LECTRA

GERBER ACCUMARK 3D
What's New April 2023 / v16.0

Date: April 2023

COPYRIGHT

TRADEMARKS

DISCLAIMER

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com

2/23

Contents

GERBER ACCUMARK® 3D:
WHAT'S NEW FOR APRIL 2023

HIGHLIGHTS

In AccuMark 3D v16.0 users will find the following new features and improvements streamlining your workflow.

- Reorganization of 3D
    - Open in 3D from the File Menu
    - Updated Ribbon
- Recolor Avatars
- Multi-Dimension Grading
- Posable Virtual Alvaforms

1. REORGANIZATION OF 3D

New organization of the 3D ribbon tabs simplifies your workflow.

1.1 Open in 3D

Open your 3D model directly from the File Menu. There is no longer a 3D tab in the 2D workspace
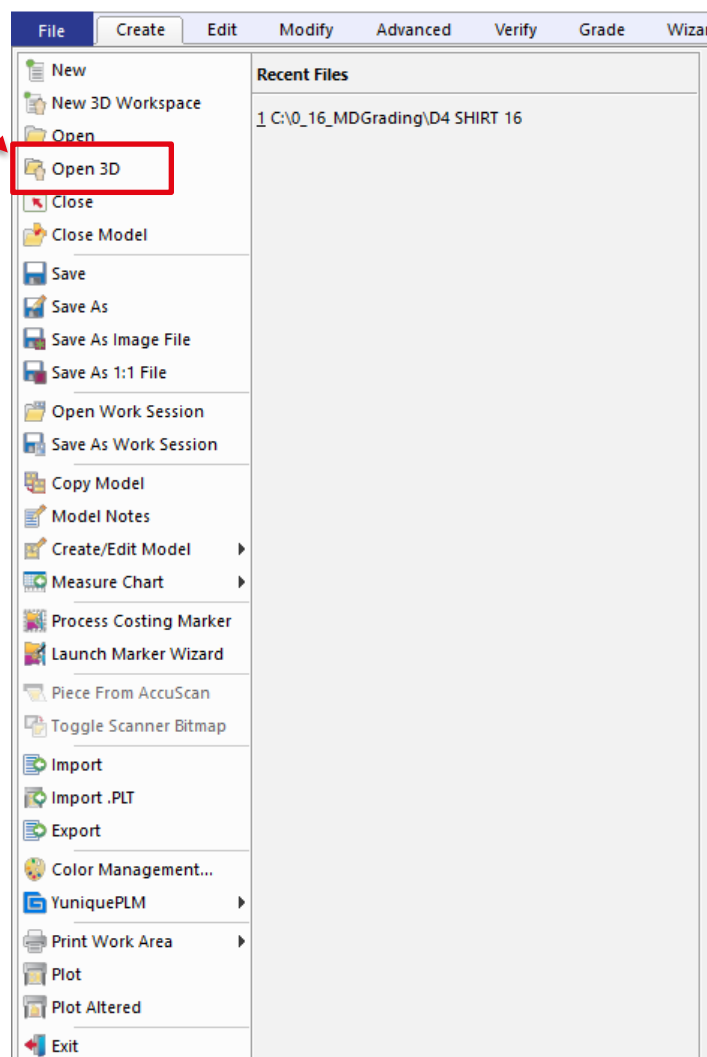
If you prefer a button to press to *Open in 3D,* we recommend adding it to the Quick Access Toolbar by selecting the down arrow in the toolbar > Select More Commands.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   5/23

1.2 New 3D Lines Tab

The 3D tab from the 2D workspace is now a 3D Lines Tab in the 3D workspace. Users no longer need to save and return to 2D to access the fold and elastic functions. The functions continue to be available only in pre-simulation. All the functions in Folds, Elastics, Cut-lines, and Split Piece have all been moved.
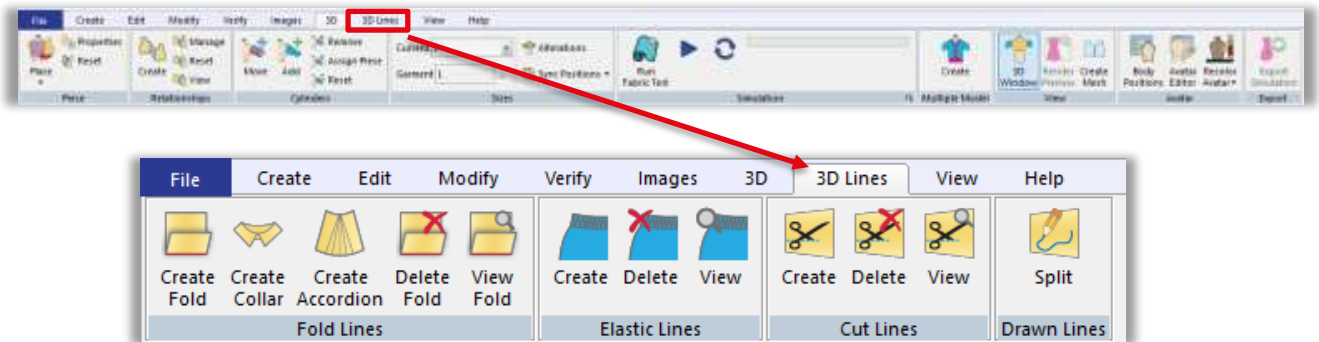
The view fold, elastic, and cut functions can be used with a saved or running simulation. Only the view functions are available in a multiple model workspace.

1.2.1 Fold Lines

Create and delete Fold, Collar and Accordions directly in the 3D workspace. Update the fold parameters, select the line(s) to apply the fold, and highlight the side to fold in the 3D workspace. Turn on *View* to display the fold parameters in the 3D workspace for lines with folds.
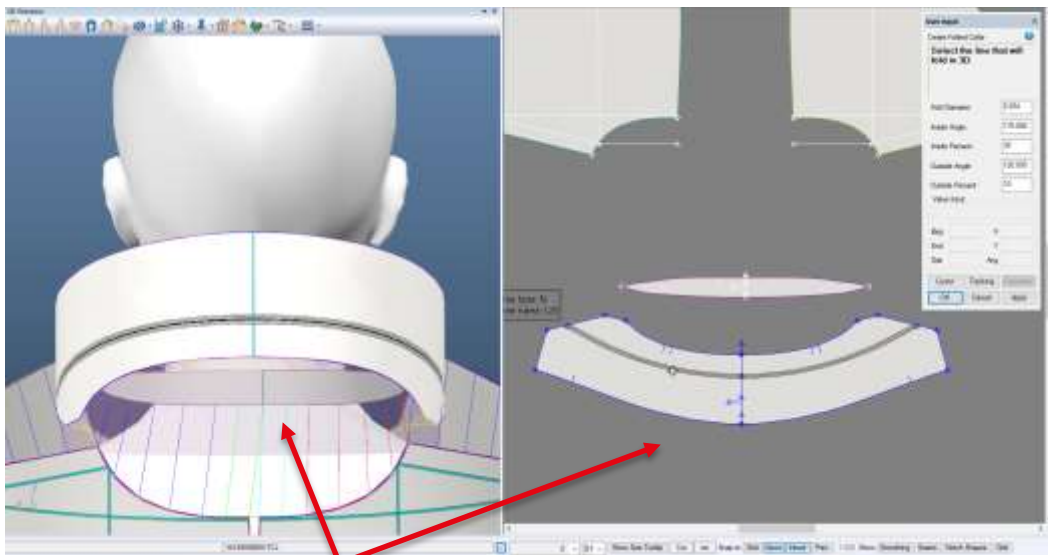
The line highlights with region of fold parameters in both 3D workspace and 3D window.

