

Techno 3-D Digitizer

Allows 2-D and 3-D models to be constructed by tracing surface features from actual parts. Allows 3-D models to be constructed using points, lines, polygons, splines or NURBS. Data can be exported in dxf, obj, txt, IGES and others.

Speed-up your designs with a Techno 3-D Digitizer



Use for industrial design, manufacturing design, engineering, scientific measurement and 3-D inspection applications. Ideal for reverse-engineering and prototype creation. Enter points directly into Mastercam, Rhino 3-D, AutoCad, SurfCam and other design software.

Techno isel

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<http://www.techno-isel.com>

Techno 3-D Digitizer

Includes:

Techno 3-D Digitizer
Serial Cable
Power Supply
Twin Standard Foot Pedal
Digitizing Software for PC
Carrying Case

Specifications:

Work Envelope - 50" Sphere
Accuracy - .009"
Sampling Rate - 1,000 points/second
Serial Interface - RS232
Part # H22100-CMSDX



Support Tripod

Want to take your digitizer off your desktop? From archeological digs in Ethiopia to interior dash of a wrecked car, our support tripod provides a versatile and secure platform to digitize in a shop, studio, or even outdoors.

Part # H22100-CMSDX07



Hand Switches

In addition to our foot pedal, We offer two styles of hand switches. The "trigger" style (right) or "pager" style (left) for combined desktop/hand use.

Part # H22100-CMSDX10 (Trigger)

Part # H22100-CMSDX09 (Pager)

Digitizing Platform

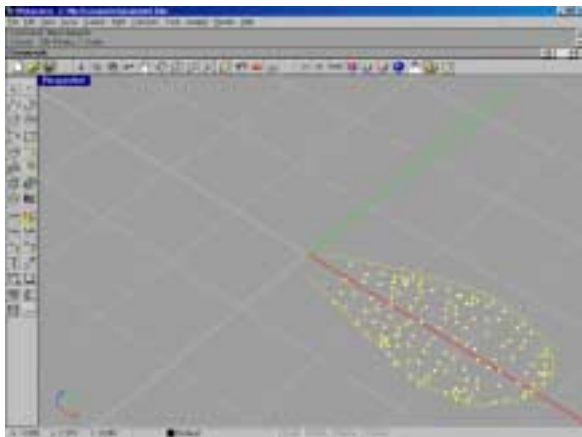
Keeps your models securely in place and your desktop clean. Our precision-machined plastic platform acts as a blotter for your models and quickly defines digitizing workspace on your desktop.

Part # H22100-CMSDX08

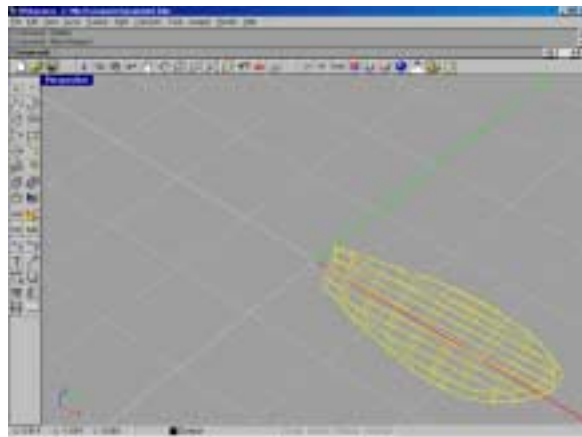
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Rhinoceros[®] 3D Software

