

# ARGON™ v8

*History-free precision modelling.™*

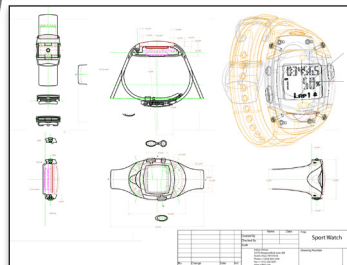
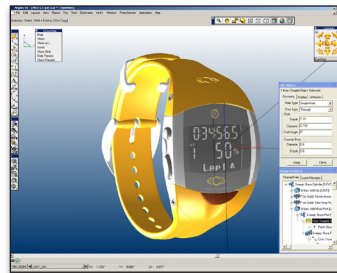
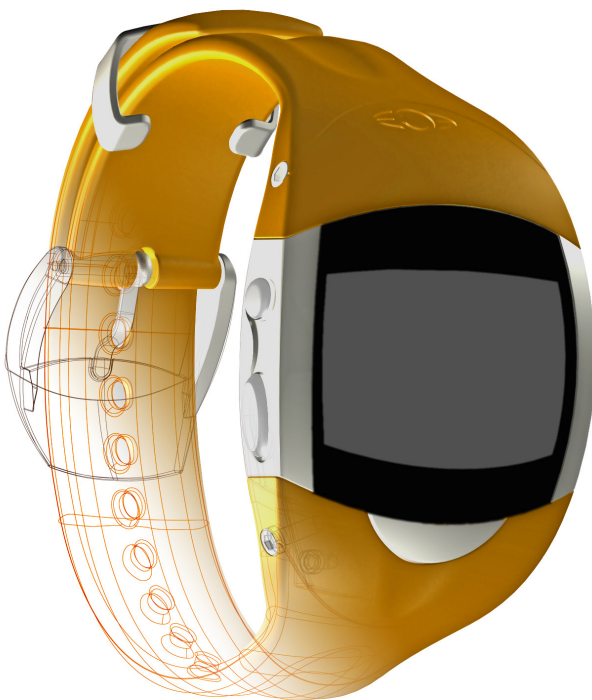
- Updated Interface
- Unified Drawing & Modeling Tools for Wireframe, Surfaces & Solids
- Vellum Drafting Assistant™ for Intelligent Snaps and Alignments in X,Y, & Z
- Unique Hybrid Mac/Windows, Office/Home Licensing
- Class-A NURBS Surface Modelling
- True Solid Modelling
- Surface Analysis
- 2D Drawing Snapshots
- Complete Set of Precision Import/Export Translators Including ACIS SAT, Parasolid, IGES, STEP, DXF, DWG, EPS, AI, and more
- Support for Intel Mac
- Full Photo-realistic Rendering & Camera-based Animation
- Object and Group Properties (CG, Volume, Weight, etc.)

## General Features

- Direct 3D Modelling
- ACIS Modelling Kernel from Spatial
- 16 Place Floating Point Accuracy
- Hybrid Mac/Windows, Office/Home License
- 65,000 Hierarchical Layers
- Unlimited Colours
- Unlimited Number of Objects and Drawing Size
- Single File Holds Drawings, Models, Assemblies, etc.
- Direct Multi-sheet PDF Creation
- Universal Binary Support for Intel Mac

## User Interface

- Updated Intuitive Vellum Interface
- Drafting Assistant™ for Automatic Snaps and Alignments
- Smart Cursor Changes Shape Indicating Active Tool and Operations
- Strokes and Short Cuts Provide Instant Access to Commands
- Tear-off and Auto-hide Palettes
- Dockable Tools and Palettes
- Palettes can be Flipped Vertically or Horizontally
- Resizable Dialog Boxes
- Status Line to Specify Object Parameters
- Message Line Provides Tool Instructions and Options
- World and User-defined Coordinate Systems
- All Data Entry Fields can Perform Numeric Calculations
- TrackBall for View Selection and Dynamic or Step Rotation
- Show/Hide Palette
- Selection Mask for Easier Selection of Specific Entity Types, Layers, Colours
- Grid (User Definable)
- Object Editor
- Support for SpaceMouse Device on Mac and Windows
- Easy Update Installer



*"Just extrude in any direction to get a product shape very quickly. It's as flexible as modelling clay."*

Luc Heiligenstein designed this sports watch using both Ashlar-Vellum drafting and 3D modelling software.

Read more about Luc's success at [www.ashlar.com/success](http://www.ashlar.com/success).

