

ADD-ON

M4PDS

3D COMPONENT DESIGNER

3D Component Design & Animation

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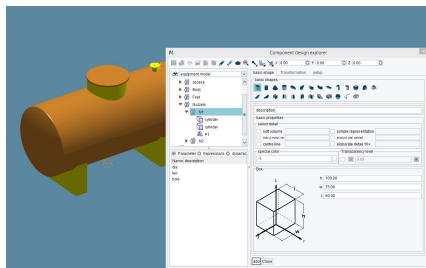
MPDS4 3D COMPONENT DESIGNER™

The 3D Component Design & Animation Solution

The MPDS4 3D COMPONENT DESIGNER is an add-on module for creating and animating custom parametric 3D catalog components. It provides an easy to use dialog, which allows you to create a simplified but very realistic 3D representation of components, machines or equipment. It then allows you to add animations to simulate realistic movement scenarios.

Creating 3D Components

The MPDS4 3D COMPONENT DESIGNER allows you to create your custom catalog components from a large selection of basic parametric shapes; or from imported 3D models, which you can use to assemble the new 3D component.



Quick and easy design of custom 3D catalog components for re-use in future designs

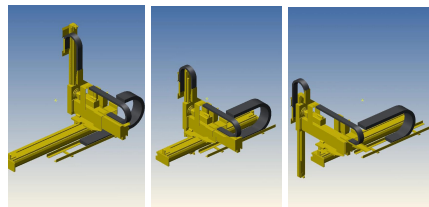
Basic Shapes

The MPDS4 3D COMPONENT DESIGNER includes a variety of basic shapes, which can be combined in any number of ways to assemble all sorts of 3D components. These include boxes, cylinders, cones polygons, curved parts, spheres, rings, steel section shapes, and a variety of transitions.

Existing 3D Models

Where you already have existing 3D models, such as machinery supplier data, the MPDS4 3D COMPONENT DESIGNER allows you to assemble them into one component. You can,

for example, assemble cranes or robots into a single 3D component out of several 3D parts, then animate and position them in your plant or factory.



Record a sequence of simulated component movements, or create interactive animations

3D Parametric Equipment

Equipment models (such as project-specific machinery) are designed in the same way as components. The end user, however, assigns the required dimensions at the time of placing the equipment, rather than choosing from a database table (which is the typical method for selecting in-line catalog components).

Component Re-Use

All of the 3D components you create can be accessed from the MPDS4 equipment load dialog, allowing you and your design team to quickly preview, position, and change the parameters of any number of instances in your plant or factory.

Animating 3D Components

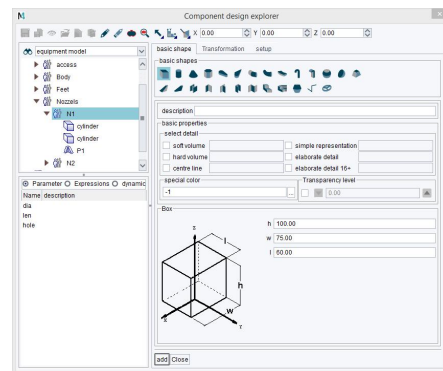
One of the distinguishing features of the MPDS4 3D COMPONENT DESIGNER is the ability to animate your assembled 3D components or equipment. You can associate interactive animations directly with a component, or record a sequence of simulated movements, which can then be replayed during a design presentation.

Ease of Use

The MPDS4 3D COMPONENT DESIGNER tool uses one simple dialog,

allowing you to create even complex 3D components without complicated data entry or the need for special programming skills.

This easy to use dialog controls your 3D component properties, as well as the relationships between, and motion simulations assigned to, individual parts. The values it uses are vector-based, allowing extremely precise determination of the size, datums and relationships between parts, as well as their animation properties.



A wizard helps users to create basic parametric shapes.

Software Requirements

- MPDS4 Basic Package



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