



# SimLab Composer 2.1 for Alibre users

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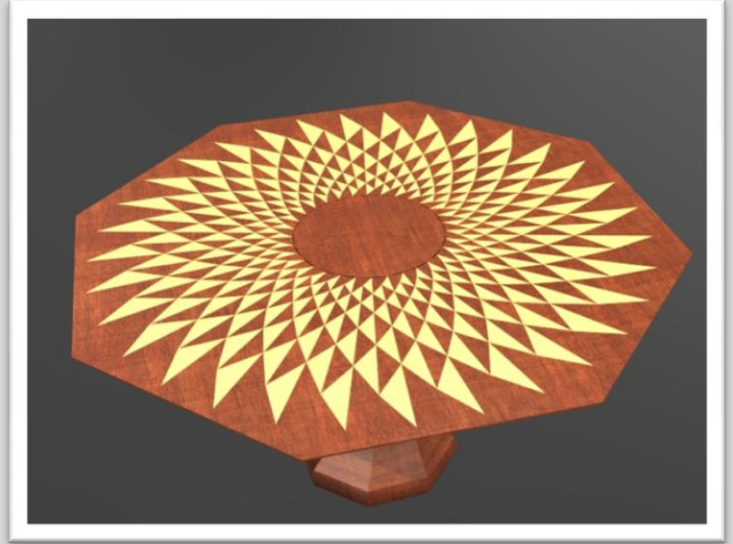
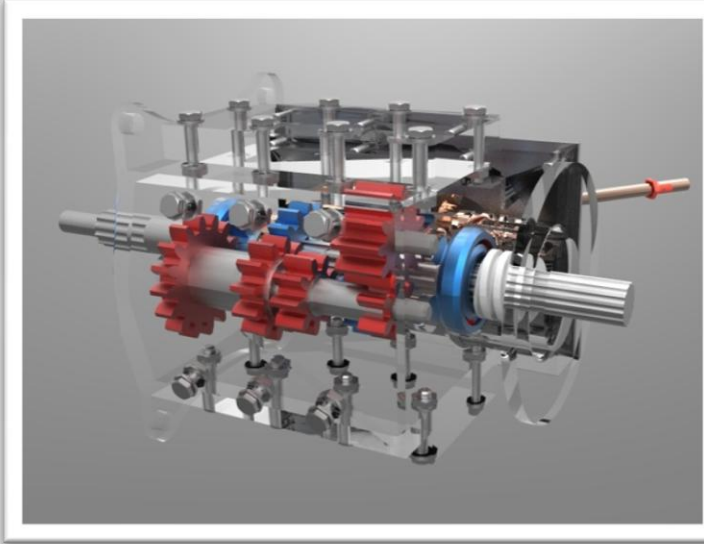
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## SimLab Composer Capabilities

### What does SimLab Composer add to the Alibre user?



### 1- Rendering

SimLab Composer provides Alibre user with a high quality renderer (based on Luxion technology), capable of creating top quality photorealistic images in no time.

SimLab Composer renderer has the following features:

- **Creates top quality images and animations:** It's hard to make a bad rendered image or movie with SimLab Composer
- **Fast rendering time**
- **Material library:** SimLab Composer ships with a large number of photorealistic materials ( wood, metal...etc ). Using a material from the material library is as easy as dragging it and dropping it on the object the user wants to change its material
- **Multithreading:** Though it runs great on a single core machine, its speed increases linearly with the number of processors available. SimLab Composer renderer is capable of taking advantage of all the CPUs available in the user's machine

## 2- Building 3D Scenes

SimLab Composer enables the user to place the Alibre model in the right spot by allowing her/him to:

- Add 3D elements using many file formats including (SketchUp, Rhino, 3DS, OBJ, and others) to complete the 3D scene
- Place the model in a realistic environment
- Create multiple copies showing its different material or color configurations

## 3- Exporting advanced 3D PDF files

3D PDF is the best way to share 3D models with none technical users. All what the file recipient will need, is a free copy of Acrobat reader from Adobe.

SimLab Composer allows the user to add background music and to select predefined cameras, to create 3D presentations.

## 4- Exporting Alibre models

SimLab Composer adds to the export file formats supported by Alibre, new file formats including (Obj, FBX, Collada and U3D)

## SimLab Composer Benefits

- 1- **Easy to learn and use:** SimLab Composer enables the user to create stunning results in the first few minutes of using the application.
- 2- **Fast Results:** SimLab Composer includes an optimized renderer, which enables the user to create high quality rendered images in few seconds.
- 3- **High Quality:** SimLab Composer is tested with large models to guarantee great experience for its users.
- 4- **No new hardware is needed:** Alibre requirements are enough to run SimLab Composer, so the user will not need to buy or replace components to get great results from SimLab Composer.



