Release notes - Modaris V8R5

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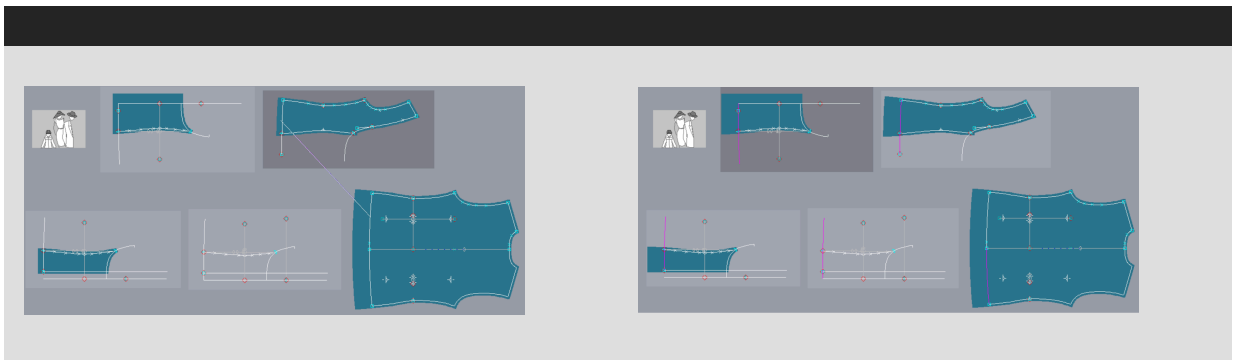
NEW FEATURES IN 2D

1. DEPENDENCY BETWEEN SEAM VALUES

The **Link seam val.** function (**F3** menu) lets you rapidly create a dependency between seam values created with the **Line seam** function on a flat pattern, a single piece or different pieces.

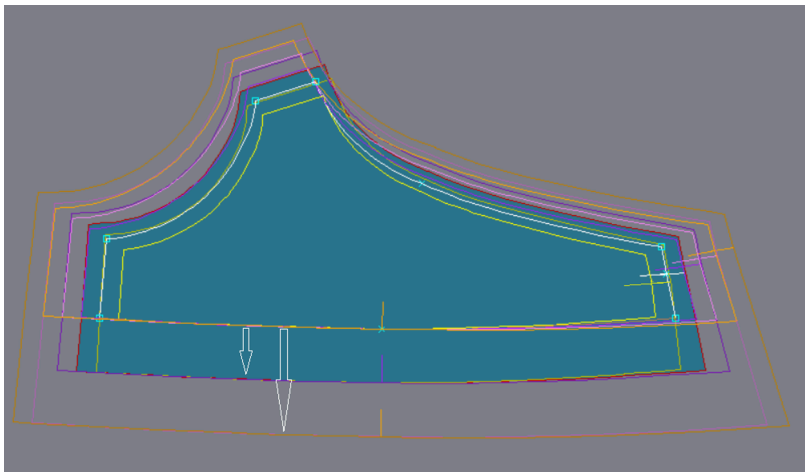
In addition to saving time, this simple action makes pattern development more reliable because you can be sure that the assembly values will remain coherent throughout the design and modification processes.



2. SEAM VALUE GRADING

The **Link seam val. to const. meas.** (**F3** menu) lets you quickly and easily adapt the seam values to the pattern sizes. This is particularly useful if you are working on a large range of sizes: for children's garments or elastic strips of different widths in lingerie, for example.

