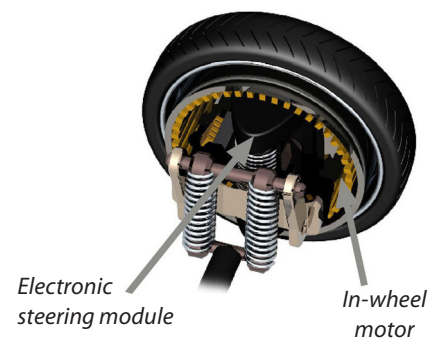
John has been using Ashlar-Vellum products for years, first with Vellum™, the predecessor to Graphite™, and then Cobalt™ when he worked for Timex Corporation designing watches. When he retired from Timex he purchased Argon™. John uses both the solid and surface modelling capabilities in Ashlar-Vellum 3D modelling products, depending on what he's designing.

***“What I find is when I was designing the car it was completely a different modelling effort than the watch. On the watch I used solid geometry almost exclusively, either using extrusions of lines or primitive geometry and then modifying the geometry and using booleans to put them together. When I did the car I did surfaces almost entirely and then thickened the surfaces to make them into solids, because they were more free-form. But the surface stuff is more challenging.”***

John loves the system, especially the rendering, and looks forward to learning more about that area of the software. He likes how his models, and the movies he makes of them, impress his colleagues, investors and clients.



2015 concept designs of the '50 Starlite, '53 Starliner and '56 Hawk.



Detail of the electronic steering module with in-wheel motor.

### Background/Contact:

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