

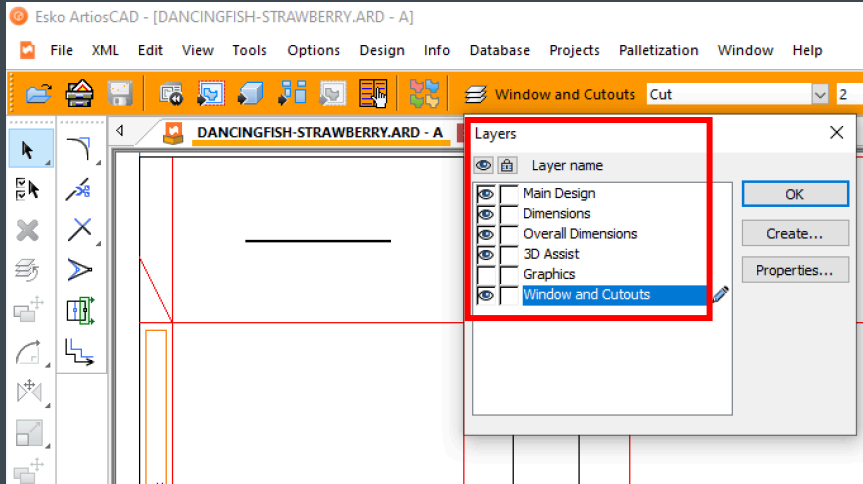
ArtiosCAD 24.11

What's New

Richard Deroo

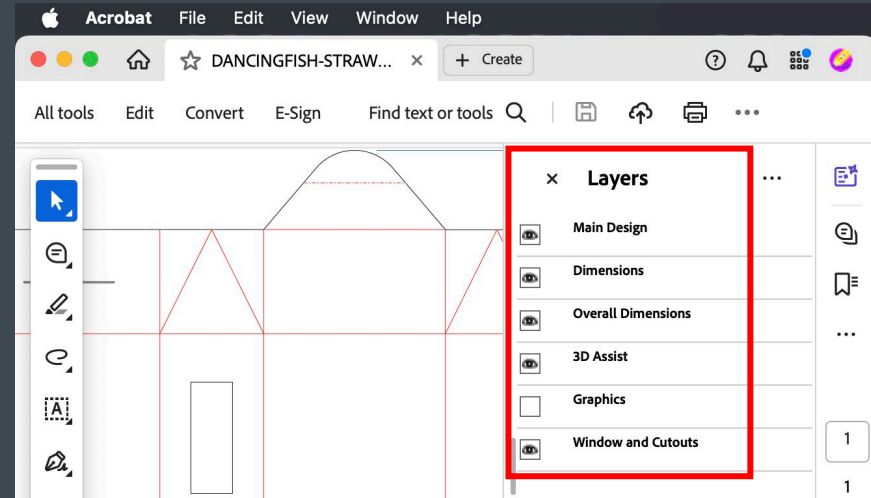
November 2024

Improve Communication with Graphic Designers



output all ArtiosCAD layers to be available in the PDF file

graphic designers & prepress see all layers as defined by the structural designer



Round-trip Integration with Cape Pack on S2

Meet the reporting demands of your clients

Download solution for report will send Cape data back to ArtiosCAD

ArtiosCAD Palletization Report

Product Name	GRANOLA SHIPPER.A3D	Date	October 24, 2024
Product code	SKU #2411-200	Customer	Dancing Fish
Datafile Name	GRANOLA SHIPPER.A3D	Project	RIDR-2411 Release
Load Ref.	1 C	Project Description	Granola Shipper
Cube Used	88 %	Designer	Art losa
Area Used	95.5 %	20	Box / Layer
Pallet type	UKSTD	11	Layer / Load
		220	Box / Load

Box (OD)	Length x Width x Height	Net	Gross
Box	295 x 194.2 x 125.7	0	4
Product	1180 x 971 x 1383	0	880
Load	1200 x 1000 x 1533	880	905

Cape Pack Cloud - Palletization

Product Information

Product Name: GRANOLA SHIPPER.A3D
 Product Code: SKU-2411-203
 Project: RIDR-2411 Release
 Project Description: ArtiosCAD 24.11 files
 Customer: Dancing Fish
 Designer: RIDR
 Shipper Style: RRP
 Shipper Board: EE-Flute

Package Information (mm/kg)

Outside Length: 194.20
 Outside Width: 295.00
 Outside Height: 125.73
 Carton Weight: 4.000000
 Solid/Net Weight: 0.000000
 Gross Weight: 4.000000

Download Solution For Report

OK Cancel

Solution Report

Click on View Report to Save your Current Analysis and Solution, and open the Report Browser. Click on Save Analysis/Solution to save your analysis and continue to work on current or previous solutions.