123	Standard	Elastic	Elastic			mm			20.00	20.00	20.00	40.00	40.00

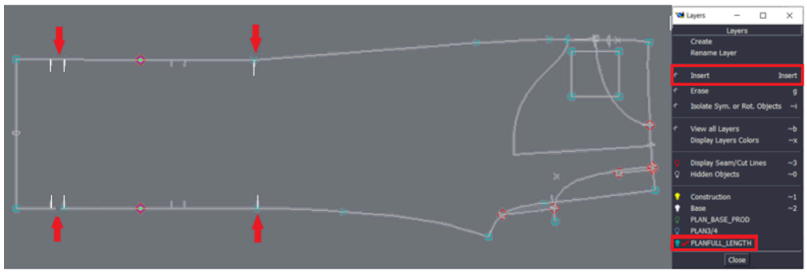


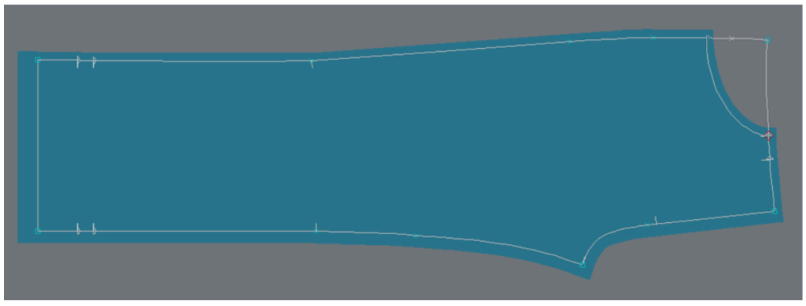
3. NOTCHES APPLIED TO A SPECIFIC LAYER

It is not unusual to use a common base to develop several garments within a single style or to develop pieces derived from a main piece. Using layers facilitates this.

With Modaris V8R5, you can now insert notches by layer. This makes the job easier where, depending on the piece being generated, you need different combinations of notches on the same curve.

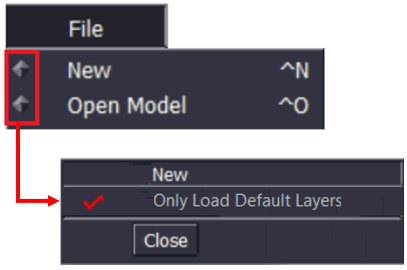
This saves time during design and makes production more reliable.





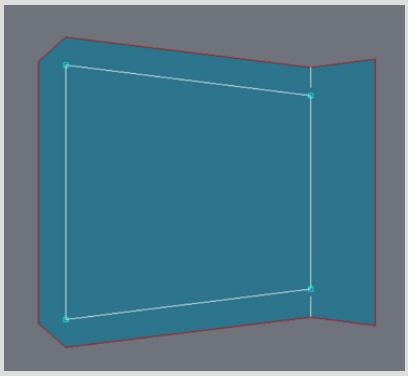
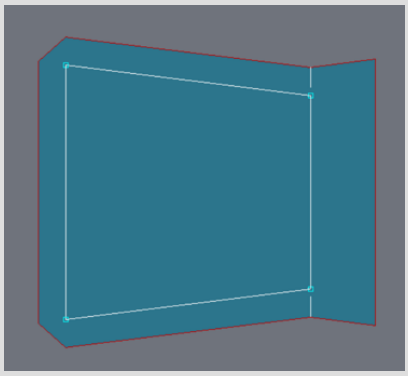
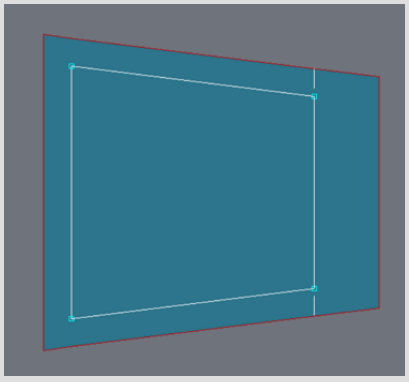
4. CLEAR THE PREVIOUS STYLE'S LAYERS

The **Load default layers only** option lets you clear the list of layers when opening or creating a new style. This means that the list does not display all the layers of every style opened in the session, and gives you the possibility of loading the list of layers of another style to structure your new style.



5. KEEP CORNERS WHEN A PIECE IS EXTRACTED

New pieces extracted from an existing piece often need to have the same corners as their original piece: the **Keep corners** option lets you automatically achieve this result.

Original piece	Extraction with option	Extraction without option
		

2D IMPROVEMENTS

1. PRIORITY CUT LINE DISPLAY

The display of the red cut lines is now given priority when there are several lines superimposed. This avoids doubt and possible production errors: you can always see the lines that will be cut.

