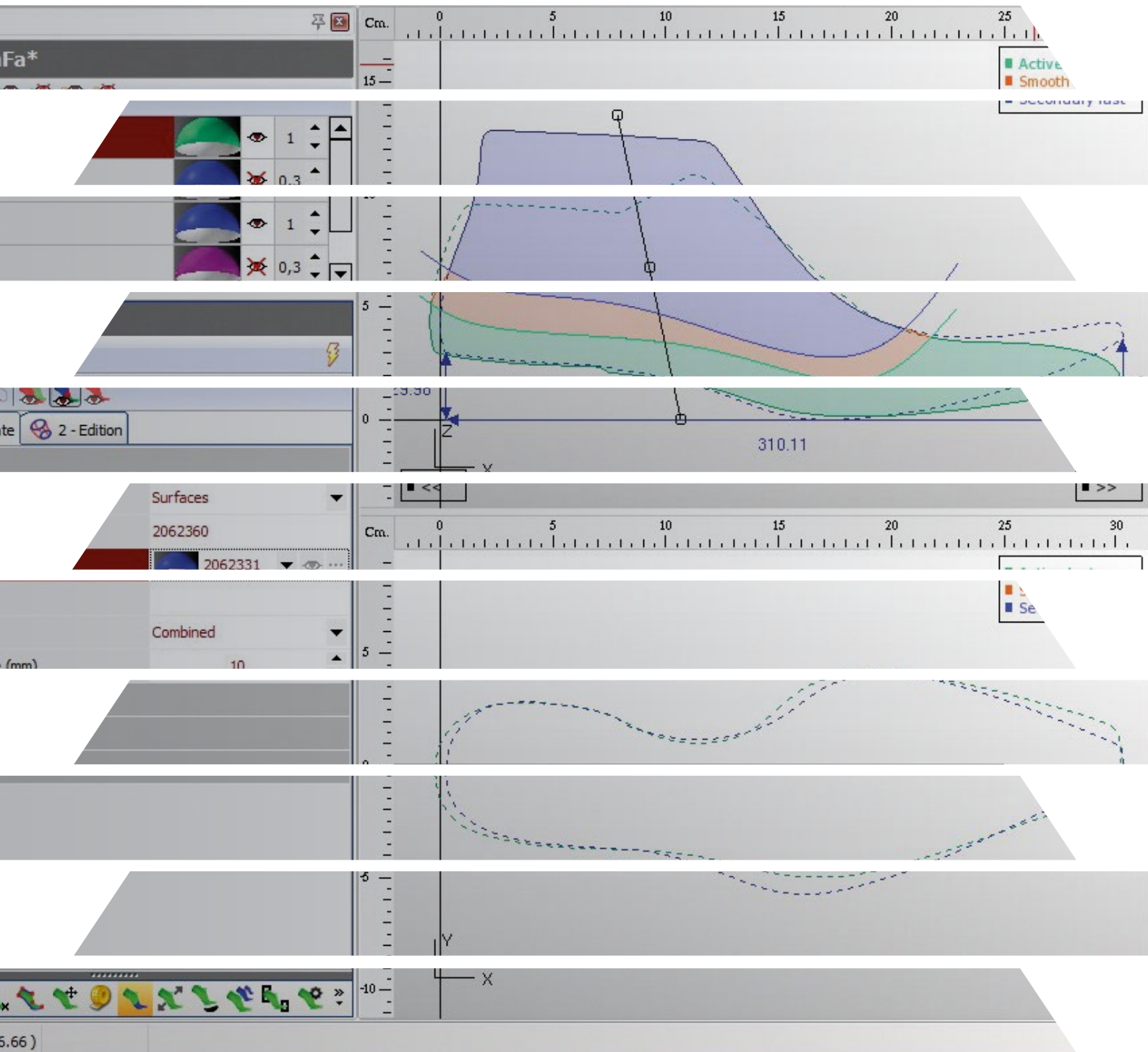


EASYLAST3D CAD/CAM

Human dimension of technology



EASYLAST3D CAD/CAM

Progettazione e sviluppo dei modelli 3D
Design and grading of the 3D model

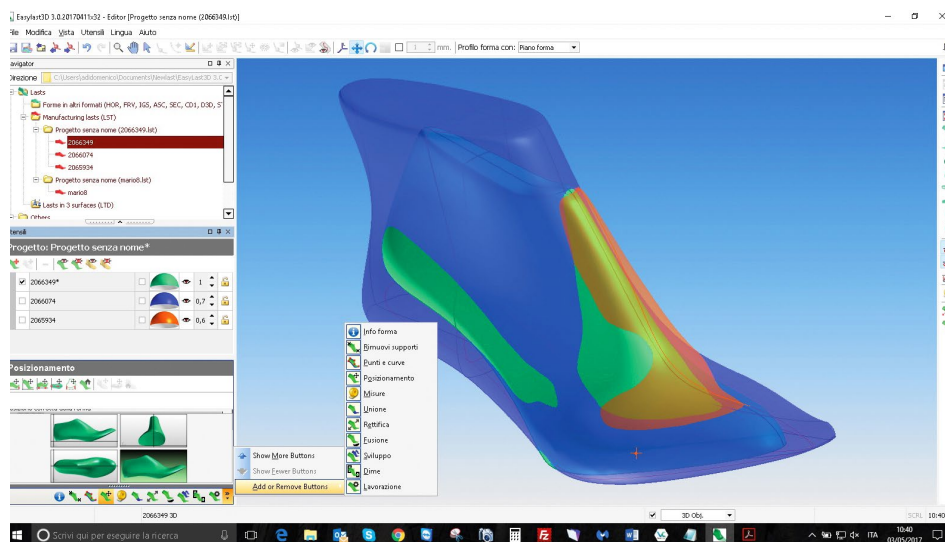


■ ■ Sistema completo CAD-CAM per la progettazione e lo sviluppo dei modelli 3D di forme per le calzature. Semplice, rapido ed intuitivo, il software permette una facile importazione dei modelli, varie possibilità di modifica e sviluppo (anche a gruppi) con definizione di zone costanti.

Oltre alle caratteristiche del suo predecessore (Easylast3D Versione 2.6), la possibilità di unire accessori alla forma (ad es.: soles e plateau in 3D) e la creazione del file tornibile in macchina (.FRV™) completano il nuovo Easylast3D versione 3.0.

🇬🇧 *Complete CAD-CAM system for the design and the development of 3D shoe last models. This software allows the user to easily import, modify and develop models files, with various possibilities for the elaboration (also in groups) and the definition of constants zones.*