5- **Great Value:** SimLab Soft focuses on making SimLab Composer accessible by all its potential users.

## Transferring data from Alibre to SimLab Composer

Alibre users has multiple paths to transfer data from Alibre to SimLab Composer, in case the user had a problem in transferring data using one path, she/he will still have an additional path to insure smooth transition of data.

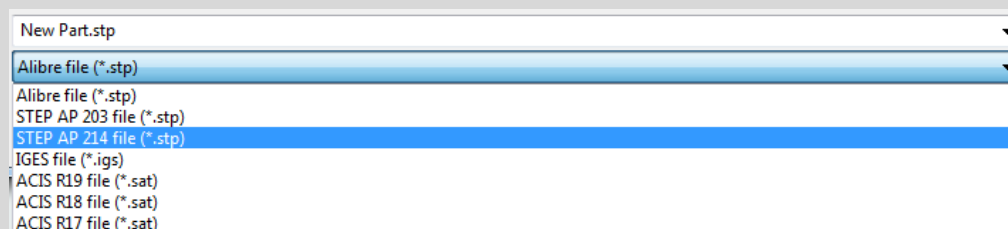
Data from Alibre can be transferred to SimLab Composer as:

### 3D PDF

The user can save Alibre model as 3D PDF file, and import it in SimLab Composer, which will import the geometry and build the tree of the imported model. The advantage of this approach is that it allows Alibre to do the tessellation, which makes this option fast and capable of achieving a great success rate.

### STEP

By default Alibre uses Alibre schema inside exported STEP files, SimLab Composer supports STEP 214 and STEP 203, so to use STEP files in SimLab Composer, the user needs to export STEP 214. This option is available as one of the file format options in the export file dialog in Alibre.

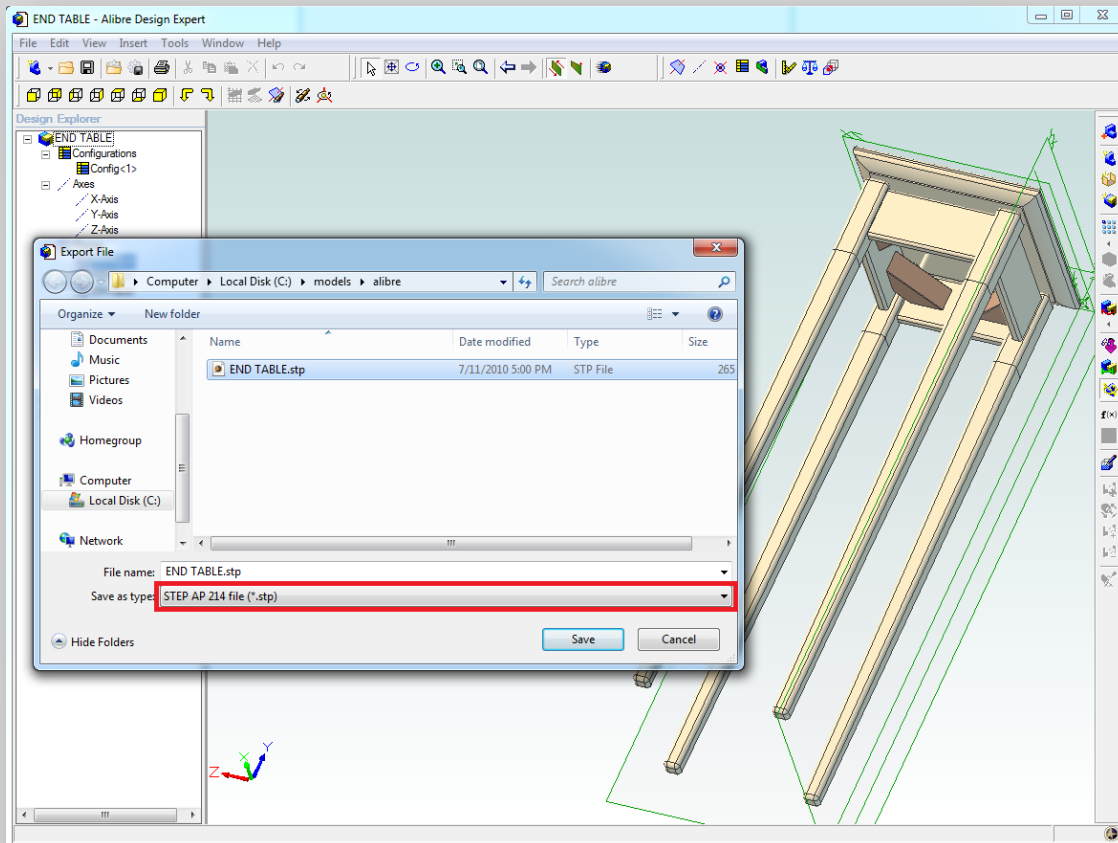


When importing STEP files in SimLab Composer, the user gets access to the face level, which means she/he will be able to assign materials on individual faces.