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## Display and Visualization

- Scene Display Modes:
  - Flat Shaded
  - Gouraud
  - Gouraud w/Edges
  - Phong
  - Phong w/Edges
  - Hidden Line Dimmed
  - Hidden Line Removed
  - Photo-realistic
- Scene Display Options:
  - Anti-alias
  - ZBuffer Curves
  - Clip at Eye Point
  - Transparency
  - Reflected Environment
- Real-time Object Display Options:
  - Display Iso Lines
  - Silhouettes
  - Transparency
  - Direction
  - Curvature Comb
  - Surface Analysis Display (Gaussian, Mean, Min/Max, Zebra, Normals, Curvature, Draft)
  - Object Display Resolution (Coarse, Medium, Fine, Very Fine, Super Fine)
  - User Definable Object Colours
- Adjustable Perspective
- Infinite Pan and Zoom
- Section Profiles and Cutaway View in the Edit Window
- Real-time 3D Display:
  - Curves
  - Surfaces
  - Solids
  - Meshes
  - Text
  - Bitmaps
  - Dimensions

## Object and Group Properties

- Material
- Centre of Gravity
- Volume
- Weight
- Density
- Moments of Inertia
- Principal
- Axis

## Object Management Tools

- Design Explorer™:
  - Layer Tree
  - Object List
- Object Properties Dialog
- Show/Hide Palette

## General Transform Tools

- Move
- Copy Along Path
- Rectangular Array Duplicate
- Feature Array
- Rotate
- Polar Array Duplicate
- Scale (Uniform or Differential)
- Mirror
- Align

## Text Tools

- Normal
- Along a Path
- Keep Screen Horizontal
- At an Angle
- Set:
  - Font
  - Size
  - Style
  - Colour
- Thicken
- Extrude
- Revolve
- Sweep

## Wireframe Creation Tools

- Point
- Points on Curve
- Points on Surface
- Line
- Mid-point Line
- Connected Line
- Arc
- Circle
- Ellipse
- Conic
- Rectangle
- Polygon
- Arbitrary Polygon
- Star Polygon
- Sketch Spline
- Through-point Spline
- Vector Spline
- Bezier Spline
- Helix
- Spiral

## Wireframe Editing Tools

- Fillet
- Chamfer
- Trim
- Relimit/Extend
- Break
- Offset
- Join
- Extrude
- Revolve

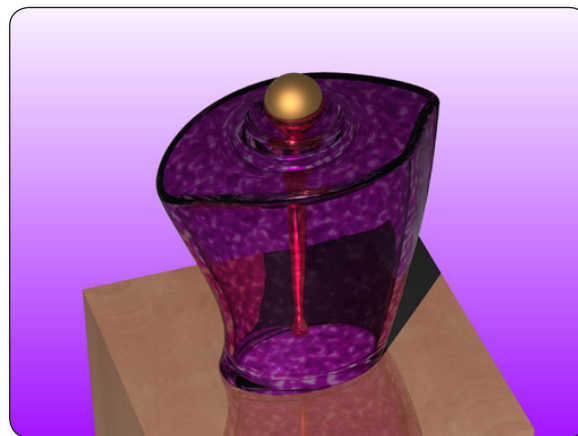
- Project to Plane
- Extract Edge of Surface or Solid
- Increase Order
- Fair Spline
- Add/Remove Spline Points
- Modify Spline Slope
- Curve by Intersection of Plane and a Curve, Surface, or Solid
- Project Curve onto Surface/Solid
- Intersect Two Curves
- Create Points by Intersecting Surfaces or Solids

## Surface Creation Tools

- Surface Primitives:
  - Sphere
  - Block
  - Cylinder
  - Pyramid
- Infinite Plane
- Lathe
- Extruded Surface
- Sweep:
  - In Place
  - Perpendicular
  - Ridged
- Sweep Along One Rail:
  - Full Rail
  - To Entity
  - Between Rail Points
- Sweep Along Two Rails:
  - With Maintain Height
- Skin, Skin w/ Guide Curves
- Tangent Loft
- Cover Surface, Tangent Cover
- Net Surface
- Revolved Surface
- Tube Surface
- Offset Surface
- Drafted/Extended Surface
- Fillet Surface

## Surface Editing Tools

- Freeform Deformation (Push/Pull Surface Points)
- Deform to a Point, Factor, or Curves
- Add/Subtract/Intersect Planar Surfaces
- Join Surfaces
- Trim/Untrim Surfaces
- Match G1 and G2 Tangency
- Insert Control Points
- Elevate Degree
- Rebuild Surfaces
- Add, Remove, & Replace
- Curves of Associative Surfaces
- Imprint Profile Sketches for Surface Subdivisions



Perfume bottle by **Marc Caloren** of Marc 3 Designs.