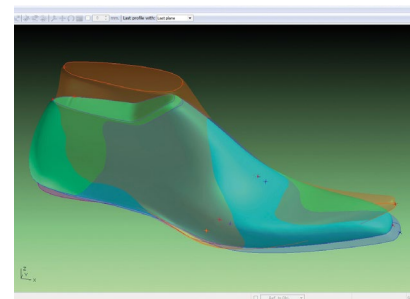
In addition to the features of the previous version (Easylast3D 2.6), the new 3.0 version has been enhanced with the possibility of combining accessories to the last (eg: soles and 3D platforms) and the creation of the milling machines file .FRV™.



NUOVA INTERFACCIA/ NEW USER INTERFACE

Grazie alla nuova interfaccia grafica munita di Navigatore, l'utente può passare da una forma all'altra o da un progetto all'altro utilizzando il pannello a sinistra della finestra principale. L'eventuale progetto lasciato in favore di una modifica veloce ad una seconda forma viene messo in stand by per poi poter essere ripreso in carico dall'utente in un secondo momento.

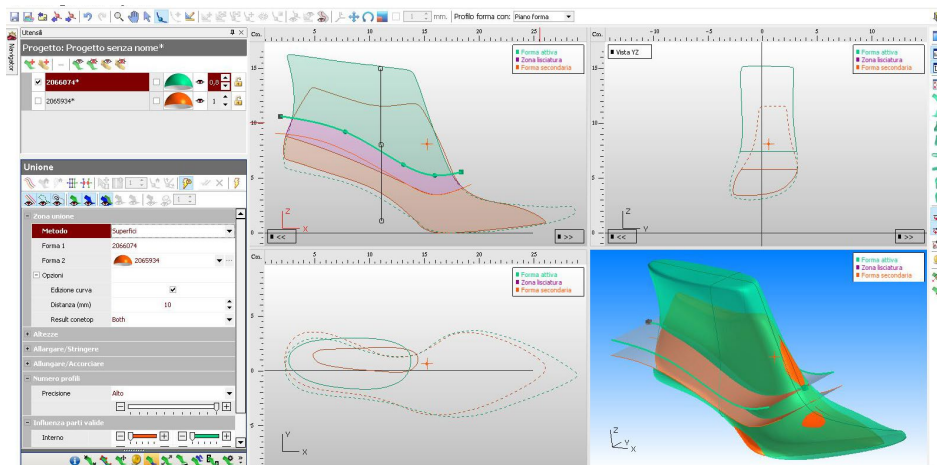
Thanks to the new graphical user interface provided with Navigator, the user can switch from one last to another or from one project to another using the left panel of the main window. The eventual project left in favor of fast change to a second embodiment is put on standby and then be taken in loading the user at a later time.



