Autodesk alias surface 2020

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Get three years of access. Mesh-like modeling for 3D sculpture Controlled Lines for concept design Non-destructive detailing rendering and material management Computational Design with Dynamo Surface Chain Select Tool Automatic arrays of shapes Mathematically precise surface creation Freeform Curve Mixing Tool Precision Surface Modeling Light Beam Effects and Reflections Isophotes for Surface Flow Autodesk Alias 2020 3D Software for Designers, Artists, Digital Draughtsmen, Automotive Designers. New version includes Sub-D, VR support, and more When we last reviewed Autodesk Alias about a year ago, it quickly became clear that autodesk was excited about these products again. The new focus has brought some pretty important developments to both Alias and its sister application, the visualization-oriented VRED. Instead of simply fixing problems and making minor updates to the software, Autodesk has added new features and technologies and created an actual roadmap for the first time in a long time. A roadmap is one thing. Seeing this plan executed is a very different matter. Therefore, it is good to see that significant improvements between releases have continued since our review of Alias 2019. For this review, as we take a look at the upcoming Autodesk Alias 2020, we will first provide an overview of the updates during the 2019 release cycle. Autodesk Alias 2020 - Key updates after 2019 The highlights for the 2019 release were the robusting of history tracking (especially when trimming geometry), providing virtual reality (VR) support directly Alias and some meaty additions to the geometry creation and editing tools. At this last point, many of the additions focused on two areas: firstly, offset creation (in particular, ensuring offset of both curves and surfaces to maintain design intent, rather than pure geometry offsets); and secondly, calculation design with Autodesk Dynamo to create geometry with algorithms that are linked to create complex patterns, arrays and the like. While The first release brought all these into the system, subsequent releases (2019.1, .2 and .3) further improved them and in some cases provided dramatic improvements. Perhaps the most extensive work during the release cycle focused on clearing, both for curves and for surfaces. The point here is that most offset operations in CAD systems only calculate the surface geometry at known distance and hope for the best. In the world where Alias operates, this is unacceptable. With these new tools, Autodesk Alias 2020 offsets the entire generation dataset for a surface or curve. If, for example.B move a curve, the control points (CVs) are offset, then the curve between them is recreated, while maintaining any adjustments made. In the meantime, when you offset surfaces, it becomes even more complex because the system first recreates your Resumes, then Curves, and then the surfaces with these correctly offset elements. This means that a 5mm offset for your packaging is offset by exactly 5mm and not by a nearby value. Of course, these operations have overhead, but the good news is that if you're not so anal about offset accuracy, the existing options are still there and available. While this work was done under the hood, there was also a focus during the 2019 release cycle on improving and consolidating how these operations are presented to the user. Here are two operations: curve offset and surface offset. Both offer a mix of options; Some are common for both operations, such as.B distance, method, and so on, variance tolerance, number of spans, and continuity options; other options are individual to curves and surfaces. Autodesk Alias 2020 brings Sub-Ds Now, let's crack with what Autodesk Alias 2020 brings to crack its community of users: Perhaps the biggest news that subdivisional (sub-d) modeling has finally made its way into aliases. While Autodesk executives point out, and the company has conducted a few different experiments with it with separate applications (everyone remembers Speedform?), this is the first time we've seen sub-d surface modeling properly integrated into aliases – and the good news is that Autodesk seems to have done a bang-on job of it, too. Based on Pixar's Open Subdiv technology, these tools allow you to create organic, shaped surface shapes without having to build a network of curves. These remain curvature-continuously as a natural by-product of the development process. This means that it is quite possible to create sharp edges where necessary. If you use the sub-d tools in Autodesk Maya (a common for aliases), the main difference is that the end result of a sub-D modeling workflow is polygons, but the end result in these new tools is NURBS surfaces. These tools are impressive. While they all push/pull, gripping grip fun that we have come to expect from sub-d modeling, the way they have been implemented means that does not feel too alien to existing alias users. The workflow from curve to 3D geometry exists, combined with the ability to edit primitive sub-D geometry to the desired shape. All the editing tools and interaction methods you expect are included, combined with the features that make sub-d modeling so useful. Box mode is here so you can quickly shape a shape. They have all the grooves that turn a UV line into a hard edge. Bridging between two geometric elements is done with a curvature control. And there is hole filling and much more. The selection methods remain the same, but you get additional options such as grow or shrink, which expand or merge your selection from one area to the one associated with it. What is interesting is how the sub-d elements interact with more traditional surface geometry. The good news