Quick Report

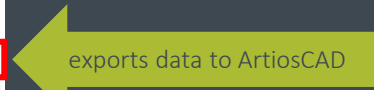
Product Length: 1180.0000 20 Per Layer
 Product Width: 971.0000 11 Layers
 Product Height: 1382.7000 220 SHIPPER/Load
 Solution Number: 1 C
 Area Used: 95.5%
 Cube Used: 88.0%

1000.0 1200.0 1532.7

Solution 1 of 40

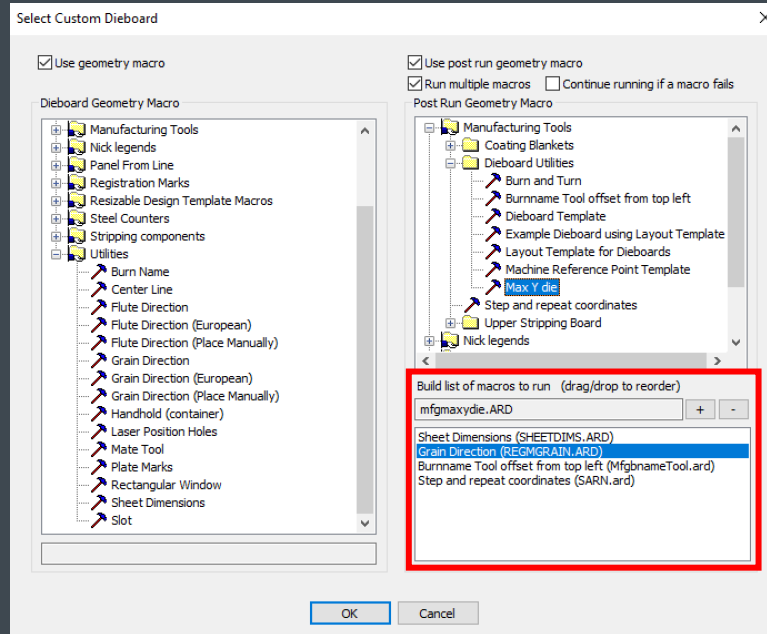
Export to Stock Database Multi Dimensional Analysis **Finish & Export**

Solution ID	Pattern Type	SP Per Load	SP Per Layer	Number of Layers	Dimension Vertical	Cube Efficiency	Area Efficiency	Product Length	Product Width	Product Height	Product Height
1	Column	220	20	11	Height	88.0	95.5	1178.9982	971.0027	1382.9942	880.0000
2	Interlock	220	20	11	Height	88.0	95.5	1178.9982	978.4001	1382.9942	880.0000
3	Trilock	220	20	11	Height	88.0	95.5	1178.9982	978.4001	1382.9942	880.0000
4	Spinlock	220	20	11	Height	88.0	95.5	1172.6007	978.4001	1382.9942	880.0000
5	Interlock	209	19	11	Height	83.6	90.7	1172.6007	971.0027	1382.9942	836.0000



Unlock Efficiency & Precision with Batch Geometry Macros

multiple macros can run seamlessly, without user intervention, **reducing the risk of errors** and allows for ordered execution to **manage dependencies effectively**