Newlast Group

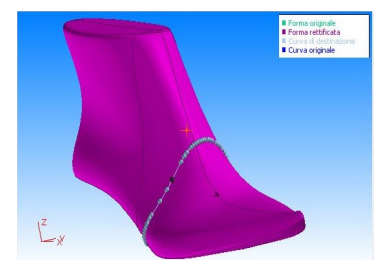
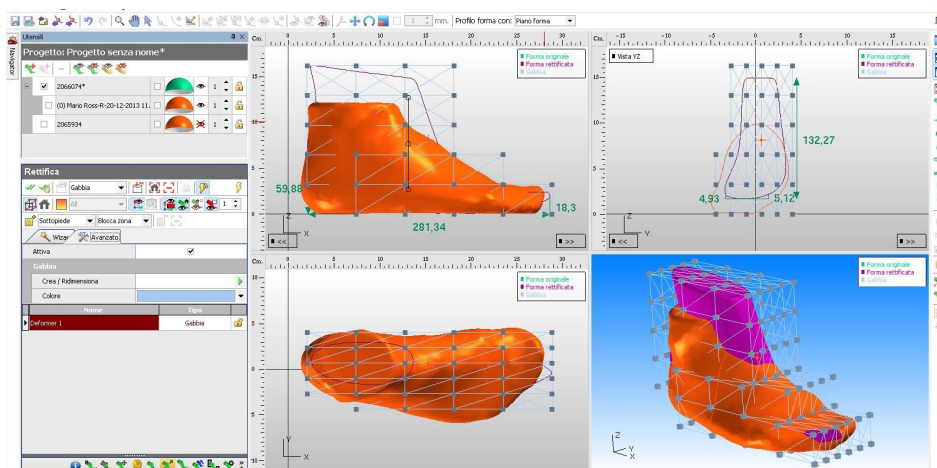
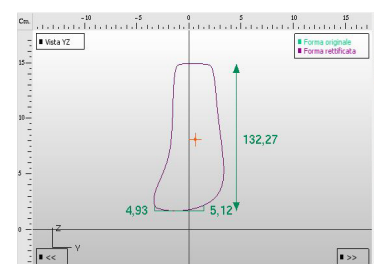
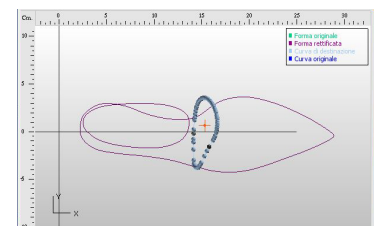
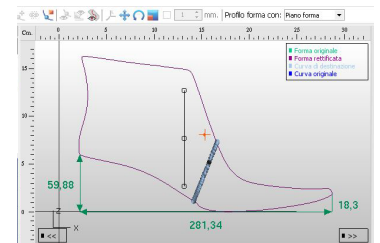
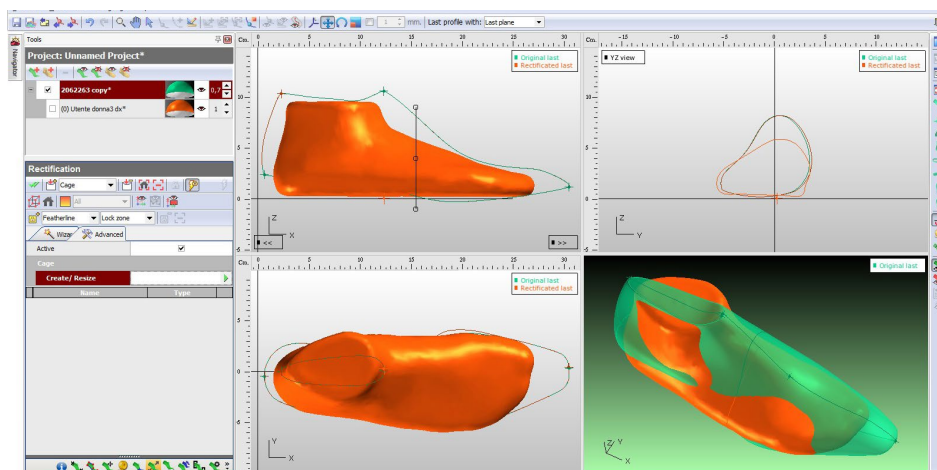
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EDITOR MIGLIORATI/ IMPROVED EDITOR

