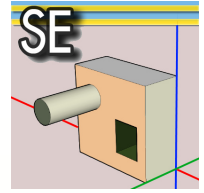


SE-FFT/SketchUp



Easy 3D modelling

SketchUp is a user friendly free Google/Trimble modelling tool that integrates a SDM SE-Workbench format plug-in.

Features

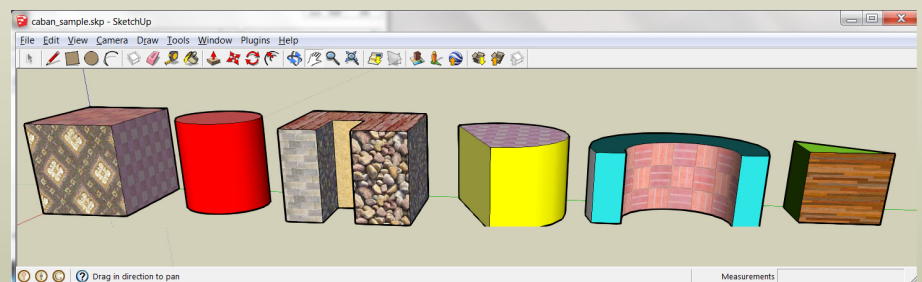
- Imports standard formats
- Exports SDM core SE-Workbench format
- Thanks to plug-in mechanism, attribution and management of physical attributes
- Insures compatibility with SE-PHYSICAL-EDITOR in order to edit physical attributes in detail
- Imports collection of free website objects (vehicles, buildings, characters...)
- Performs basic geometry functions like basic forms edition, lines and vertices, friendly texture mapping modes, distance measurement...
- Performs high level graphic actions such as Brep/CSG mixed operations, topological extrusions...

3D objects creation & modification

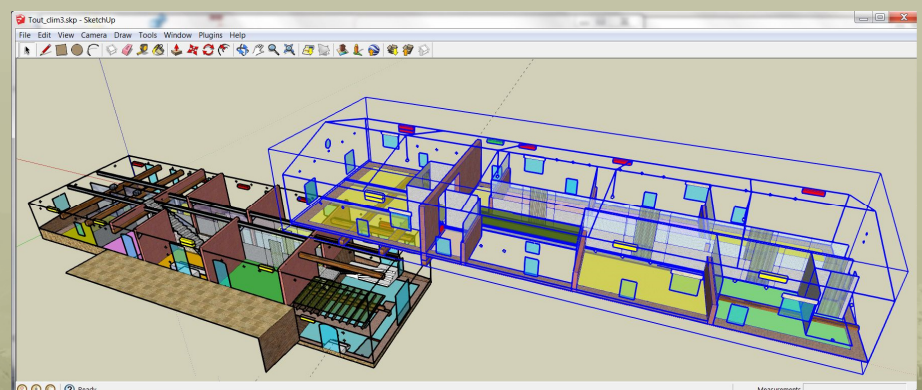
SketchUp enables to get an existing SketchUp object or to import a 3D model with one of the supported file formats. Another way is to take benefit of the "Google 3D warehouse" which is a free online repository of models made by users from all over the world.



The basic usage of SketchUp is the creation from scratch of basic shapes made of points, lines and polygons. Many facilities allow the user to edit 3D forms. Very practical mappers are used to stick complex texture patterns onto geometry.

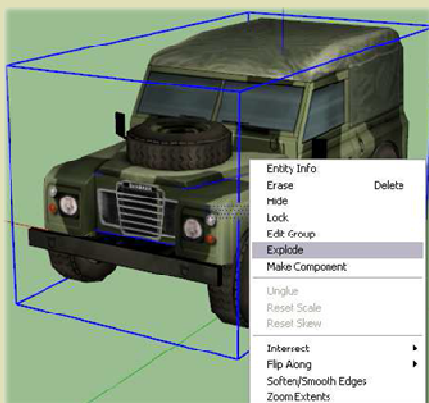
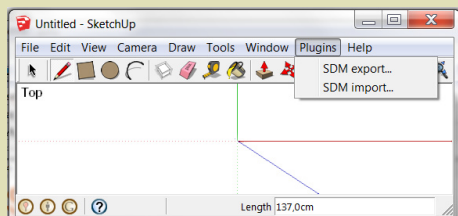


Finally, SketchUp, as a very powerful tool, enables to create sets of complex objects, with respect to distance that can be controlled using keyboard precise information.



Benefits

- Rapid modelling
- Rapid infrared rendering
- Lots of existing 3D objects
- Easy to use
- Video based auto training
- Free
- Intuitive



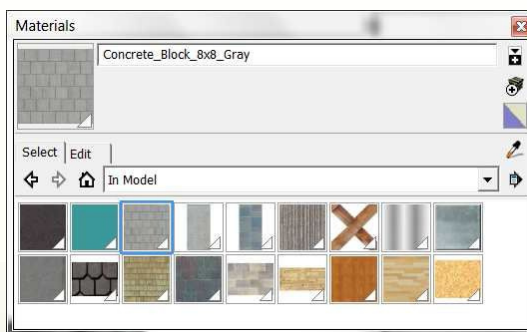
System requirements



Windows 7 and XP

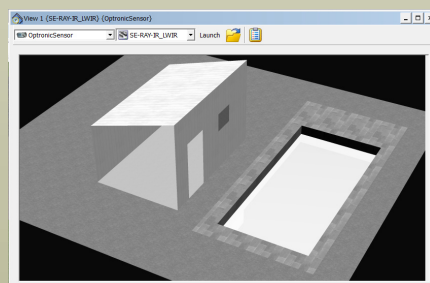
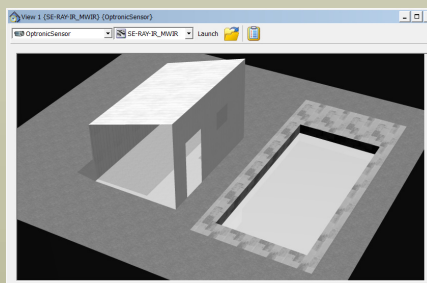
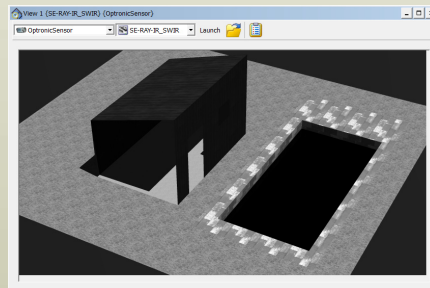
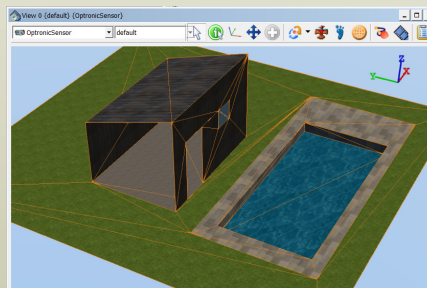
Build and export your model

First the user has to create his model or download it from the web. The user then maps or textures it using the regular tool “paint bucket” and the materials window:



In order to benefit from this functionality, the user has to use only the defaults material proposed by SketchUp.

In order to export this model in infrared domain, using SE-Workbench classified materials, the user has to select, the “sketchup_default_material_library.mat” materials library file. The materials are matched with the textured SketchUp default library materials through their names. The exported objects can then directly be used in the SE-Workbench infrared branch for SWIR, MWIR and LWIR domains:



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