is that all your operations, such as blending, fillet, trim, and surface/curve projection, work for both types. What is clear is that this is not about introducing a set of tools and then forgetting them. We've already seen updates in the 2020 release cycle that have brought even more tools to the sub-d environment. It is now possible to extract or duplicate selected areas of your subdivision bodies (which will help you create additional parts from the same geometry), and there is a new bevel tool that allows you to flatten edges or edge loops by inserting new faces to create a bevel. You can also use the Align to Surface tool to smooth and move resumes in a shot and align them with a selected NURBS surface. Finally, the new Align Symmetry Plane tool will prove useful when modeling sub-d bodies over the symmetry plane. Corner Blend will save Alias users a huge amount of time when they may seem like a strange thing compared to manually creating such features Autodesk Alias 2020 – Corner Blend For those who are not alias users. However, for those who use the system regularly, this will be massive, as mixing is an important part of each alias user's workflow. This new feature looks at how you deal with the cases where you have three edges with applied mixtures and need to control how the fillets are built in the corner. If you are using a mainstream CAD system, your common or garden-rolling ball corner fillet will probably be sufficient. For the alias user, this simply won't cut the mustard. Much more control is needed. The problem revolves around the simple fact that three mixed edges mean that the corner surface should have only three faces – a No in the technical surface world. As a result, they end up in the situation where corner blends are traditionally created by hand, using a number of different methods. These focus on using the corner of a surface to create this all-important fourth edge so that the others can fall into your place. But they all eat time and effort and do not give the user a huge amount of control, control, when design changes come. If that sounds like a nightmare, you should look at it in the context of working on the radiator grille of a new car. Each of the intersections of these ribs must be treated the same manually – not an ideal situation. Enter the all-new Corner Blend process in Autodesk Alias 2020: This includes many best practices for creating curvature-continuous corner mixes and gives you detailed control over how these features are created, from Radii control to the number of spans (UVs) across the corner surface and, of course, how they are tailored to the final results. This means that instead of spending time repeating the same process at every turn, you can quickly apply a formal operation where necessary and let the system do the rest. Autodesk Alias 2020 - View & Create in VR Alias 2019 has seen the first introduction of native VR tools. These allow you to quickly switch from your standard display monitor to a head-mounted display (HMD) at the switch of a button. The tools are not built for longer, more intensive design review; Instead, they focus on the fact that you can quickly review your work at a 1:1 scale or interact with a colleague wearing the headset while you make design changes. However, these tools have been worked on for the 2020 release. The ability to teleport is ideal, especially for those who work with HMDs in a limited space. The VR view can be snapped to predefined camera views within Alias in the VR headset, and in the VR headset, you can set your model to rotate 360 degrees around a specified pivot point at a specified speed. Finally, the ambient occlusion has also been added to bring a little more wealth to the view in the VR environment. Although View in VR is designed for fast and effortless VR-based design testing, it doesn't really support creating and editing in the VR environment—for which Autodesk created Create VR. Creating VR is based on a project called Sugarhill that Autodesk has run in recent years. The goal is to enable users not only to view models in a full-fledged, immersive virtual environment, but also to enable the creation of geometry – something that is much rarer than pure VR tools. If you have the appropriate hardware in place (the usual suspects come from HTC, Oculus and more recently Varjo), you can find Create In VR in the VR menu or on the Alias Splash screen. The next step depends on what you want to do. You can transfer either a selection of the screen geometry or all the geometry to the VR environment, either as reference geometry or by a empty scene (the latter is the default). You also have control over how these surfaces are tessellized in the VR world, which could be useful if you encounter performance issues with lower-performance workstations or larger assembly type files with a lot of reference CAD geometry. When you press go, your geometry is transferred to a VR scene within your HMD. They will be that it is rendered nicely and your controllers give you access to a number of commands. There are some nice touches here before you start working. You can scale the model as it is so you can work in the size that is most convenient. It is also possible to include sketches of aliases as reference material that floats in the air where you need them. The usage model is, as you can imagine (or rather, how to feel most natural): your dominant hand is used to create and edit geometry, while the non-dominant hand is used to manipulate the model in space and list palettes for accessing commands and operations. Curves can be hands-free in space or created with CVs. Surfaces can be patched with two hands to place UVs where you need them. Everything remains editable as you create it—something other VR-creation