



REMOVE GEOMETRY FROM YOUR 3D CAD MODELS

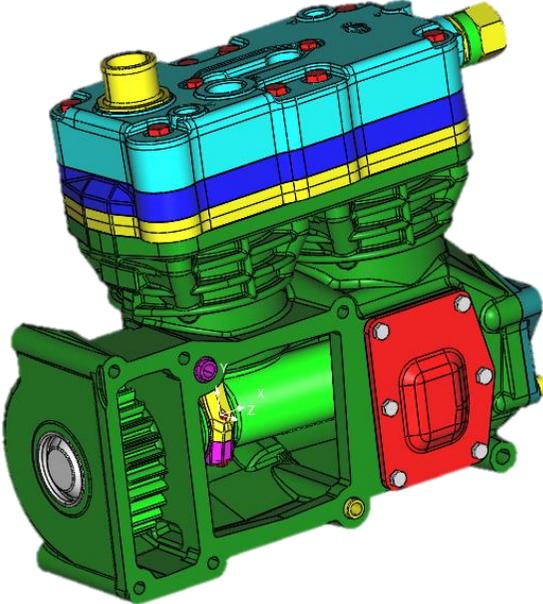
Jonathan Selliman
Sales and Account Manager

June 8th 2016

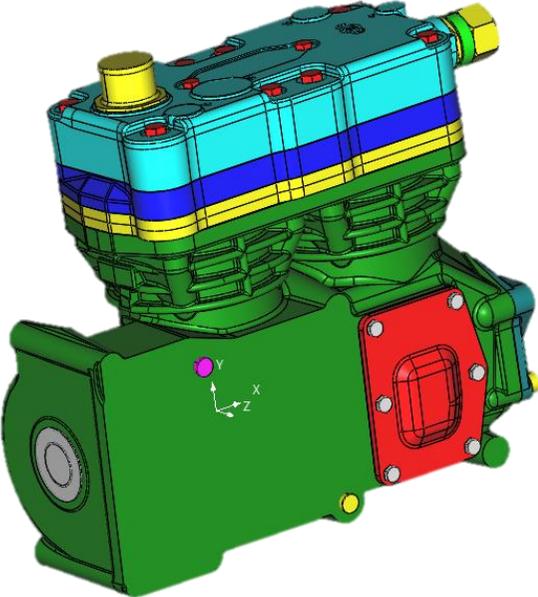
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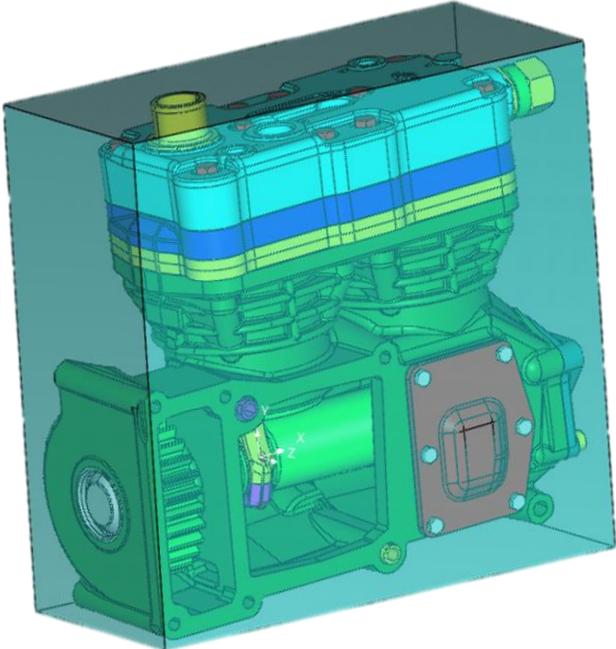
DIFFERENT TYPES OF SIMPLIFICATION WITH 3D EVOLUTION