☐ **NOTE:** For more information on collars, refer to the AccuMark 3D v10.1 What's New documentation in C:\ProgramData\Gerber Technology\Training Docs\AccuMark Documentation\Whats New Previous
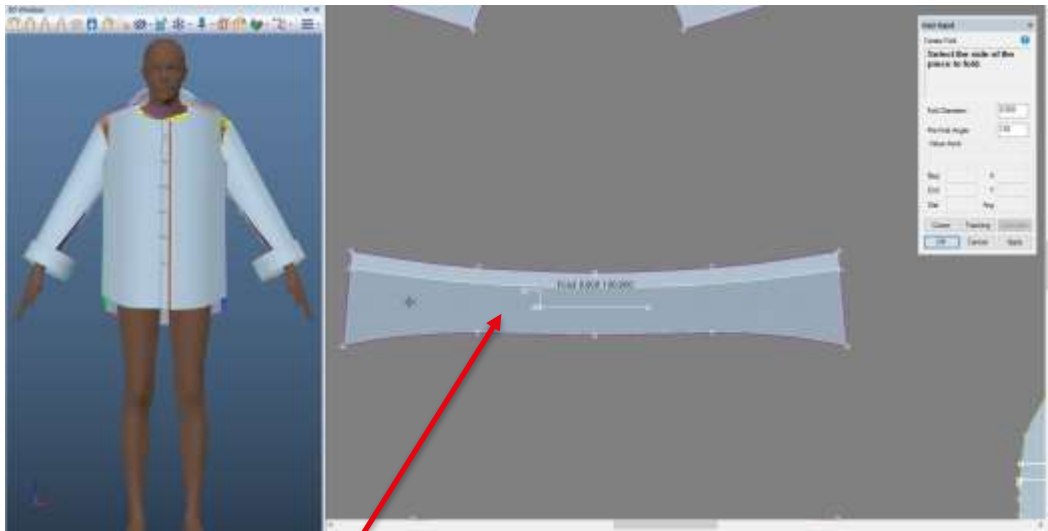
Select side to fold.
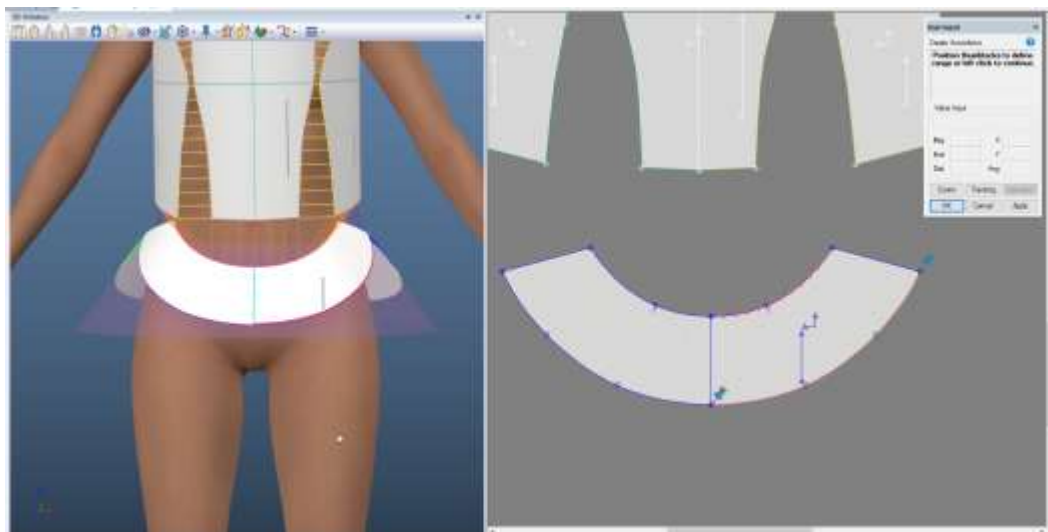
In create Accordion, the pins to adjust the range display in the 3D workspace. The selected line highlights in both 3D workspace and 3D window.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respectiv e owners.

lectra.com 7/23

1.2.2   Elastic Lines

Create elastic lines in both the 3D workspace and in the 3D window.
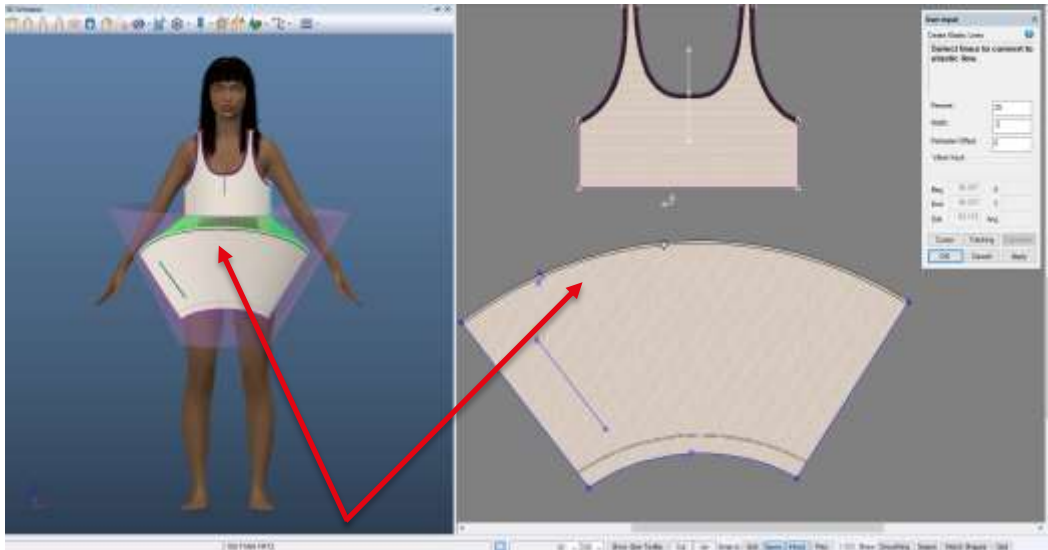
While selecting the line to apply elastic, the preview displays in both the 3D workspace and 3D window. Turn on *View* to display the elastic parameters in the 3D workspace on lines with elastic.

