

# What's New In



Powerful new features and enhanced functionality to streamline workflows, enable more creativity, increase productivity, produce better designs and accelerate time to market.

## Enhanced Multi-Representational Modeling

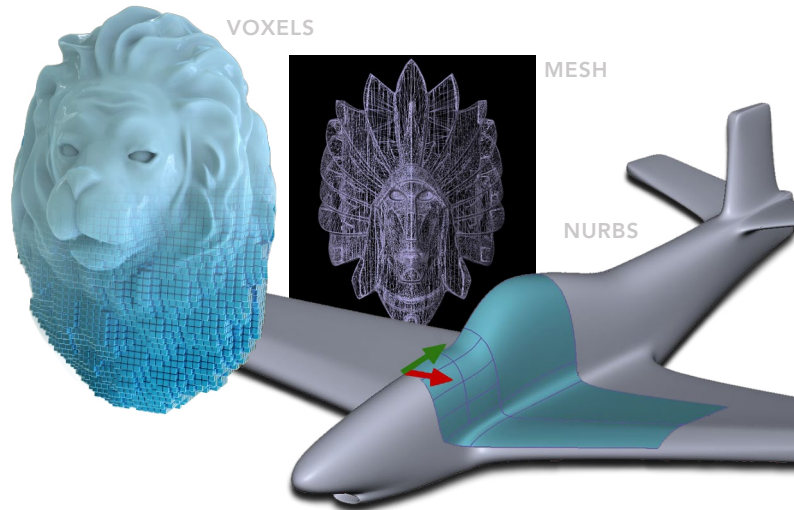
For the first time within a single modeling package, designers can easily switch between modeling with voxels (digital clay), NURBS\*, polygons and now subdivision (SubD) surfaces for the ultimate in 3D modeling. With Freeform designers can choose the best modeling representation for the task at hand. Multi-representation modeling offers:

- Fast and precise conversion between representations
- Efficient workflows
- The industry's most flexible modeling experience
- The ability to combine organic and engineered forms

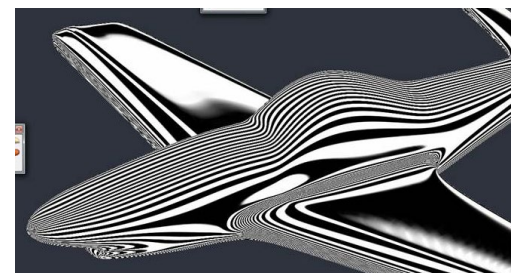
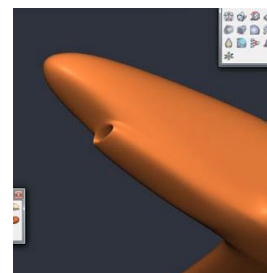
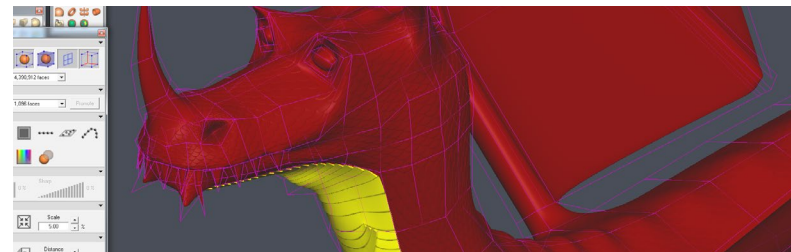
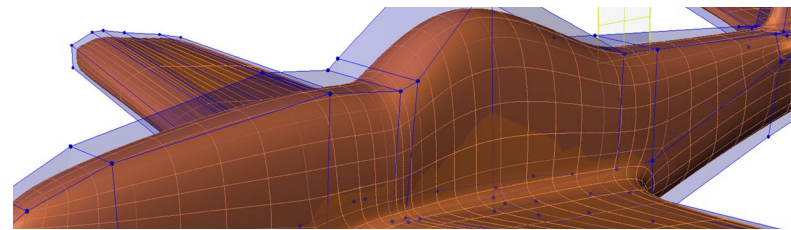
## Features of SubD Modeling

- Sharp edges
- Thin features
- Smooth blend control
- Superior surface quality
- Add textures to SubD models while keeping them lightweight and editable
- Easily convert from SubD to voxels, polys or NURBS\* surfaces for flexible workflows

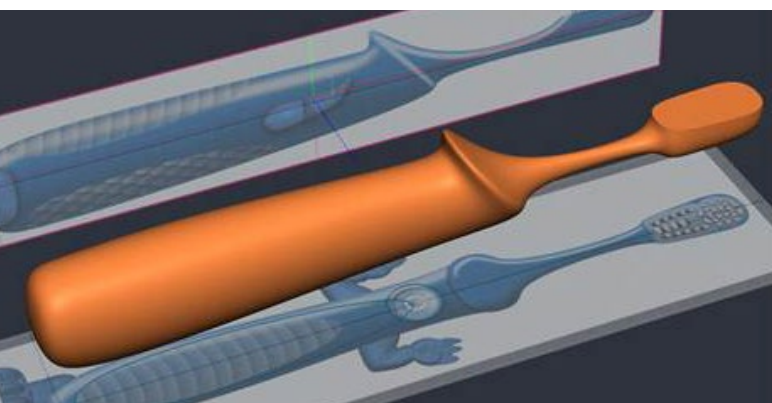
\* NURBS surfacing and toolsets are only available in Freeform Plus