Source



Standard Simplification

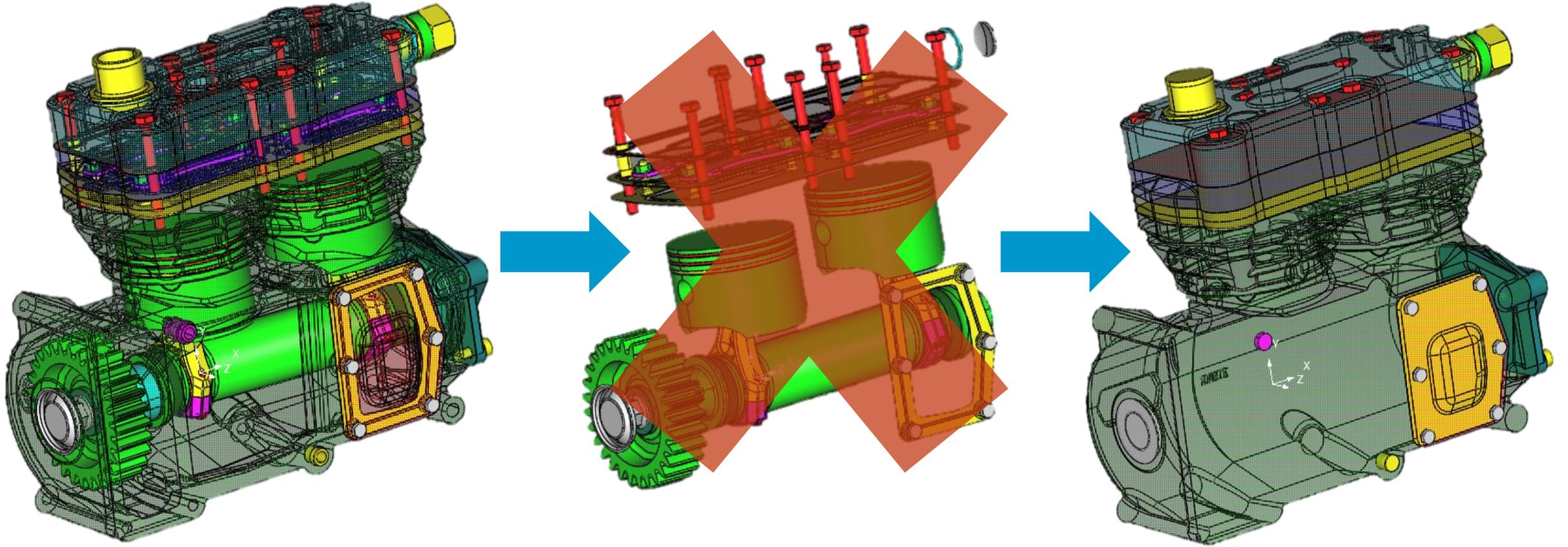


Bounding Box

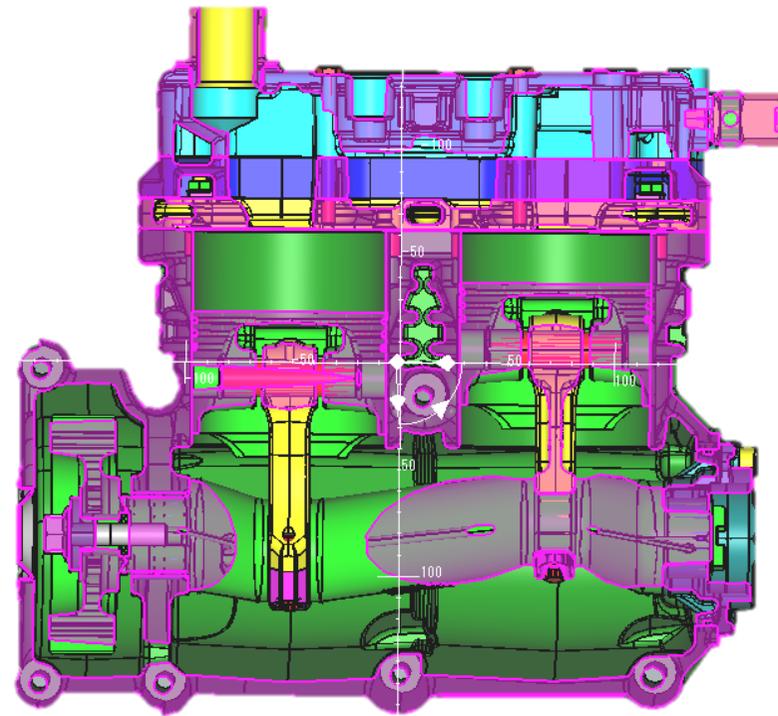