1.2.3   Cut Lines

Apply a cut line attribute to an internal line in the 3D workspace or 3D avatar window. In the 3D window, the piece will visually update to show a cut line. The piece in the 3D workspace will have a label "Cut" when a cut line is present and view select is on.
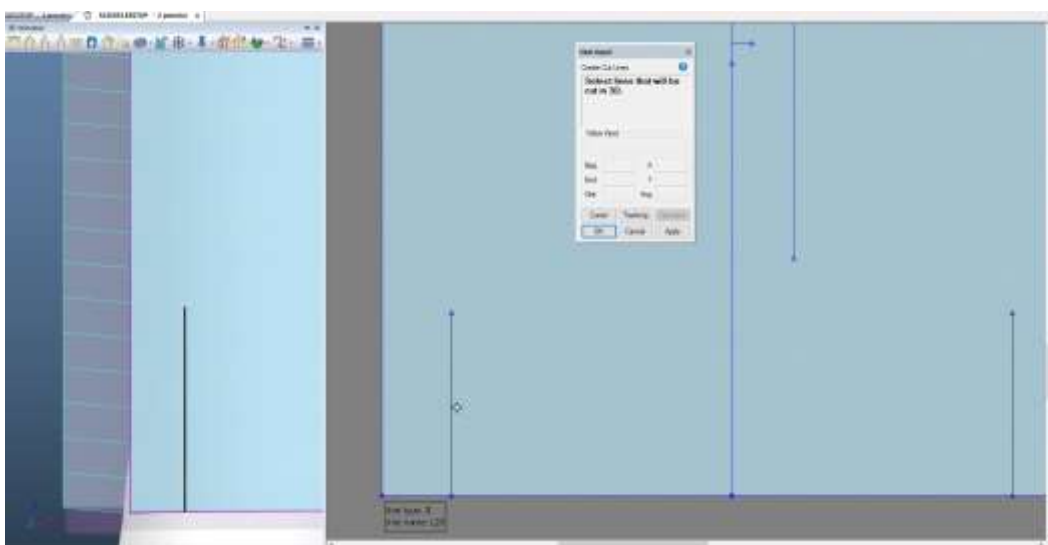
1.2.4 Split Lines

The split line function separates a piece on an internal line. This split function will add the new pieces to the model; complete with 3D information, position the pieces in the 3D workspace, and sew them together automatically. Line selection occurs in both 3D workspace and 3D avatar window.

1.2.5 Highlighting of 3D Lines

Lines selected in 3D lines functions highlight. The selected line highlights as well as the extent of the fold or elastic diameters. The default color is black. The select a new color:

1. Edit > Workspace > Customize > Dropdown to Preferences
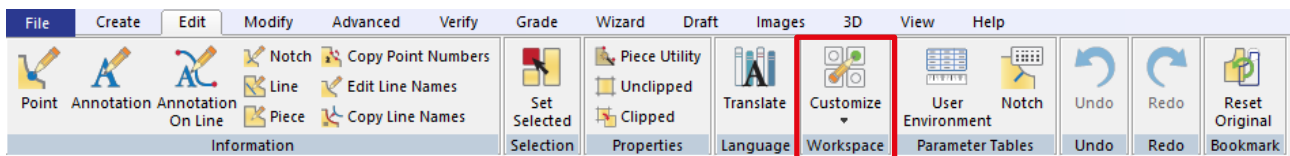
2. Navigate to the Color Tab

3. Find *Near* > click on color box to change color.
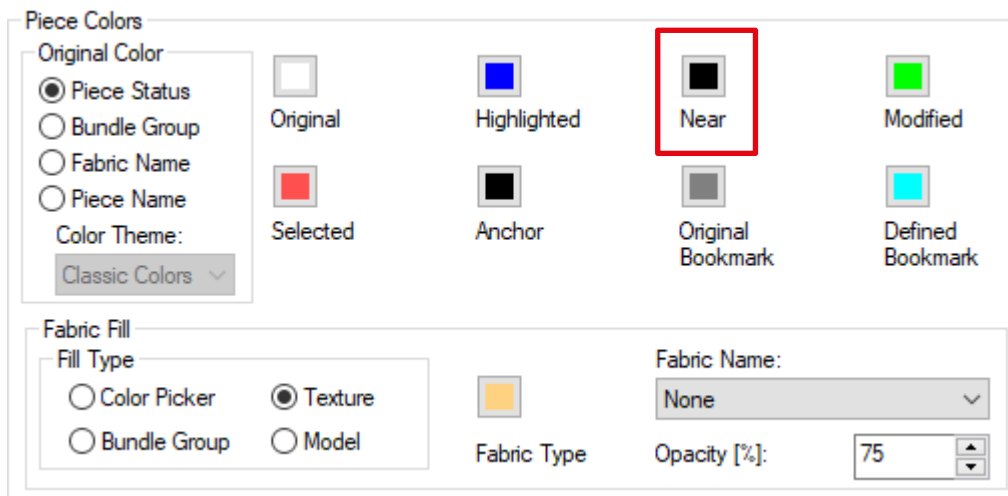
4. Apply updates the change for the current session and save updates the change for current and future sessions.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com | 9/23

1.2.6   New Function in 3D: 2-point Line

2-point lines help to create folds, elastics and placing trims. To access, navigate to the 3D Toolbar > Create Lines > 2-Point line.
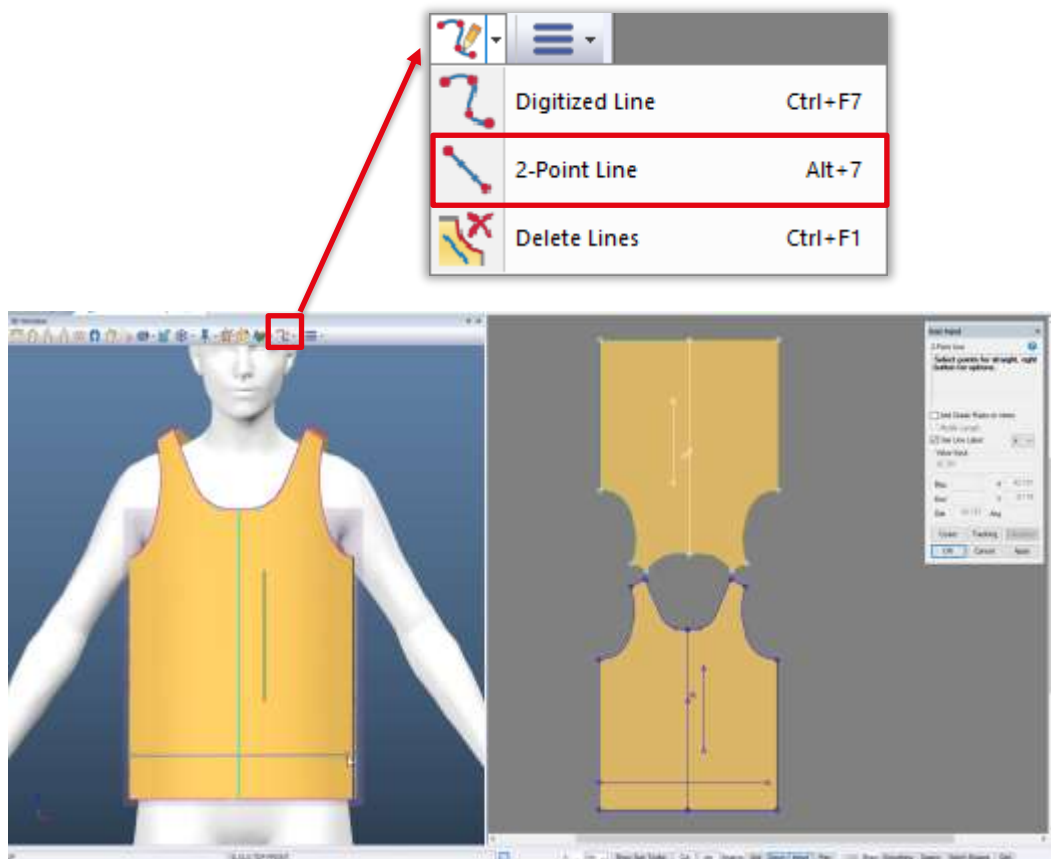
Line displays in 3D workspace and 3D window at same time. In the above picture, the line is drawn in the 3D window.