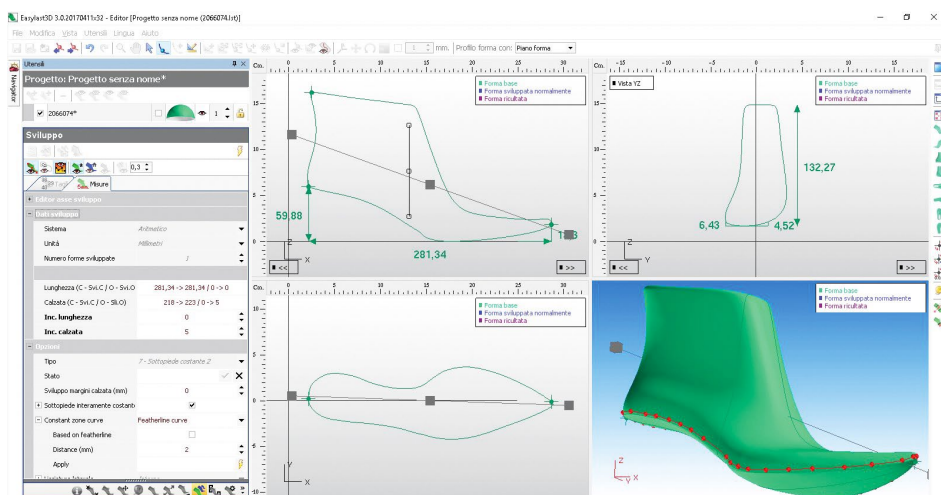
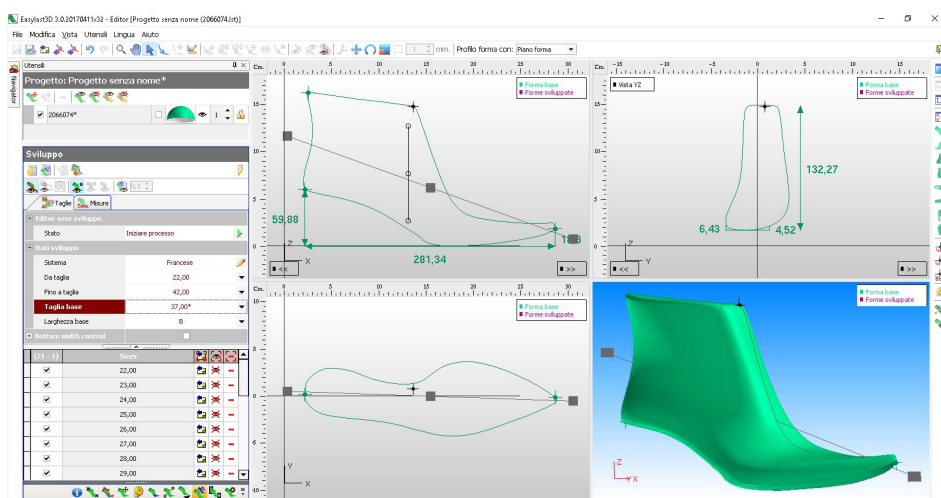
- ▶ Possibilità di importare varie entità come riferimento.
- ▶ Modifiche alla forme in ogni sua parte
- ▶ Possibility to import various entities as a reference.
- ▶ Modifications to the last in all its parts.



SVILUPPO/ GRADING

Editor di sviluppo dalla grafica rinnovata per un utilizzo più immediato che in passato. Include funzioni quali il mantenimento del sottopiede costante, lo sviluppo a gruppi mantenendo costante parte della forma.

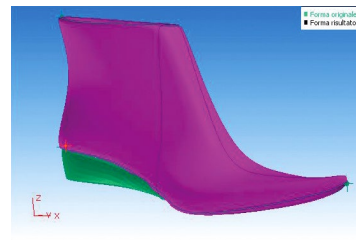
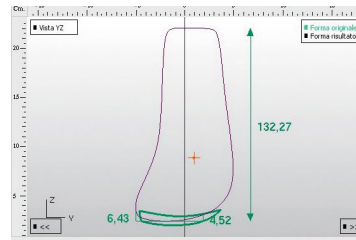
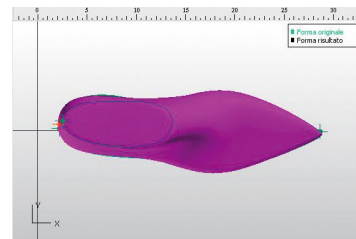
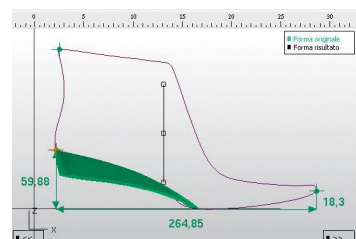
Grading editor from the new graphics for a more immediate than in the past. Includes functions such as the maintenance of the insole constant, the grading groups while maintaining a constant part of the last.



ACCESSORI 3D/ 3D ACCESSORIES

Possibilità di unire alcuni accessori alla forma virtuale. Siano essi Sottopiedi o Plateau, anche in formato STL. A fine operazione l'accessorio verrà "fuso" alla forma pronta per essere trasformata in file FRV destinato alle macchine CNC Newlast.

Ability to merge some accessories to the virtual form. Bottom insoles or 3D Plateau, also in STL format. At the end of the operation will be "fused" to the last ready to be transformed into a FRV file destined to CNC machines Newlast.



Newlast Group

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