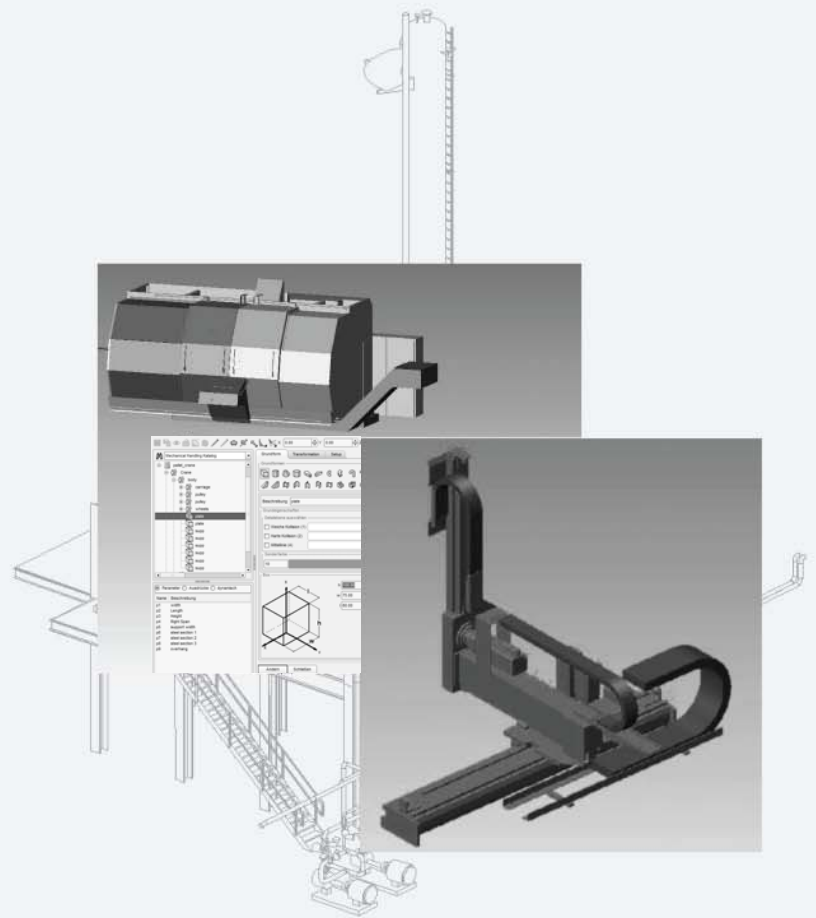


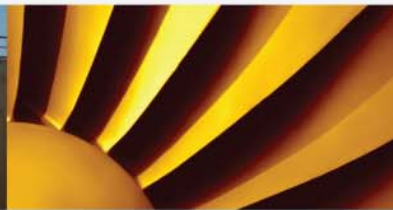
MPDS₄

3D COMPONENT DESIGNER

3D Component Design & Animation



ADD-ON



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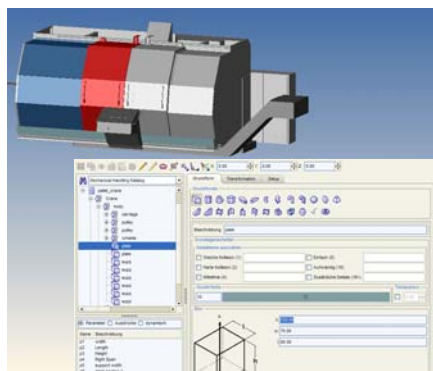
MPDS4 3D COMPONENT DESIGNER™

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 choose from a wide variety of existing catalog components, basic parametric shapes, or even imported 3D models, to develop your new component. It then allows you to add animations to simulate realistic movement scenarios.

Creating 3D Components

The MPDS4 3D COMPONENT DESIGNER supports several different ways of creating your custom components. You can use existing catalog components from such disciplines as Piping, Ducting, Electrical Design, Steel Design, Mechanical Handling or Hangers & Supports to assemble your new 3D component. Or you can choose from a large selection of basic parametric shapes to form the basis of your new design. Finally, you can import existing 3D models and use them to assemble the new 3D component.



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

Component Re-Use

All of the 3D components you create are automatically stored as new catalog components in your MPDS4 component library, allowing you and your design team to quickly load 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. 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.

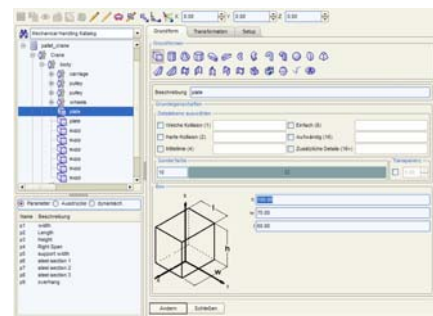


Record a sequence of simulated component movements, or create interactive animations

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.

Basic Shapes

In addition to existing component libraries, 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.

Software Requirements

- MEDUSA4 ADVANCED
- MPDS4 ASSEMBLY MANAGER

Platforms Supported

- Windows® XP Professional (SP 2 and 3), Vista Business (SP 1 and 2) and 7 Professional
- Sun® SPARC Solaris 9 and 10 with CDE



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