1.3   3D Ribbon & Toolbar Reorganization

1.3.1   Sizes

To align with the new field of "Garment Size" to support multidimensional grading, the current sizes dropdown is now in the sizes panel of the 3D Ribbon.

1.3.2   Improvements

During an active or saved simulation, the Edit Tab > Workspace Panel > Customize > Preferences is now available.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   10/23

2. RECOLOR AVATARS

Recolor your avatars in Gerber AccuMark 3D. If an avatar has multiple textures all textures update to a single color. Alvanon Virtual Alvaforms are prohibited from being recolored. The icon in the ribbon includes a color band that is the same color as the selected avatar color. If the avatar has not been recolored, including avatars with textures; the band will be a default grey color.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks
mentioned in this document are the property of their respective owners.

lectra.com | 11/23
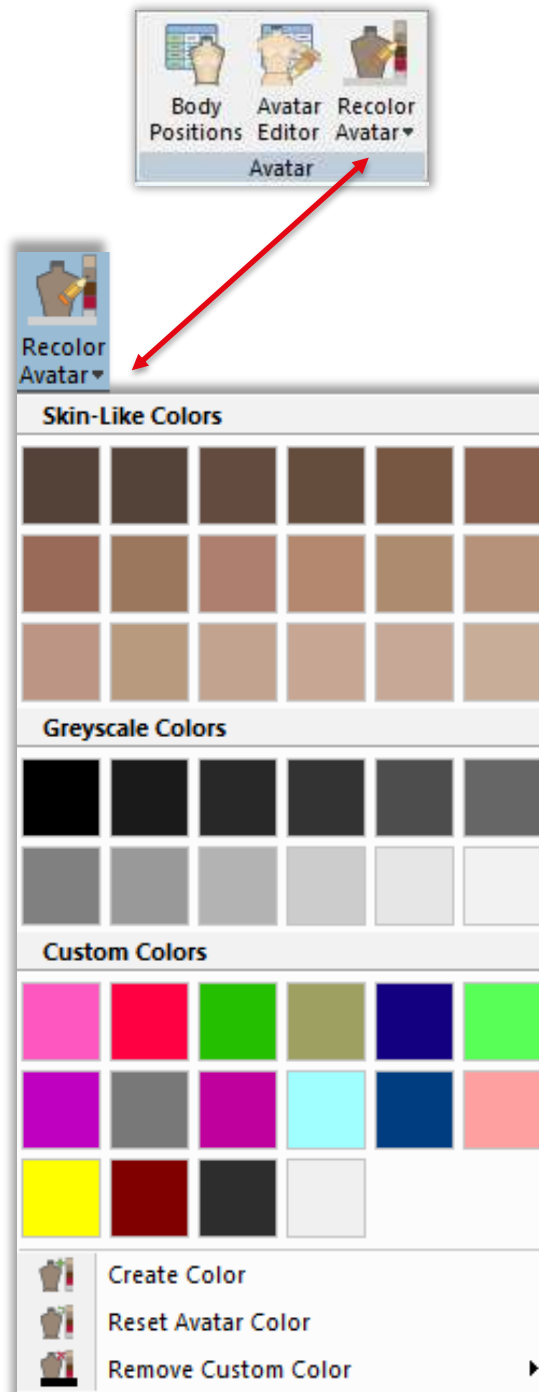
2.1 Default Color Palettes

Two default color palettes are available for recoloring, a Skin-Like color palette and a Grey scale. Tooltips show the RGB value of each color.

2.1.1 Skin-Like Color

The skin-like colors are comparable to a store mannequin color and not a realistic skin tone. We do not recommend using the recolor avatar function if you are trying to achieve life-like appearance. In Gerber AccuMark 3D, users can only select a single color to represent their avatar.

RGB (84, 66, 57)	RGB (84, 67, 56)	RGB (99, 75, 63)	RGB (101, 77, 62)	RGB (119, 86, 66)	RGB (137, 95, 77)

RGB (153, 106, 88)	RGB (155, 119, 93)	RGB (174, 127, 110)	RGB (179, 136, 110)	RGB (173, 139, 111)	RGB (183, 146, 123)

RGB (189, 149, 132)	RGB (184, 154, 126)	RGB (194, 163, 143)	RGB (199, 166, 148)	RGB (199, 168, 150)	RGB (200, 172, 153)

2.1.2   Grey Scale

Some users prefer to use a greyscale color for their avatars in order to highlight the garment features. The second default palette is a greyscale.

RGB (0,0,0)	RGB (26, 26, 26)	RGB (40, 40, 40)	RGB (51, 51, 51)	RGB (77, 77, 77)	RGB (102, 102, 102)