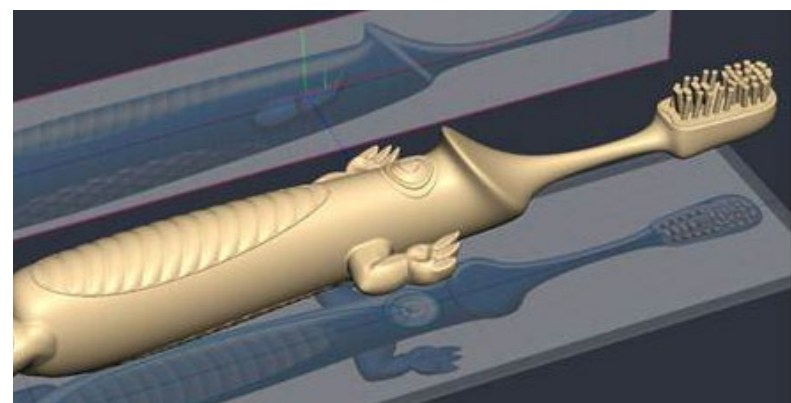
AND NOW SubD SURFACES



BASE SubD MODEL



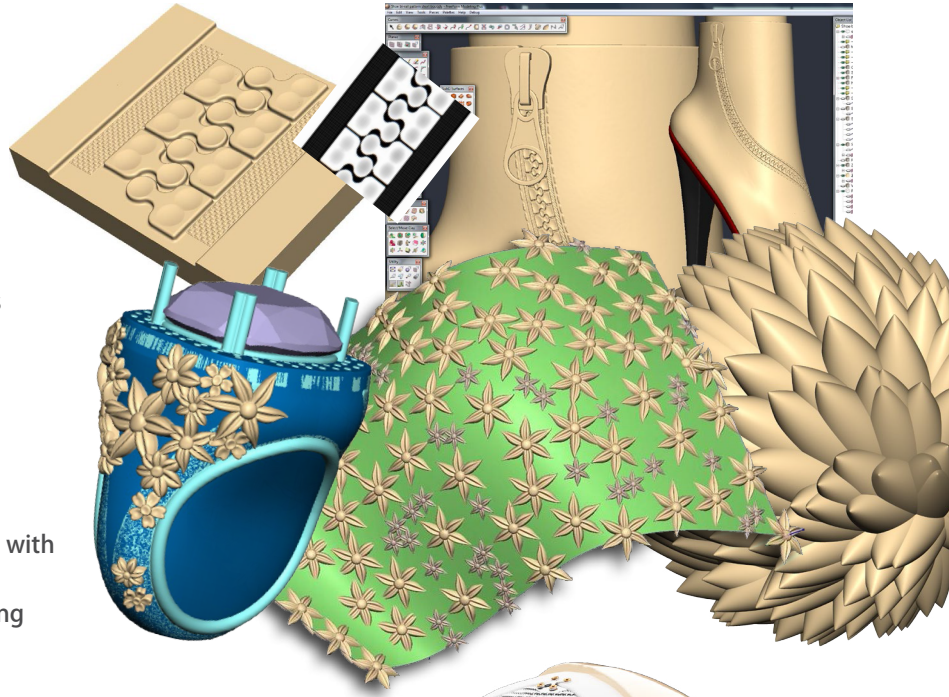
CONVERSION TO CLAY FOR FURTHER DETAILING



## Enhanced Texture and Pattern Tools

Now you can create complex 3D textures and patterns as geometry in seconds instead of hours.

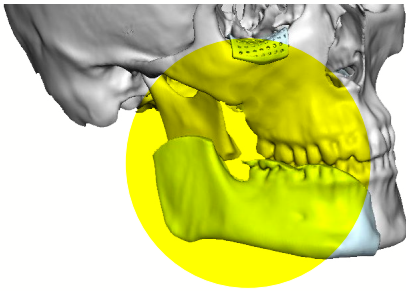
- Automatically convert sculpted clay into a bitmap and use with Freeform Texturing tools
- Add patterns along one or two curves across broad areas
- Pattern 3D geometry across a surface
- Easily control size and position by feeling the underlying surface
- Create a user-defined library of custom pieces
- Pattern existing 3D geometry across a surface with controlled degrees of randomness
- Add feathers, scales, spines and other repeating patterns to your models in seconds



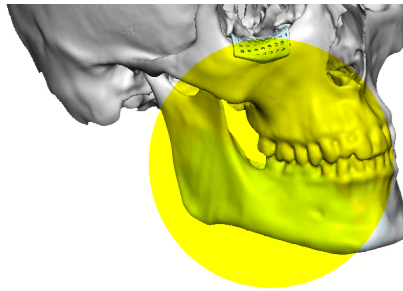
## Piece-to-Piece Alignment

- Automatically align different data sets

BEFORE ALIGNMENT



AFTER ALIGNMENT



## Easy Annotation of Models

- Streamline collaboration by adding pointers, comments and links to images and web pages
- Add geometry reference points for curve or other geometry alignment

## Improved Tools for Convenience and Speed

- New workflow wizards
- Enhanced deform tools, measurement tools and more

2D LATTICE DEFORM