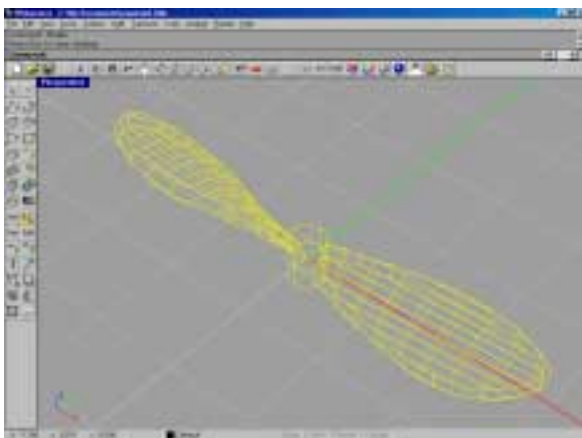
NURBS modeling for Windows



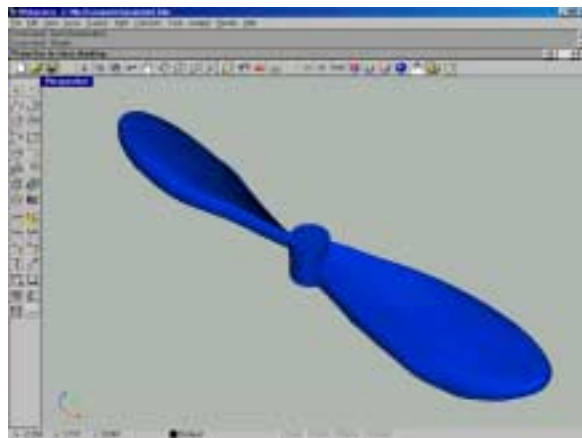
Enter Points directly from keyboard or from 3-D digitizer



Create Wire Frame and Smooth Surface even from noisy data



Mirror, Rotate, Edit and Modify Drawings



Render Drawings with Shades and Textures

Go from points to parts quickly and easily.

Rhinoceros 3D Software supports the Techno 3-D Digitizer for a complete reverse-engineering solution.

Rhinoceros[®] 3D Software

NURBS modeling for Windows

Rhinoceros for Windows 95/98

Conceptual design and modeling tool for industrial product design. Enter points from keyboard or 3-D digitizer directly into Rhino. Create, modify and edit 3-D surfaces. Creates 3-D surfaces from a point cloud. Allows continuous streaming of points from digitizer. Rhino simplifies the design and reverse-engineering process. Rhino supports the Techno 3-D Digitizer.

Part# H22I10-RHINO

Educational Rhino-3D Software (Lab Kit)

Lab kit for educational use. Includes three manuals, one training guide, and one CD. The software may be installed on an unlimited number of computers in a single classroom.

Part# H22I10-RHINOLAB

Educational Rhino-3D Software (Single User)

Single user license for student, faculty member or school. May only be installed on a single computer.

Part# H22I10-RHINOED

FEATURES

Create curves: point, line, polyline, free-form curve, circle, arc, ellipse, rectangle, polygon, helix, spiral, conic, TrueType text, point interpolation, control points (vertices), sketch.

Create curves from other objects: extend, fillet, chamfer, offset, blend, from 2 views, cross section profiles, intersection, contour, section, border, silhouette, extract isopram, projection, pullback, sketch, wireframe, detach trim, 2-D drawings, flatten developable surfaces.

Edit curves: control points, edit points, handlebars, smooth, fair, change degree, add/remove knots, add kinks, rebuild, refit, match, simplify, change weight, make periodic, adjust end bulge, adjust seam.

Create surfaces: from 3 or 4 points, from 3 or 4 curves, from planar curves, rectangle, extrude, ribbon, rule, loft, sweep along a path, sweep along two rail curves, revolve, rail revolve, blend, patch, drape, point grid, heightfield, fillet, chamfer, offset, TrueType text.

Edit surfaces: control points, handlebars, change degree, add/remove knots, match, extend, merge, join, untrim, rebuild, shrink, make periodic, Boolean (union, difference, intersection).

Create solids: box, sphere, cylinder, tube, pipe, cone, truncated cone, ellipsoid, torus, extrude planar curve, extrude surface, cap planar holes, join surfaces, TrueType text.

Edit solids: fillet edges, extract surface, Booleans (union, difference, intersection).

Analysis: point, length, distance, angle, radius, bounding box, normal direction, area centroid, area moments, volume, volume centroid, volume moments, curvature graph, geometric continuity, deviation, naked edges, nearest point.

Rendering: quick shade, full shade with textures, spotlights, and shadows, and customizable resolution.

File formats supported: DWG, DXF, 3DS, LWO, STL, OBJ, AI, RIB, POV, UDO, VRML, BMP, TGA, JPG, IGES (Alias, Ashlar Vellum, AutoShip, Breault, CAMSoft, Catia, Cosmos, FastSurf, Intergrity Ware, MasterCam, ME30, Mechanical Desktop, Microstation, NuGraf, Pro/E, SDRC I-DEAS, Softimage, Solid Edge, Solidworks, SurfCAM, TekSoft, Unigraphics).

Create meshes: from NURBS surfaces, from closed polyline, mesh face, plane, box, cylinder, cone, and sphere.

Edit meshes: explode, join, weld, unify normals, apply to surface.

Edit tools: cut, copy, paste, delete, delete duplicates, move, rotate, mirror, scale, stretch, align, array, join, trim, split, explode, extend, fillet, chamfer, offset, twist, bend, taper, shear, orient, flow along curve, smooth, project, object properties.