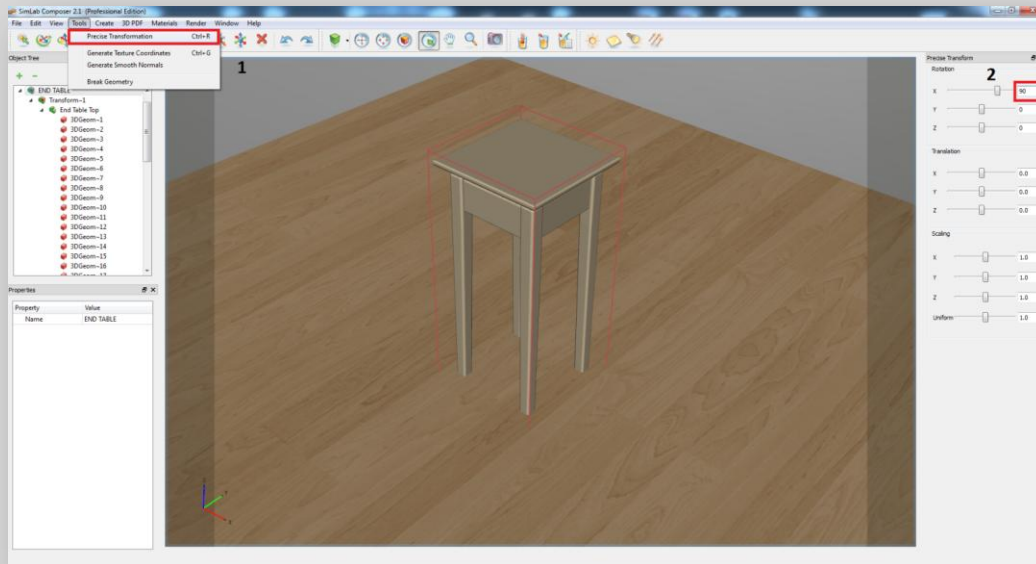
## Tutorial

This tutorial shows the simple steps to render Alibre models using SimLab Composer:

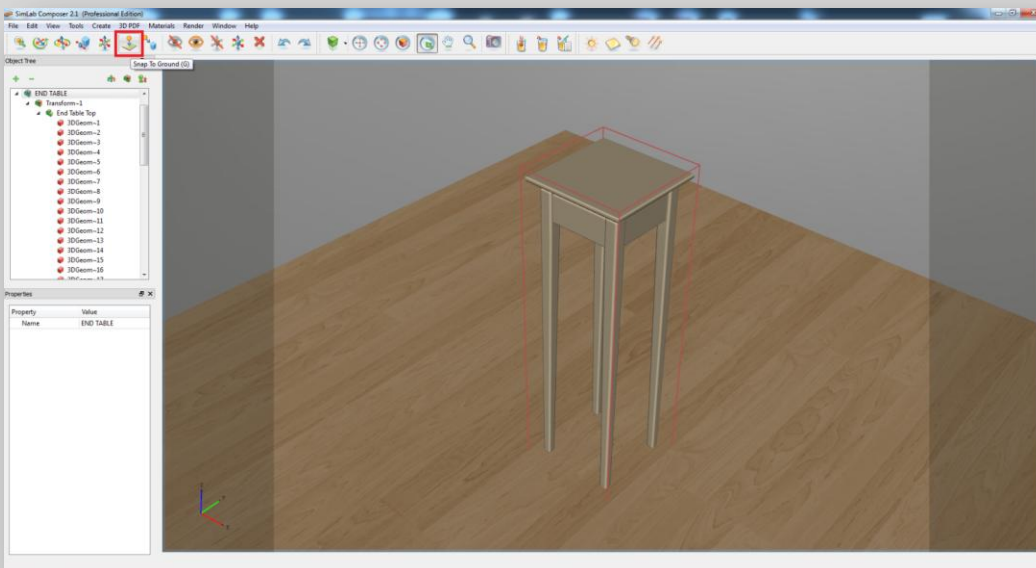
**Export the model** to be rendered as STEP 214 or 3D PDF