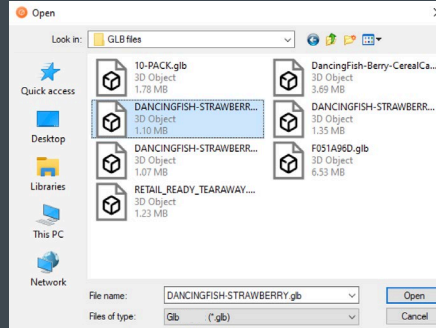
streamline your workflow by
breaking down complicated macros

select multiple macros to run
after a dieboard is added

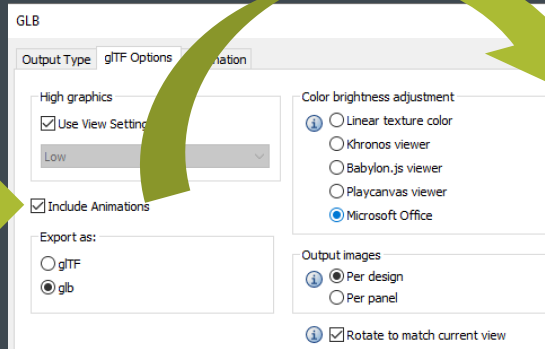
Enhanced glTF support



glTF and GLB 3D format
import is now supported



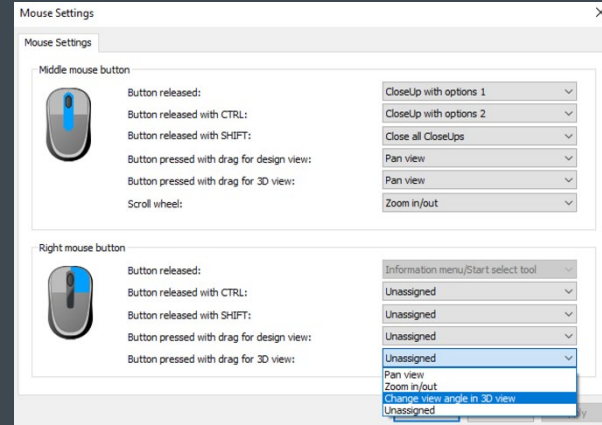
include animations



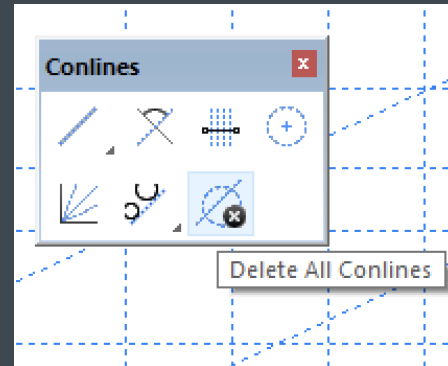
- Compression bends for Re-board will now animate
- Auto-bottom and Gusset folds will now animate
- Curved creases will now animate

UX Improvements

- Default 3D view mouse settings
“game-changer for anyone using 3D”



- Delete all conlines in a single click
“huge time savings on a repetitive task”



Resizable Design Templates

new folding carton designs



production-ready
designs in seconds

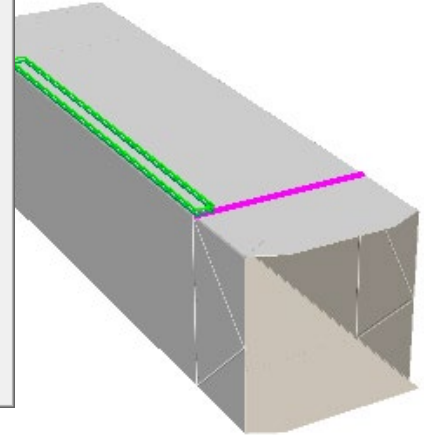
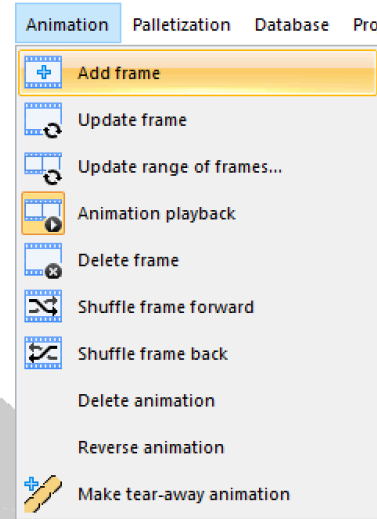
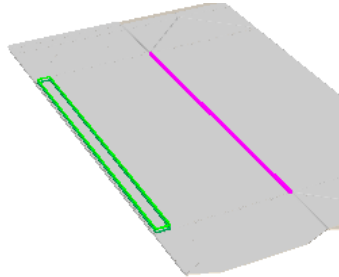
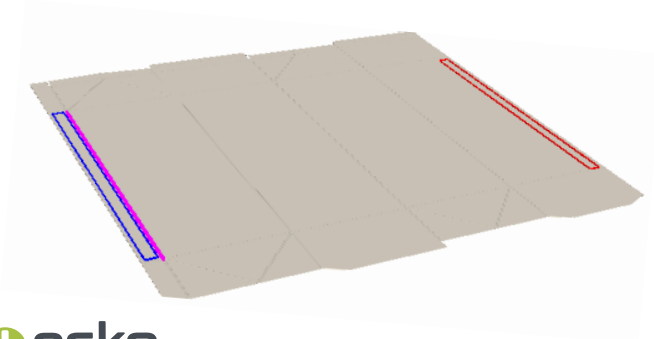
new corrugated designs



