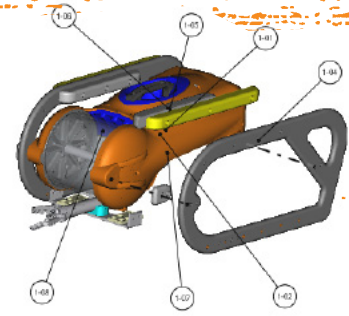
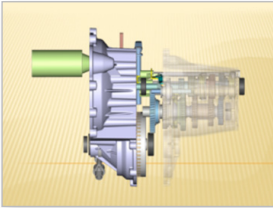


# WHAT'S NEW IN 3DVIA COMPOSER V6R2011X



1



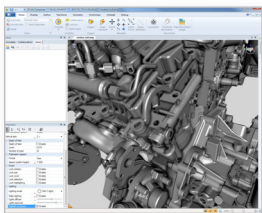
## Alpha-channel Support

Alpha channels let users control the transparency of a raster image so images can be more smoothly blended with backgrounds. PNG, BMP and TIFF high resolution images with transparent scene backgrounds can be created and output.

### Benefits:

- Smoothly blend images with the background
- Give images a whole new level of visual appeal
- More clearly communicate design details

2



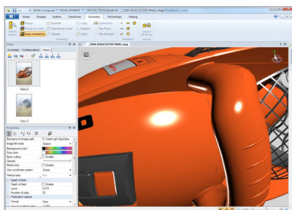
## Ambient Occlusion

Ambient occlusion approximates the way light radiates in real life giving scenes a softer and more natural appearance.

### Benefits:

- Adds a new layer of realism to renderings
- Use shading that mirrors natural "sky light"
- Renderings more closely resemble finished product appearance

3



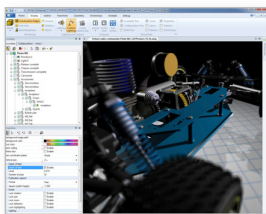
## Per-pixel Lighting

Per-Pixel lighting, also known as Phong shading, lets you diffuse the reflection of light on your model surfaces, improving the interpolation of light and adding additional realism to your renderings.

### Benefits:

- Improve the interpolation of light on smooth surfaces
- Add more realism to your 3D models

4



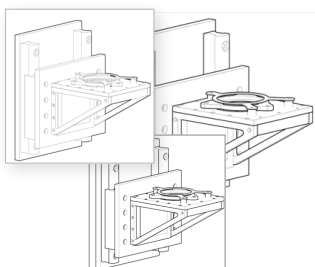
## Depth of Field

The new depth of field functionality allows you to blur portions of the screen away from the camera focal point.

### Benefits:

- Draw focus to areas of interest
- De-emphasize the background
- Add the appearance of depth to 3D renderings

5



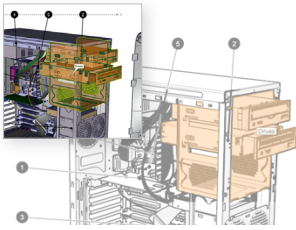
## New Silhouette Methods

3DVIA Composer V6R2011x offers three different silhouette styles. Crest generates silhouettes for actor perimeters and significant actor edges. Per Actor generates silhouettes for actor perimeters. And the Model method generates silhouettes for perimeters around an entire assembly.

### Benefits:

- Fine-tune appearance of vector graphic output
- Better visualize and communicate design intent

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### Custom Hotspots

Hotspots are groups of actors with a shared highlight, tooltip and link properties that help more clearly define custom sets of actors in vector output. Bill of Materials hotspots can now be generated for either CGM or SVG formats.

#### Benefits:

- Quickly create dynamic content
- Enhance 3D interrogation & navigation
- Improve technical illustration graphics

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### Custom Compass

The ability to intuitively navigate within a 3D space is a key element for a user. The new customizable compass allows users to define the compass tool as a collaborative actor and define its properties.

#### Benefits:

- Users can explore a product or assembly in a more intuitive way
- Improves the end-user experience
- More intuitive 3D navigation

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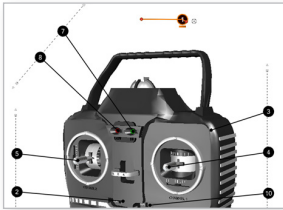
### Multiple Properties in Annotation Text

Users can now include multiple actor properties in tooltip and collaboration text and embed properties or meta-properties in their text. This text then updates automatically when the associated property values change, helping users to immediately incorporate their changes.

#### Benefits:

- Improve downstream communications with more dynamic text
- Text automatically updates when property values change

9



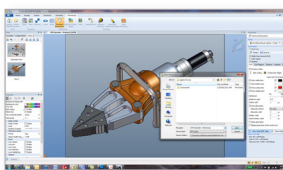
### Unresolved Actor Association Identification

3DVIA Composer V6R2011x allows users to identify actors with broken associations with a single right-click in the Collaboration panel. Being able to locate these actors allows them to be removed or re-associated with different geometry actors.

#### Benefits:

- Eliminate the need to search for collaborative actors with broken associations
- Quickly delete or reassign geometry
- More efficiently keep technical communications up-to-date

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### Vector EPS Output

The Technical Illustration workshop can now create Encapsulated PostScript (EPS) images. EPS is commonly used to transfer images between applications.

#### Benefits:

- Easily integrate the pictures rendered in Composer in your layout application.

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