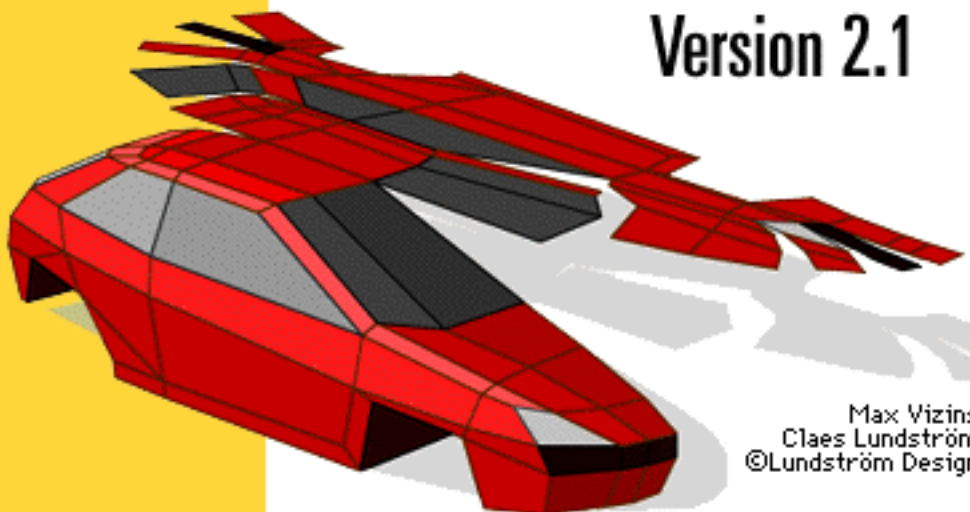


Touch-3D

Version 2.1



Max Vizins
Claes Lundström
©Lundström Design

Lundström Design

Ekhagsvägen 7 • 104 05 Stockholm • Sweden
Tel: int+46-(0)8-15 46 63 • Fax: int+46-(0)8-15 82 85
E-mail: ludesign@algonet.se • WEB: <http://www.algonet.se/~ludesign>

3D modelling
Concept design
Quick prototyping
Mock-ups
Scale models
Unfolding
for Mac OS

Touch-3D

Touch-3D

Designers have always used models to visualize their ideas. Such models require craftsmanship and a lot of time consuming manual work. A few years ago computers entered the design world. A completely new and exciting set of tools emerged; computer graphics, computer aided design, 3D modelling and rendering. These programs are often very powerful in creating photo realistic images, having color, surface structure, shadows, and so on. The problem is that these images are still really flat, and lack a true 3D feeling. Most designers still prefer physical models which are easier to understand. You can move around them. Feel. Touch...

This is where Touch-3D™ comes in, with its ability to unfold just about anything.

Uses for Touch-3D™

A few examples uses are: scale models, concept design, mock-ups, quick prototyping, architectural models, sheet metal work, production preparation/optimisation, and so on.

Drawing with Touch-3D™

Touch-3D™ comes with powerful range of drawing and modelling tools, allowing you to create sophisticated 3D models. The basic building blocks are three and four sided 3D polygons. Any number of vertexes can, at any time, be moved in any direction. Four drawing modes provide editing options for layers, polygons, mesh points, and individual vertexes. The 3D cursor indicates snapping in 2D, 3D, and vertical or horizontal alignment. Three dimensional spline rulers are used for creating smooth curves from a line of vertexes, and for deforming models. The knife tool is used for dividing parts of, or entire models into smaller units. You can work like a sculptor, starting at a fairly rough model, and gradually enhance it, to provide a smoother looking model. Models can be divided into components, by using the layer function. The shape's library is used for storing components, for future use. Shapes can be imported into the drawing at any time, and may consist of Touch-3D™ drawings, or any file stored in a compatible format. Background pictures can be imported and used as a drawing aid, which is useful for designers preferring to sketch on paper. Line and surface colors can be set individually for each polygon.

How to unfold.

How do you unfold a model in Touch-3D™? The unfolding function works like a view, just like the Front, Top, Side, and Perspective views. If you modify your model in 3D, and click on the Unfold view button, Touch-3D™ updates the unfolded pattern automatically. By integrating the unfolded patterns in the design process, you reduce costs, use the material more efficiently, and get a more production friendly product. Two special tools are used for quickly changing the order in which models are being unfolded.

Communication.

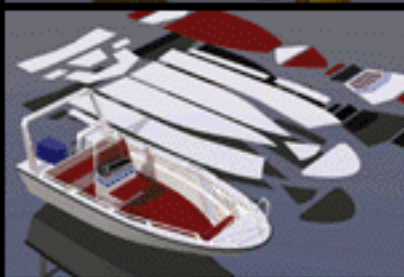
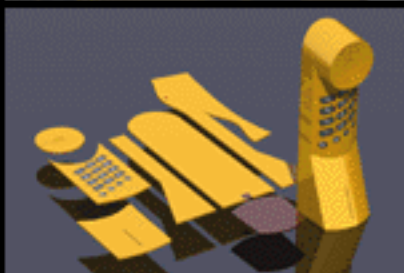
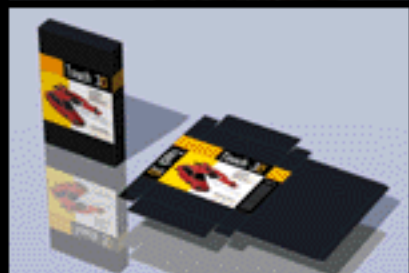
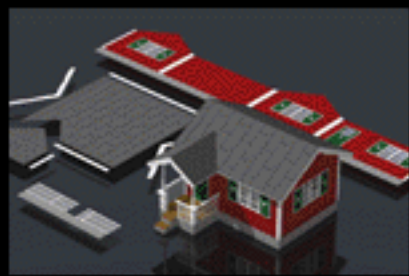
Touch-3D™ can communicate with other programs. You can create your models or parts of models in your favorite 3D-CAD program, a 3D modelling program to an ordinary 2D illustration program. Touch-3D™ reads files from a substantial number of programs, calculates the unfolded shape of the model(s), and exports the result again. Touch-3D™ supports import and export of 2D & 3D DXF-files, 2D & 3D MiniCad text files, 3DMF (QuickDraw 3D), and editable Adobe Illustrator files (2D).

Printing and plotting.

A big advantage with Touch-3D™ is that you can produce the models by means of almost any kind of 2D printer, plotter, or cutting device. Touch-3D™ has a built in function for printing patterns over several sheets of material, allowing you to build fairly big scale models, using a standard office printer. You can also apply a more sophisticated surface structure by exporting the unfolded pattern to your favorite paint or drawing program for final editing.

A few technical data:

Touch-3D™ works on any Macintosh with at least a 68020 processor or better. It's optimized for Power Macintosh. System 7,0 or later. At least 4 MB of RAM available.



Lundström Design
Ekhagsvägen 7
104 05 Stockholm
Sweden

T: int+46-(0)8-15 46 63, 15 47 77

F: int+46-(0)8-15 82 85

ludesign@algonet.se

www.algonet.se/~ludesign