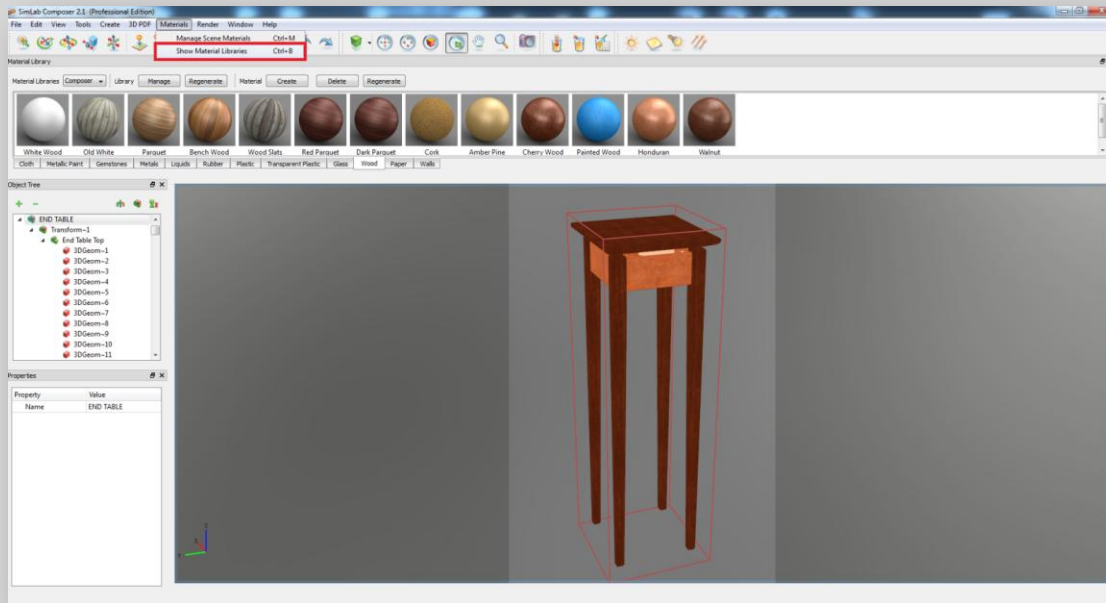
**Import the model** in SimLab Composer. In case the designer is not using Z as up direction of the model, she/he can align the model in SimLab Composer easily by clicking **Tools -> Precise Transformation** and setting rotation angle to **90** degrees



To place the imported model correctly click on **Snap to Ground**

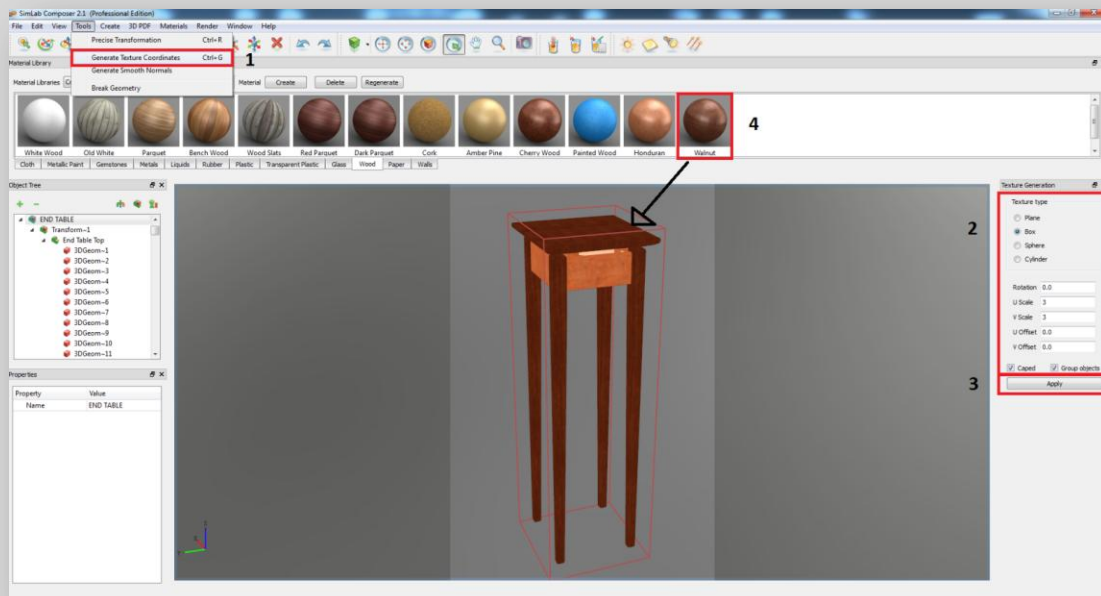


Material libraries can be shown by clicking **Materials -> Show Material Libraries**



In case the models does not include texture coordinates, the user can generate texture coordinates by clicking **Tools -> Generate Texture coordinates**, setting the parameters, and then clicking **Apply**

Assigning realistic materials can be achieved by dragging a material from the material library and dropping it on the 3D area





To generate the photorealistic image, the user needs to click on the **render** button in the toolbar





## Default material library

SimLab Composer ships with an extended, ready to use material library.