RGB (128, 128, 128)	RGB (153, 153, 153)	RGB (179, 179, 179)	RGB 204, 204, 204	RGB (230, 230, 230)	RGB (242, 242, 242)
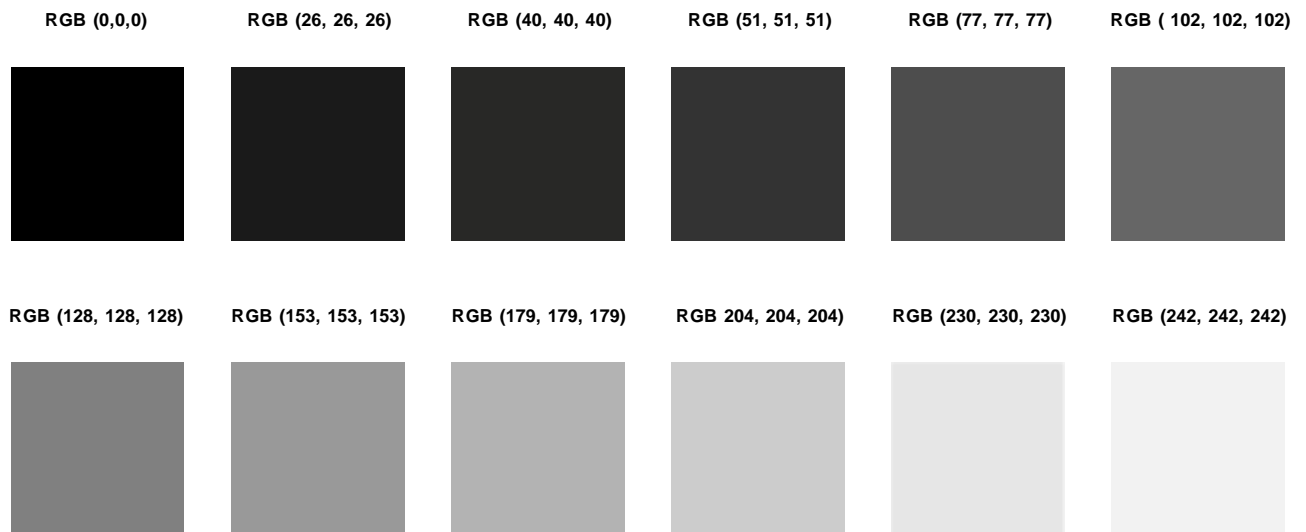
2.2   Create Color

Select create color to bring up the color wheel dialog and create your own custom color. In the standard tab, select a color from the honeycomb display. In the custom tab, enter your own color value. Use the color picker to select a color on screen.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   13/23
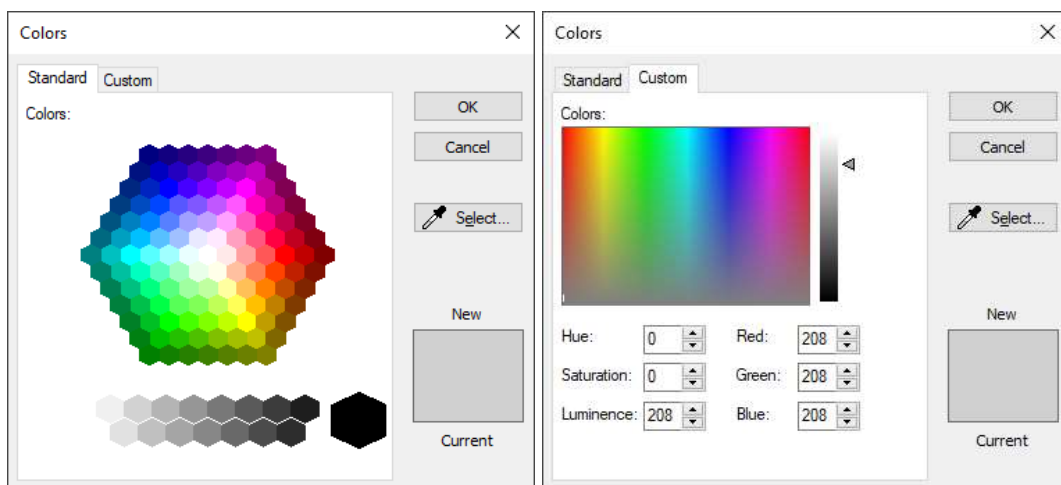
2.3 **Reset Avatar Color**

Remove the selected color and return to the avatar's default color.

2.4 **Remove Custom Color**

There is a limit of 18 custom colors. Once the limit is reached, a message will prompt indicating the limit and to add more you must remove a color from the list.

Pattern Design ✕

⚠ Limit reached for custom colors. Please remove a color to add additional.

OK
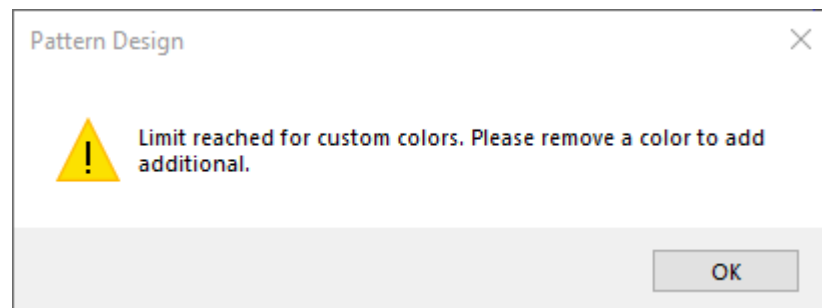
2.5 **Saving**

A recolored avatar maintains its color when it is included in the export simulation options of glTF or glb. The recolored avatars are not supported in OBJ exports or simulations sent to YPLM.

| **Default Color** | **Skin-Like** | **Grey** | **Custom** |

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com 14/23

3. MULTI-DIMENSION GRADING

AccuMark 3D now supports multi-dimension grading to show different garments sizes based on the grade dimensions for your model.

"Garment" is a new field in the sizes panel of the ribbon to support Multi-Dimensional Grading in 3D.
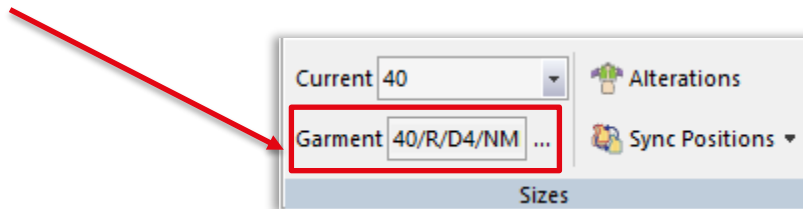
3.1 Selecting Garment Size

To change the garment to a different size line:

1. Select the three ellipses.
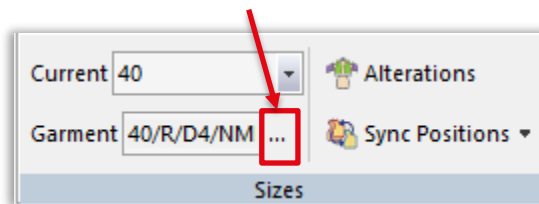
2. A matrix selection displays with the all available dimensions. The asterisk (*) indicates the base size.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   15/23
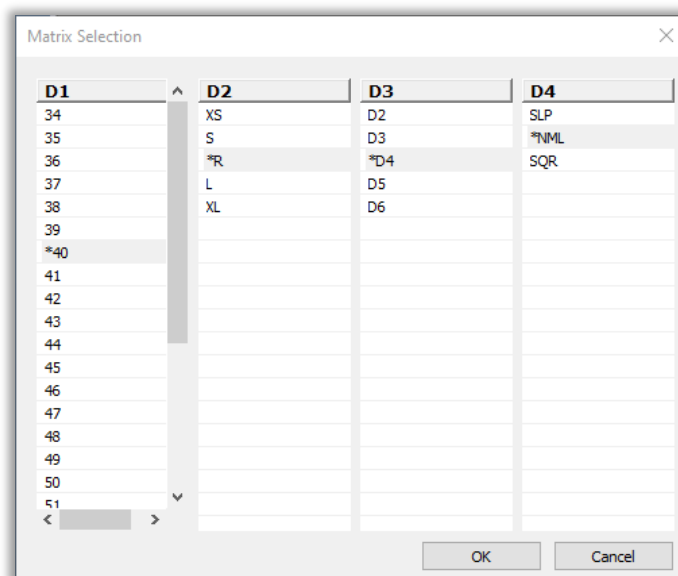
3. Select one size in each grade dimension. Multiple selection is not supported.
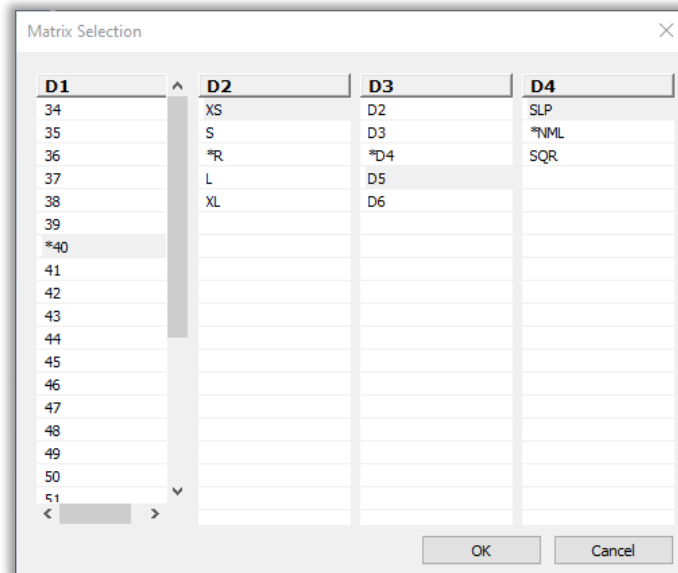
4. Press ok button to confirm selection.

5. Alternatively, users may enter text directly into the text field.
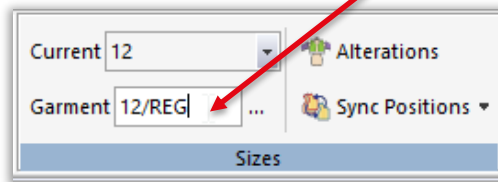
If only D1 is available in the model then only D1 will display. The 3D Model Garment Properties selection for Graded Avatars only displays the D1 sizes. D1 is the default dimension in 3D regardless of the active dimension in 2D.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   16/23
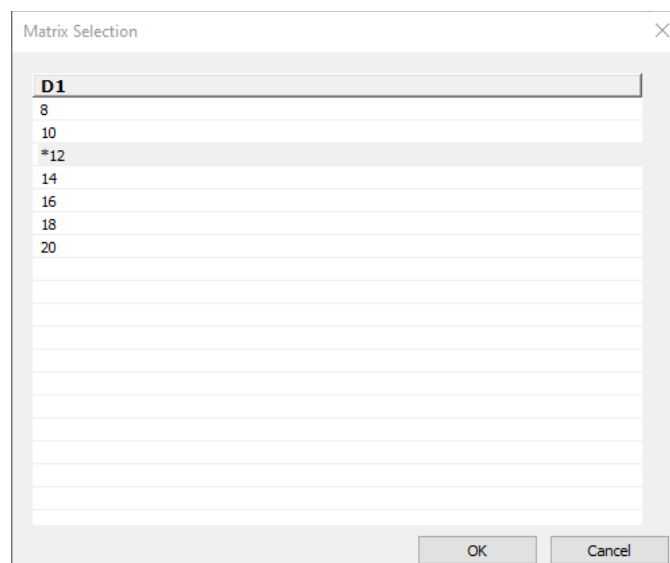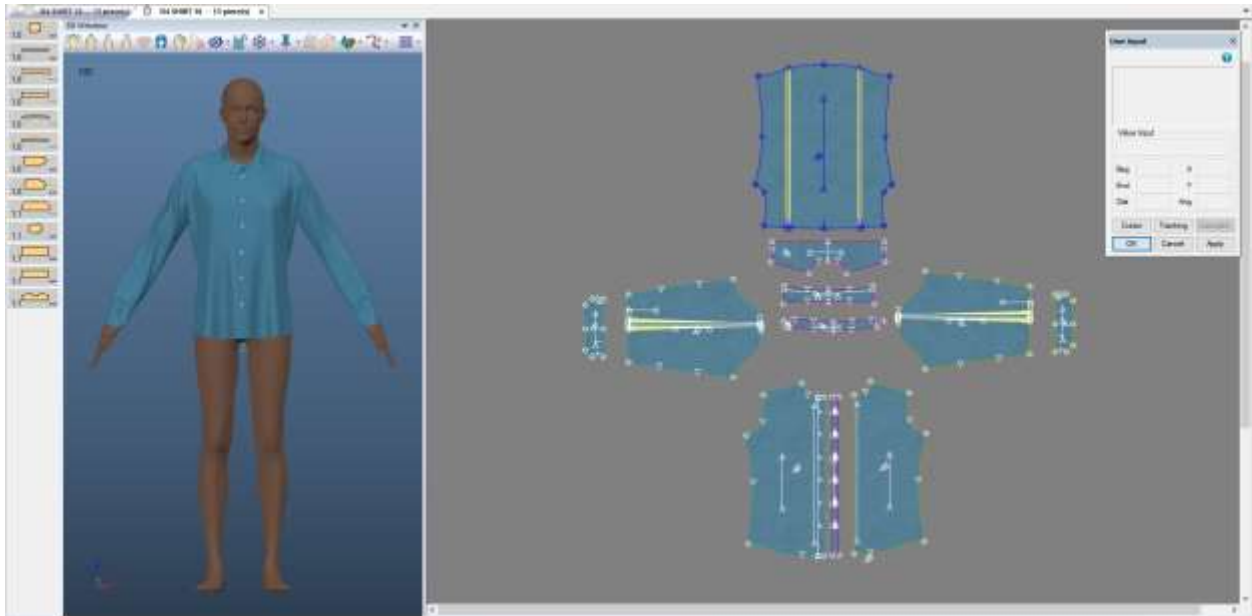
Base Size