largest catalog of parametric design templates (standards)

Animation Enhancements

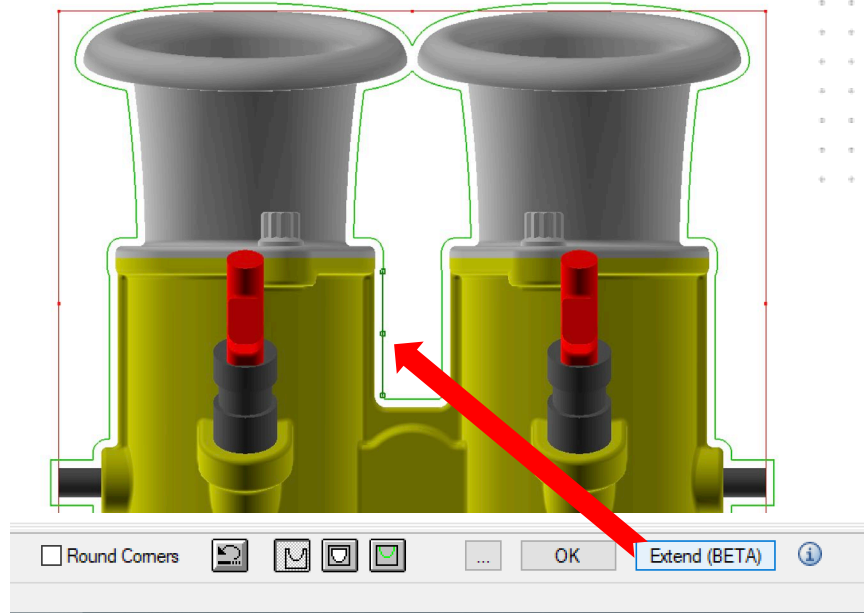
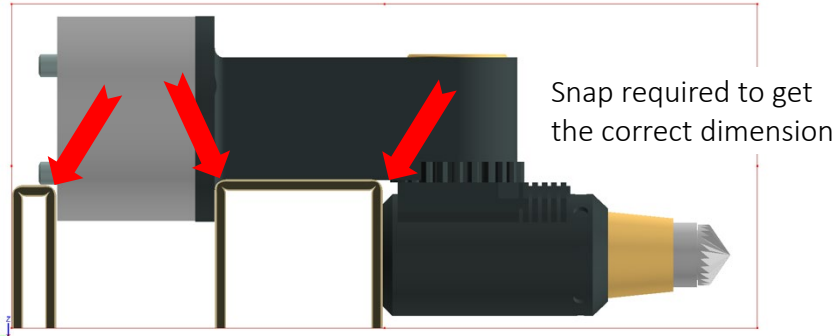
- Create animations showing mated/glued panels and connected folds
- Ideal for gusset trays, gable tops, beers trays, 123 bottom, auto-bottom



Extended Snap Points on Imported 3D Models



- Generate snap lines based on the outline of the imported 3D model
- Make more accurate measurements on imported 3D models for designing inserts and internal packaging



Please note this feature is provided as a BETA option.

We are working to tune the algorithm for all types of shapes and various degrees of model quality.

Your feedback is appreciated!



Thank you