applications are struggling with. Interestingly, Create VR offers many of the advanced tools you can expect from Alias. There are also tools for defining and working with symmetry (both planar and radial) as well as a turning tool. Layers are available to organize your data. Of course, while the authoring tools are useful, you must both document the document work (which can be done with snapshots to capture images) and advance it. Everything you create is sent back to Alias as NURBS geometry so that it can be revised or, more likely, used as a reference. Updates to Reference Manager enables teams and individuals to better manage data and distributed data and project management Tasks The last major updates we'll handle for the 2020 version of Alias are changes to the Reference Manager tool introduced in 2019 and the latest integration between Alias and Autodesk's entertainment-focused project management platform Shotgun. Before we get to the cool-sounding product, let's talk about Reference Manager first. This allows you to manage how external files are linked in different alias datasets. This not only allows a team to work on separate geometry sets and tasks and more easily merge that data into a single master file, but also allows a team to make much better use of shared data and better manage data reuse across projects. Essentially, you do not create assemblies according to traditional CAD systems. Instead, you reference a converted, lighter version of this alias .wire file, called the Wref file. Work on the reference manager for this version includes the automatic translation of parts during import and a larger about which parts were brought into the viewport and which files were translated from geometry to wref files. If you are translating larger amounts of geometry, there is a new batch translation option, including automatic checks, to determine if reference files already exist. The Find Reference and Source File options in Reference Manager make it easy to find reference source files. Finally, notifications have been added to let you know when your contains outdated reference files. This may not be a big deal for individual users or small groups, but if you use aliases in a large design team, it might prove invaluable when it comes to ensuring that colleagues don't process outdated data. Now let's look at how Autodesk Alias and its project/asset management system position Shotgun. This is Autodesk's response to perceived customer needs for a product that simplifies creative project management and combines visual effects (VFX), animation and gaming teams of all sizes. What you don't see is a reference to industrial or automotive design, but they are equally relevant. While there are dozens of different project and data management systems for engineering and product data, the typical alias-use-oriented organization does not seek to formalize data management practices in the traditional engineering sense. It would much rather something that integrates into its toolset (such as Photoshop, Autodesk Alias and VRED), captures assets, handles revision management and project planning, and then gets the hell out of the way. Shotgun fits perfectly here. It's built from the ground up to deploy these tools in a cloud-based environment, so you avoid the extensive IT commitment associated with setup and maintenance. It also means that your data is accessible wherever you need it, which is useful not only when design team members and their managers are spread across multiple locations, but also when you work with suppliers, customers, partners, and contractors. Conclusion For those working with aliases at the business end of the conceptualization process, where a quick iteration of ideas is essential, the addition of sub-d modeling to alias is long awaited and eagerly awaited. The experiments that the team behind the product carried out with Speedform have clearly paid off, so they can accurately estimate how, when and where people need to use these tools. Implementing this understanding in Alias is first-class. The tools work well, both in the free-form manner we expect from sub-d modeling and in a more traditional, curve-controlled way. Elsewhere in this release, there are some really well thought-out and running features that save time for users—time that in most cases translates directly into cost savings. Consider, for example, the complete ass pain of manually creating a three-way corner mix/fillet and you'll soon realize that the ability to do this automatically – and accurately – save valuable time that could be better spent on other tasks. Then, of course, there are the more forward-looking For me, the highlights here are the work that is done to increase the use of VR as part of the design process, both in review and in creation/editing. As the hardware progresses, we'll see these types of technologies become more widely available and usable. The ability to keep your products under becomes the default and not an edge case. I'm also a big fan of how Autodesk wants to bring tools like Shotgun and Dynamo from other areas of his business and improve their connections to Alias. Shotgun in particular is interesting in that it eliminates all this tedious check-in/check-out nonsense related to data management, but still gives you the benefits of centralized data secured with controlled access. The creative process does not require more rules and more form filling. It needs technology to fulfill its purpose, to help if necessary, then to get out of the way again. All in all, this is a solid version that builds on last year's updates. It is good to see autodesk Alias 2020 get attention and investment and it seems that customers are eager for these improvements, too. It can go on for a long time. Next.