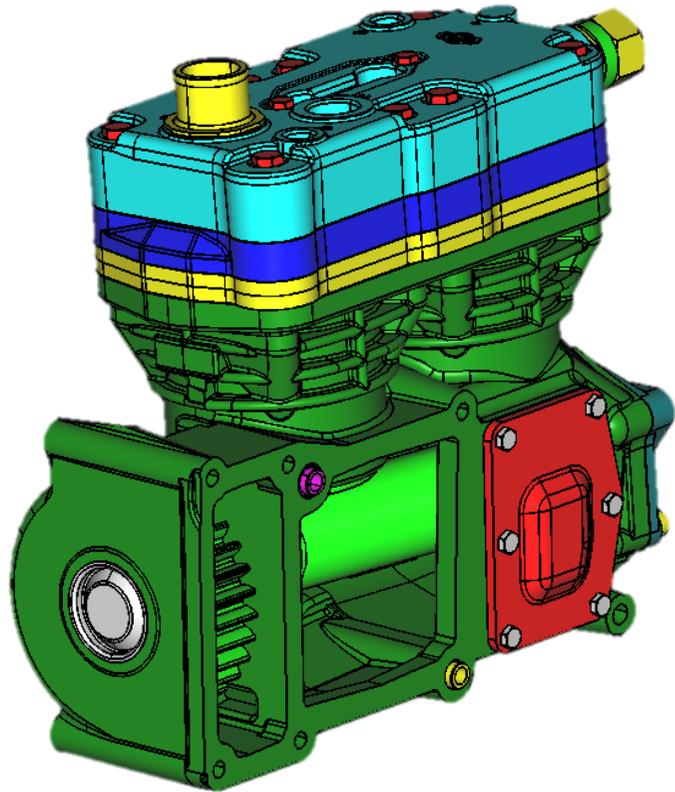


Shrink Wrap

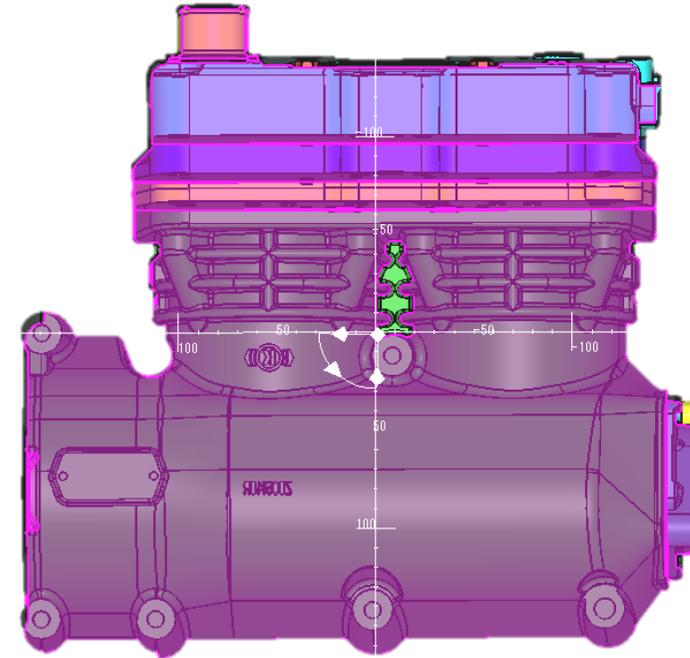
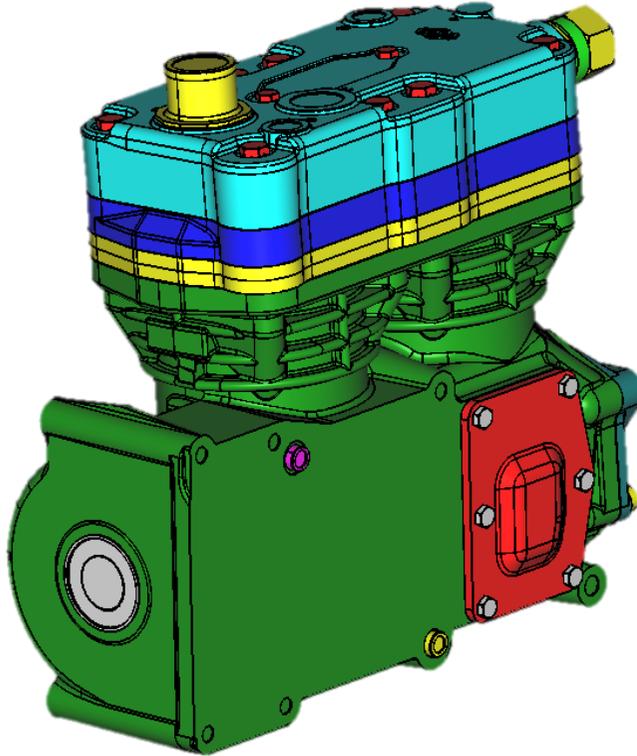
ALL-IN-ONE-STEP SIMPLIFICATION