***“Argon is our software of choice — there is very little training required before our new team members are productive on the program. It is amazing how quickly people grow and learn with Ashlar-Vellum.”***

**Jason Pippenger**, manufacturing engineer and manager for TSS Technologies.

**Continued...**

# ARGON™ v8

## Solid Creation Tools

- Solid Primitives:
  - Sphere
  - Slab
  - Block
  - Cylinder
  - Cone
  - Torus
  - Prism
  - Pyramid
  - Ellipsoid
- Lathe Profile:
  - With Draft
  - Non-planar Profile
- Extrude Profile:
  - Distance
  - Vector
  - To Entity
  - Mid Plane
  - Thin Wall
  - With Draft
  - Non-planar Profile
- Skin, Skin w/ Guide Curves
- Tangent Loft
- Sweep Profile Along One Rail:
  - In Place
  - Perpendicular
  - Ridged
  - Full Rail
  - To Entity
  - Between Rail Points
  - With Draft
- Sweep Profile Along Two Rails:
  - With Maintain Height
- Pipe Solid
- Thicken Surface into Solid
- Stitch Surfaces into Solid

## Solid Editing Tools

- Boolean Add/Subtract/ Intersect Solids
- Constant Blends:
  - Radial
  - Elliptical
  - Vertex
- Variable Blends:
  - Linear
  - By Position
  - To Curve
  - To Fixed Width
  - To a Hold Line
- Constant Chamfers:
  - By Length
  - Two Lengths
  - Length and Angle
  - Vertex
- Variable Chamfers:
  - By Lengths
  - Four Lengths
  - Lengths and Angles
  - By Position
  - To Fixed Width
- Holes:
  - With Bore
  - With Sink
  - To Depth
  - Through
  - First Blind
  - To Face
  - With Draft
- Bosses:
  - With Specified Fillet
  - With Draft
- Profile Cutout:
  - With Draft
- Profile Protrude:
  - By Vector
  - To Face
  - With Draft
- Split:
  - With Surfaces or Solids
- Trim:
  - With Curves, Surfaces or Solids
- Shell:
  - With Independent Face Offsets
  - With Core/Cavity Options
- Parting Line:
  - With Draft
- Local Operations:
  - Taper/Draft Face
  - Move Face/Edge
  - Offset Face
  - Remove Face
  - Replace Face
  - Match Face
  - Deform Face (By Factor, To Point, To Curves)
- Bend Solids
- Twist Solids
- Stretch Solids

## Independent 2D/3D Drawing Creation

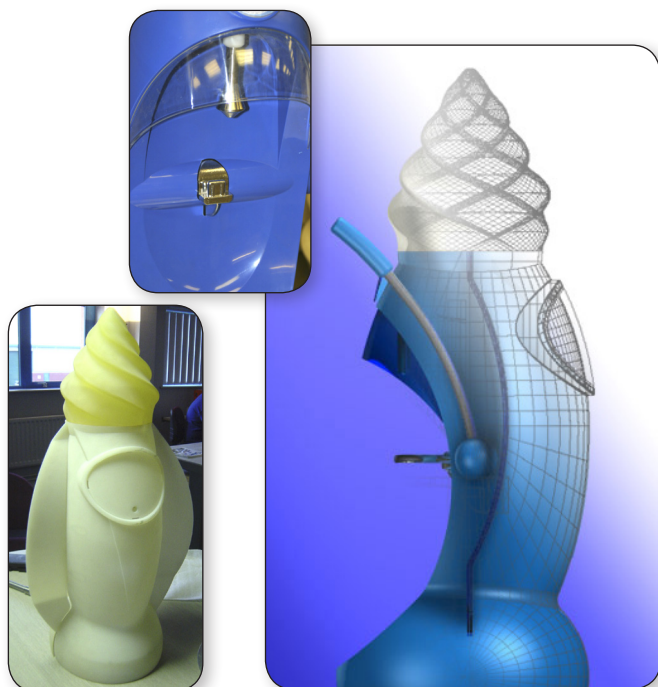
- Predefined and Customizable Layouts
- Create 2D/3D Drawings w/o Building Models
- Stored in Same File as Model

## 2D/3D Drawing Creation from Models

- 2D or 3D Snapshots from 3D Wireframe, Surfaces, and Solids
- Sectioning Capability (Manual)
- Automatic Hidden Line
- Predefined Layouts

## 2D/3D Drafting & Detailing

- Available for Independent and Model-driven Drawings
- Smart Dimension Tool Automatically Creates the Appropriate Dimensions
- Dimensions:
  - Linear
  - Angular
  - Diametric
  - Radial
  - Spline Length
- Standard and User-definable Tolerances and Settings:
  - ANSI
  - DIN
  - ISO
  - JIS
  - Dual
  - Architecture
  - Stacked Fraction
- Balloon and Callout Dimensions
- Predefined and User Created Hatch and Fill Patterns
- Predefined and User Created Line Weights, Colours, and Styles
- All Dimensions can be Dynamic or Static



*"Ashlar-Vellum software is the heart of our virtual prototyping design and development process, supplying all our solid modelling, 2D drawing and image rendering needs in the one package."*

In only five months from concepts through distribution, **Nick Dearden** brought this ice cream dispenser to shops throughout the U.K.

