

DeskArtes 3Data Expert





- · Import any IGES, VDA-FS, ProE, UG, STEP or CATIA files
- · Accurately convert your surface models to solid STL
- · Automatically fill gaps, remove overlaps and fix trimming errors
- · The best triangulation quality and accuracy on the market



Verify and Repair STL, ZPR and VRML models

- · Fill in gaps and holes in the model
- · Find and repair intersection and overlapping triangles
- · Check and fix normal orientation of triangles
- · Separate disconnected parts into different models
- · Reshape triangulation, reduce triangle count



Design and Combine

- · Design new parts by Extrude, Rotate, Sweep and Loft
- · Unite models, subtract parts with Boolean operations
- · Cut with any curve, create pins and holes
- · Split along parting lines, check draft angles
- · Compute intersections and trim surfaces
- · Add and modify textures and colors on triangle models



Offsetting and Shelling

- · Turn open models to solid sheets
- · Make parts hollow, reduce material volume
- · Expand/shrink parts to allow for coating and polishing



Rapid Prototyping Utilities

- · Position parts into RP workspace
- · Punch holes, add pins to the model
- · Slicing of either STL or real surface models
- · Support structures for liquid and powder based processes
- · Links to Z Corp, Contex, Stratasys and Objet systems



Communicate and Measure 3D CAD Models

- · Rotate, zoom and clip into models
- · Change colors, materials and light points
- · Mark-up, annotate model details with text comments
- · Check for distances, angles, area, volume
- · Cut&Paste, print images, e-mail encrypted files
- · Optional ray traced visualization provided



Contact your local DeskArtes distribu	tor:
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