SOURCE FILE



CURRENT CAT STANDARD



- Simplifies all bodies and removes all of the fully contained bodies. Will split bodies extending to maintain screw heads, etc.
- Notice the demarcation where holes were previously.

VOXELS EXPLAINED

Simplify

Simplify all-in-one step ▾

▼ Configuration

Remove bodies or details smaller than (mm³): 0

▼ Assembly

Voxel size (in % of model size): 1

▼ Body

▼ Drawing connections

- Cylindrical hole
- Circle
- Center
- Axis
- Other boundaries

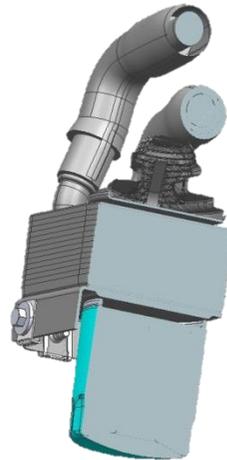
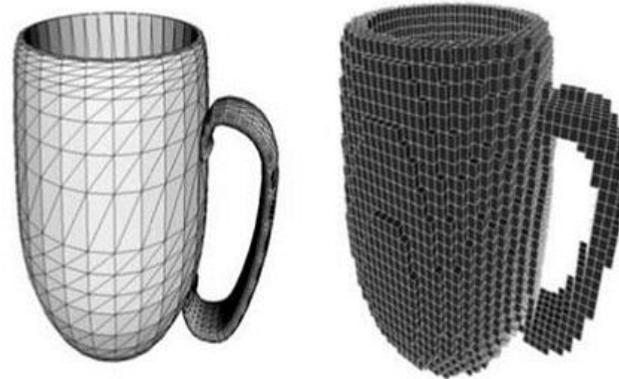
▼ Filter

▼ Faces to exclude:

- Face (0)

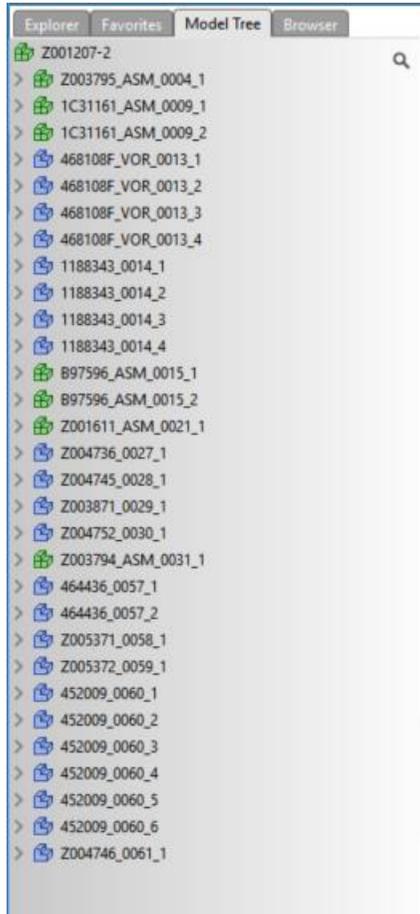
Parts and bodies list to exclude: ...

Parts and bodies list to remove: ...