Multi-Dimension Size
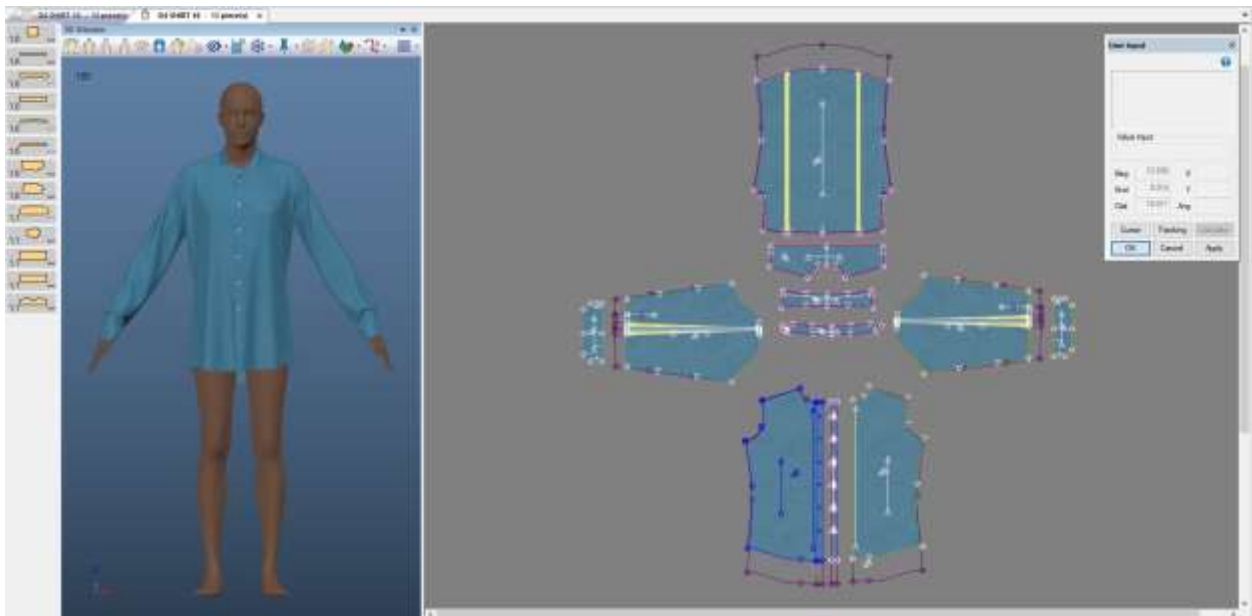
3.2 Images

The image functionality in 3D is available while using the base size dimensions of the current or garment size.

3.3 Multi Model Simulation

Multi Model Simulations lets you use models with multi-dimension grading. The matrix selection is available in the multiple model selection dialog to accommodate models that have more than 1 size dimension.

When a model contains multi-dimensions the default is set the model's base sizes. To change the graded size:

1. Find the row for the desired model

2. In the graded size column, select the three ellipses (…).

3. The Matrix Selection dialog displays allowing the selection of the sizes in the available dimensions
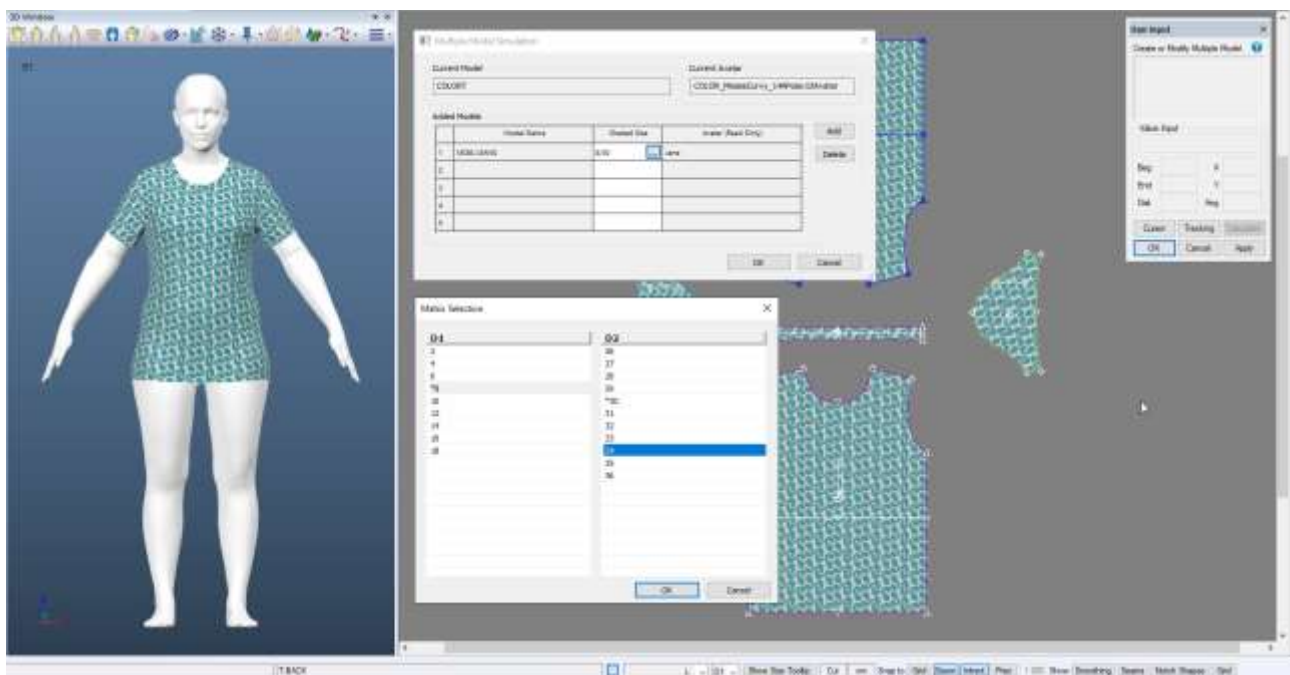
☐ **NOTE:** For more information on multi-dimensional grade, refer to the AccuMark PE v12 What's New documentation in C:\ProgramData\Gerber Technology\Training Docs\AccuMark Documentation\Whats New Previous

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   18/23

4. ALVANON POSABLE ALVAFORMS

Gerber AccuMark 3D now supports Alvanon Posable Alvaforms. Use the "Change Pose" icon in the 3D Toolbar to select your desired pose sequence. This icon unavilable for static Alvanons and all other non-posable Alvanon Alvaform. Select the pose in pre-simulation.

4.1 Poses

We support 9 poses, Wide-A Pose, T Pose, A Pose, Regular (arms down), Arms Forward, Arms Up, Casual (asymmetric contrapposto), One Leg Up, and Squat. The default pose is Wide-A. To change the start pose, remove wide-A from the dialog and add desired. If no pose sequence is determined, there will be no movement during simulation. The Reset to Default button cancels out current selection of poses and brings back to the default Wide A Pose.