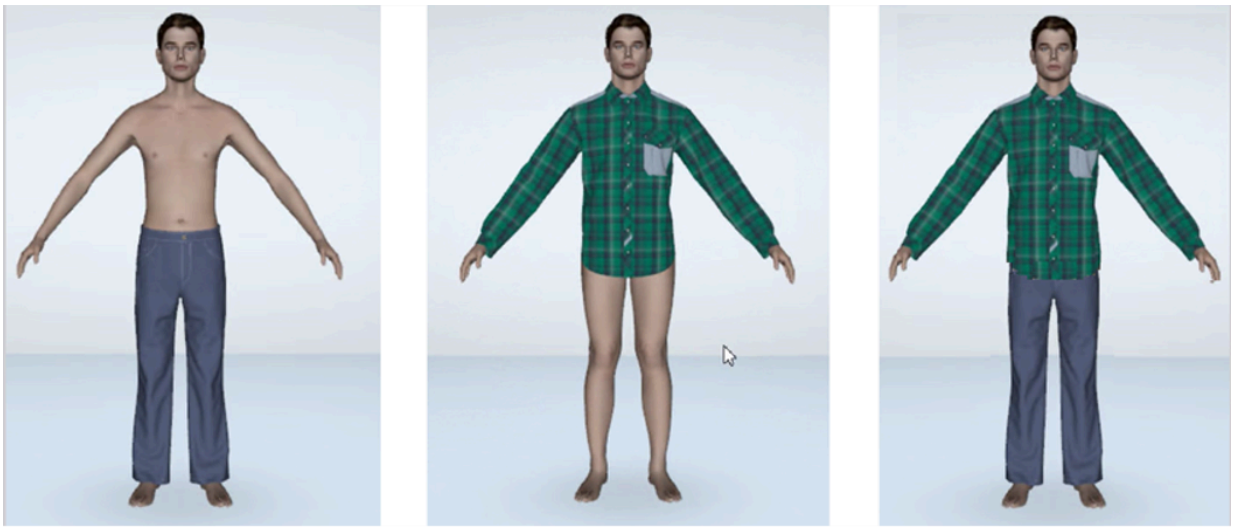
NEW FEATURES IN 3D

1. MERGER AND DELETION OF GARMENTS ALREADY SIMULATED

Up to now you could merge two or more 2D styles into a single 3D style to simulate them.

From now on, you can also merge two garments that have already been simulated into a single 3D style so you can see the effect of combining them on a single mannequin.

You can also delete from the stage a garment that has already been simulated, whether it is from a merger of mdl or mtg files.



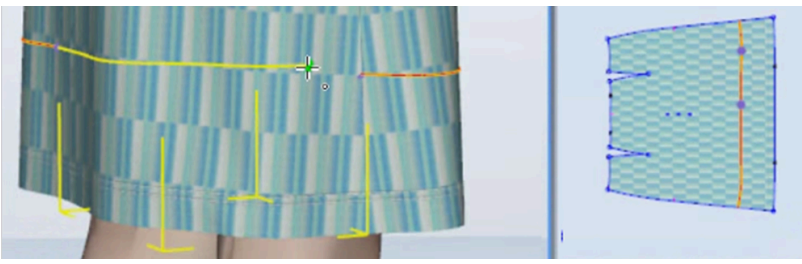
3D IMPROVEMENTS

1. AUTOMATIC CURVE DURING INTERACTIVE MOUNTING

With the **Automatic cylinder** option, pre-positioned pieces are automatically curved during interactive mounting.

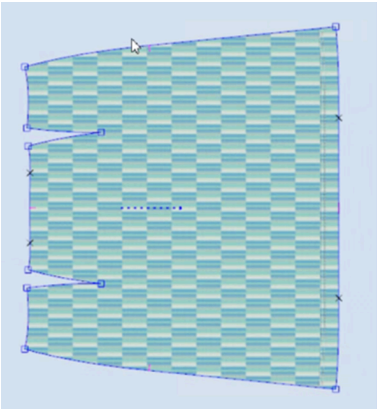
2. PREVIEW OF 3D LINES IN CREATE/EDIT

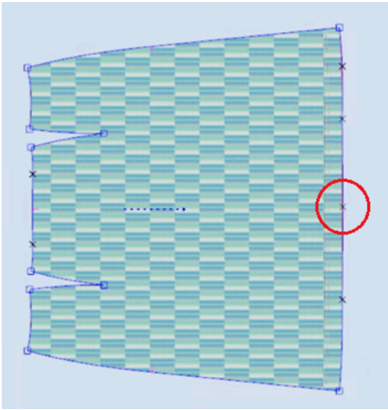
No more uncertain plotting: interactive display of the line currently being created gives you better control and a more accurate result.



3. ADDING/DELETING BEZIER CONTROL POINTS

To make it easier to modify a geometry in 3D, you can now add and delete points on Bezier curves.





4. SELECTION DISPLAY

By default, a selection of pieces or mannequins is displayed by replacing the visual with the selection visual in a plain color (pink by default). However, for certain functions it is useful to still be able to see the visual even though the object is selected.

A new display mode lets you view the selection with the contour. This contour is still visible even if the object is behind other objects.

CORRECTIONS TO DATE

3D

Importing an OBJ with empty parts (e.g. pockets) no longer produces an error when the mdl file is generated.