- In a voxel-based simplification, all of the external voxels are maintained and the internals are removed
- Default setting for Voxels in 3D Evolution is 1% of the model size, however on a large model this may be too large

SIMPLIFY TO ONE PART ONE BODY



Flatten the Assembly



Merge Bodies



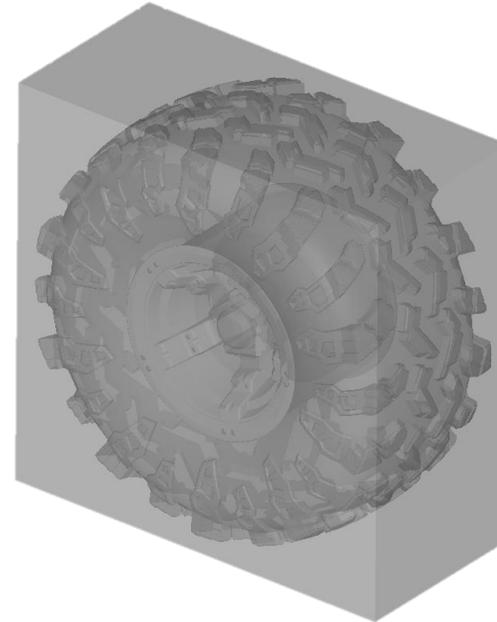
USE CASES FOR SIMPLIFICATION

Will a 6.2L Hemi fit in my Wrangler?

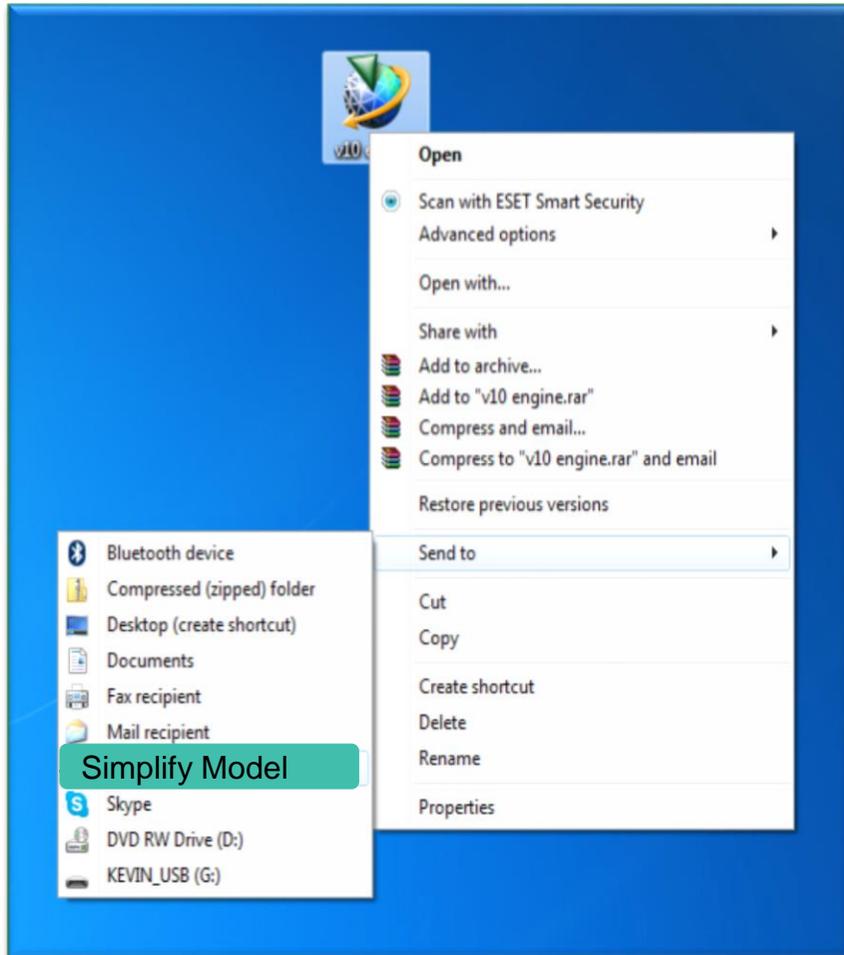


USE CASES FOR BOUNDING BOX SIMPLIFICATION

How many tires can I fit in my truck?



SEND TO → “RIGHT CLICK”



- Command line option allows user to launch 3D Evolution in the background
 - Would run on local machine
 - Could reduce interaction and training with 3D Evolution interface
- Guarantees that the options for Simplification are set properly



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