4.2 Simulation

Alvanon avatars have a lot of mesh detail on them causing more time spent in the simulation. Each pose takes a different amount of time to finish simulating. If all poses are selected, the total frame count will be 274 for the avatar to reach final pose. Based on garment type, the garment can finish simulating prior to the avatar reaching its final pose. The frame count each pose is on is as follows:

- Frame 1: Wide A Pose
- Frame 18: T Pose
- Frame 44: A Pose
- Frame 55: Regular
- Frame 95: Arms Forward
- Frame 136: Arms Up
- Frame 197: Casual
- Frame 22: One Leg Up
- Frame 274: Squat
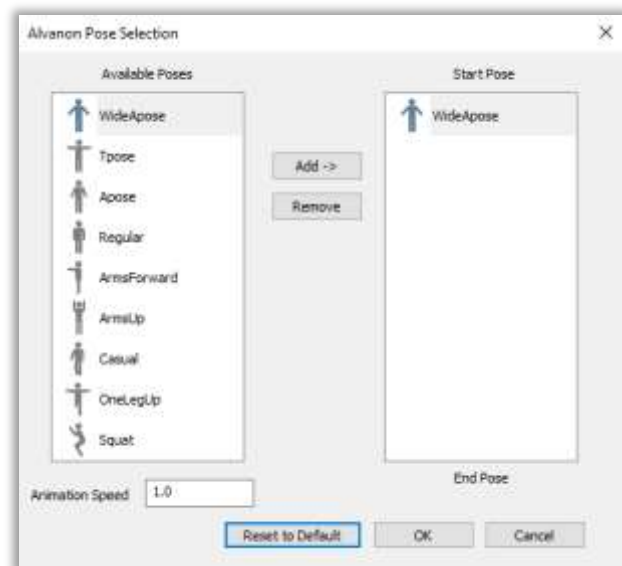
4.3 Animation Speed

Users can adjust the animation speed of Alvanon posable avatars. The default is 1.0. Minimum is 0.1 (speed reduction) and maximum is 10.0 (speed increase). An increase in animation speed reduces the overall number of frames it takes to complete the avatar animation. A decrease in animation speed increases the number of frames it takes to complete the avatar animation. Increasing speed, depending on model, it is possible the avatar collides with the garment causing collisions. If this occurs we suggest reducing the speed and/or adjusting piece positioning. Along with the pose sequence, the Reset to Default button resets the animation speed back to 1.0.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   19/23

Wide A

T Pose

A Pose

Regular

Arms Forward

Arms Up

Casual

One Leg Up

Squat

☐ **NOTE:** For more information on Alvanon Avatars, refer to the AccuMark 3D v13.2 What's New documentation in C:\ProgramData\Gerber Technology\Training Docs\AccuMark Documentation\Whats New Previous

5. VIEW CLIP IMAGES

Starting with v16.0 users can clip images in AccuMark 2D Pattern Design. AccuMark 3D supports the display of clip images in the 3D workspace and 3D Avatar window. Users can move, delete or edit properties of the trim images and delete the line associated with clip image. Creating clip images in the 3D workspace is not supported yet and the icon in the ribbon is disabled. Return to 2D to create and modify.
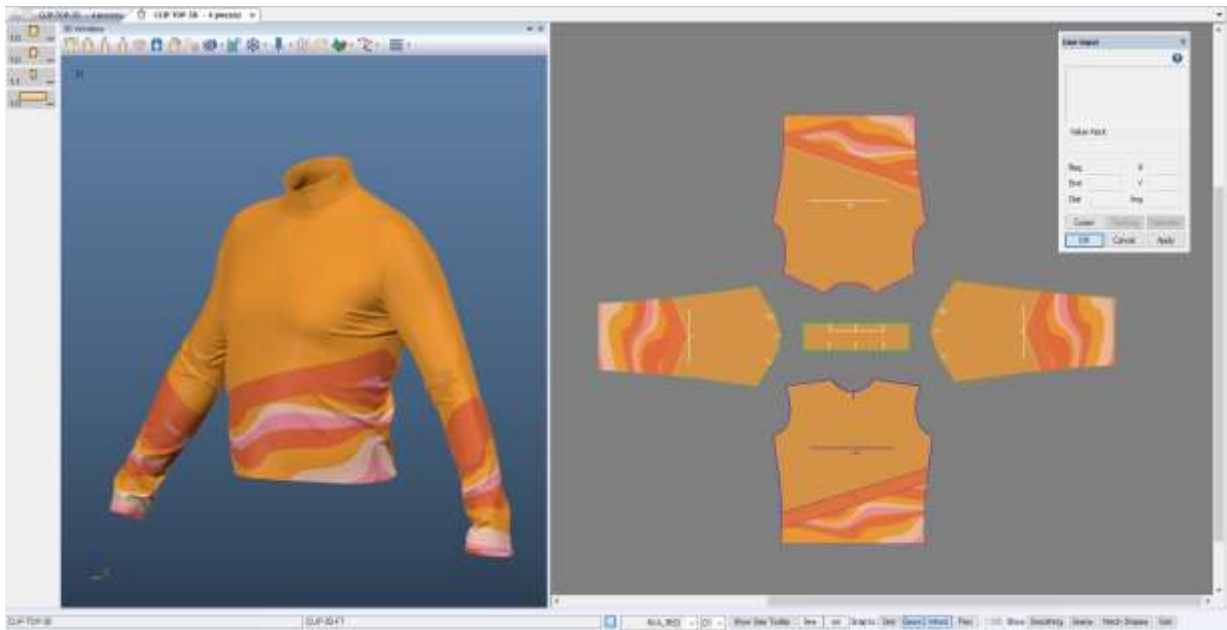
☐ **NOTE:** For more information on Clip Image Function, refer to the AccuMark PE v16.0 What's New documentation in C:\ProgramData\Gerber Technology\Training Docs\AccuMark Documentation\Whats New Previous

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com

21/23

6. IMPROVEMENTS

6.1 Pleats

More pleats display and simulate in AccuMark 3D.

6.1.1 Converted Pleats

Converted pleats that are variable or tapered, in a box or knife, have the correct shape in 3D. For pleats converted in the previous software versions, return to 2D > close the pleat then reopen > save in 2D > reopen the model in 3D.

6.1.2 Pleat Lay Side

Variable and tapered pleats that use a movement side of both are now supported in 3D.

6.2 Selection

Improvements have been made to different selections in the 3D window. Pin placement and management now avoid placement through the avatar to the other side. Rotate the avatar to place or manage pins on the other side of the avatar or piece.

The Move Accessory function now allows interaction with the width through the avatar after the accessory is selected

The Move Cylinder function now allows interaction with the cylinder grips through the avatar after the cylinder is selected

6.3 Colorways

In 3D, users can now use undo and redo when creating colorways.

6.4 OBJ Export

Improvements have been made to the obj output file for accessories. For each textured accessory, now only one copy of the image is included in the output file even if the same accessory is used multiple times.

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   22/23

6.5 **Export Images**

Exported Images from render preview now clips the image down to the smallest bounding box available eliminating excess background image.

☐ **NOTE:** For more information on exporting images, refer to the AccuMark 3D v14 What's New documentation in C:\ProgramData\Gerber Technology\Training Docs\AccuMark Documentation\Whats New Previous

Gerber AccuMark 3D is a registered trademark of Lectra. Other trademarks mentioned in this document are the property of their respective owners.

lectra.com   23/23