Read more at [www.ashlar.com/success](http://www.ashlar.com/success).

**Continued...**

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## Photo-realistic Rendering

- Drag and Drop Materials
- Drag and Drop Decals (with Alpha Channel)
- 3D Wireframe Interleave
- Realistic Texture Maps and Procedural Textures:
  - Wood
  - Marble
  - Granite
  - Leather
  - Plastic
  - Glass
  - Metal
  - Brushed Metal
  - Automotive Paint and more
- Advanced Material Editor:
  - Colour
  - Reflectance
  - Specular
  - Diffuse
  - Ambient
  - Roughness
  - Bump
  - Transparency
  - Refraction
  - Texture Orientation and more
- Interactive Materials Display
- Environment Maps
- Customizable Scene Presets
- Editable Light Sources:
  - Spot
  - Bulb
  - Distant
- Photo-realistic Sunlight (Location/Date/Time)
- Photo-realistic Tube and Area Lights
- Adjustable Hard and Soft Shadows
- Visible Volumetric Light Effects
- Sketch Effects (SP1)
- Fog Effects
- Backgrounds
- Raytracing with Anti-aliasing
- Production Quality Resolution & Output (BMP, TGA, TIF, LWI, EPS)
- Multiprocessor Photo-realistic Rendering (Mac SP1)
- User-defined Presets

## Camera-based Animation

- Fly-by
- Walk-through
- Sunlight Timeline
- QuickTime Object VR
- QuickTime Panoramic VR
- Direct Event Journal Recording and Playback
- QuickTime Event Recording and Playback

## Import/Export

- ACIS SAT
- PDF (Export Only)
- DWG/DXF
- IGES
- STEP
- Pro/E (via SAT)
- Parasolid X\_T (Windows Only)
- SolidWorks (via SAT)
- Catia v4
- 3D Studio (Import Only)
- Rhino 3DM (Import Only)
- Facet
- STL
- Adobe Illustrator
- EPS (Export Only)
- CGM
- VRML
- ShockWave 3D (Export Only)
- Bitmap:
  - BMP (with Alpha Channel)
  - JPEG
  - PNG (with Alpha Channel)
  - PPM
  - XPM
  - XBM
  - GIF
- PICT (Mac Only)
- Spline (Import Only)
- RAW Triangle (Export Only)
- ASCII Text
- Grid Surface (Import Only)
- Other Ashlar-Vellum Products

## Localized User Interface

- English US
- English UK
- French
- German
- Italian
- Portuguese
- Russian (Windows only)
- Swedish

## PDF Integration

- Directly Generates Non-tessellated Arcs and Splines (SP1)
- Multi-sheet (SP1)
- Imbedded Exports Optional

## Available Accessories

- Graphite v8
- Cobalt Share™ for Viewing, Printing and Exporting at Client or Manufacturing Site (Free)
- Vellum:environments™
- Vellum:tracks™
- Vellum:materials™
- Vellum:decals™
- Tutorials (Free)

## Recommended System

- Windows / Macintosh
- Windows XP/7
- Mac OS X 10.4 (PPC), 10.5 (PPC or Intel), 10.6, 10.7, 10.8, 10.9, 10.10 (Intel Only)
- Pentium 4, Xeon, Athlon / G4 or G5
- 32 MB Accelerated Video Card w/ Open GL (Standard on all business-class systems since 2005. Additional RAM will not improve performance.)
- Medium- to High-performance Workstation Graphics Subsystem Recommended for Real-time Environment Mapping on Complex Files
- 512 MB RAM
- 250 MB Free Hard DriveSpace / 1 GB Allocated Virtual Memory
- DVD Drive or High Speed Internet Connection



***“There is nothing to match the flexibility and sheer value of Ashlar-Vellum translation tools for 3D geometry—and then there’s the modelling.”***

Designer **Kevin Quigley** produced this line of Optima Mugs for Village Mill.

Read more at [www.ashlar.com/success](http://www.ashlar.com/success).