New Videos

We have six new videos on our website. Three of these support our sales efforts and three more are tutorials. In the Gallery is a movie with a tribute of our users and the diverse industries they represent. Turn up the music, kick back and enjoy the wonderful designs in this eight minute video.

A new video appears on our Graphite product page. This is a concise sales video featuring several of our customers including product designer Michèle Fremont, master draftsman Merrill Hall, sculptor Robert Perless, and mechanical engineer Vince Costa. Together they talk about how Graphite™ speeds design from concept development through precision engineering drawings, why they love the intuitive Vellum® interface, and how they can use their choice of platforms.

On our Product Comparison page is a new overview of our CAD and 3D modeling products Cobalt™, Xenon™, Argon™ and Graphite. Take a look at how the four different products stack up against each other.

Our 3D Modeling Tutorials page has three new videos introducing the key features of our unique Vellum interface. It’s a great way for new users to get started with our 3D modeling products. The first video covers the Interface Window and the Drafting Assistant™.

The second one talks about the Trackball.

Number three covers the Show/Hide function and the Design Explorer™.
Graphite v10 Alpha

The next version of Graphite is in alpha testing, on track for anticipated release before the end of the year. Like v9, v10 will be a smaller upgrade and offered at a lower upgrade price than some of our version upgrades have historically been. The new surfacing capabilities, previously considered as part of v10, will instead become a separate product anticipated in the second quarter of 2016.

New Vellum Nitrogen™ Release

Vellum Nitrogen v9 SP2, has been released in Japan. It contains a new DWG library as well as numerous updates for the ongoing internationalization of the software, particularly for the Asian-language versions. Enhancements will be included in future versions of Graphite including the upcoming v10.

New Responsive Website

We’re in the midst of upgrading the Ashlar-Vellum website to make it responsive to tablet and smartphone browsers. The overall design is streamlined and will resize appropriately to fit the device, taking advantage of larger fonts and images on desktop screens, while collapsing elegantly to accommodate the narrower view on smartphones and tablets. Making websites mobile-friendly boosts rankings on Google and other search engines. Look for the new layout to appear on line in the weeks ahead.

Welcome Vladislav

Vladislav Tumanov is part of our Graphite team even while he’s finishing his degree in Informatics and Calculating Techniques on System Engineering at Kiev Polytechnic, the premier science and technology university in Ukraine. In addition to his passion for programming, he is a student of history, karate and a huge soccer fan supporting London’s Arsenal Football Club. Vladislav is a valuable member of our development staff and we wish him the best as he completes his final year of studies.

Welcome Valeriy

Valeriy Poltoratskiy has joined our Graphite team where he’s been primarily working on Vellum Nitrogen. Valeriy grew up in Chernigov, Ukraine, north of Kiev where he studied Electronics. He completed his university studies at Kiev’s Taras Shevchenko National University, one of the most prestigious schools in Eastern Europe, with a degree in Physics. He is an experienced engineer and software developer who enjoys scale modeling, traveling and computer games. We’re glad to have Vladislav on our team. His calm demeanor and leadership skills make him an integral part of our team.
Did you know that the Drafting Assistant makes it simple to create lines tangent and perpendicular to arcs or circles? This is unlike any competitive software on the market.

Clicking a point on an arc or circle and dragging the cursor away at about a 45° angle, the Drafting Assistant locks onto the tangent. If you drag straight away at a 90° angle the Drafting Assistant locks onto a perpendicular.

Note that the Drafting Assistant notation must say on for it to lock onto a tangent or perpendicular, not quadrant, intersect, or some other notation to begin this process.

Continue holding the mouse button, and the line remains tangent or perpendicular while dragging the end point around the object.

This is particularly useful when creating a line from a tangent on one circle to the tangent point of another circle. Once a line is designated tangent to the circle, it can be dragged to the tangent point on the other circle, maintained at both ends.

The Message Line

Across the upper left corner of the screen is a small strip we call the Message Line. Depending on the tool selected, this area displays the name of the tool and the next step to take in its operation. It also shows any key modifiers that are available for the tool. For example, pick the Select tool (arrow) from the Main tool palette.

The Message Line reads on Mac:

Select: Select [Shift = Extend, Option = Copy]

On Windows it reads: Select:

Select: Select [Shift = Extend, Ctrl = Copy]

Press the shift key on either platform and the message line reads:

Select Extend: Select additional objects

This allows you to do a multiple select.

Now press the Ctrl key if you’re on Windows or the Option key if you’re on Mac. The Message Line reads:

Select Copy: Select

Click on an object and drag to make a copy of it in the drawing.

Stroke Commands for Construction Lines

Last quarter we discussed how stroke commands in Graphite, Cobalt, Xenon and Argon allow you to interrupt an operation and perform a zoom command in the middle. The same idea can be used for construction lines.

Hold down the Ctrl+Shift keys on the PC or the Command key (⌘) on Mac. Then drag the cloverleaf cursor any length horizontally to create a horizontal line. Drag the cloverleaf cursor any length vertically to create a vertical line.
Innovative Kitchen Design Made Easier in Cobalt™

Furniture designer and long-time Cobalt CAD and 3D modeling advocate, Fred Puksta is the Product Designer for Crown Point Cabinetry, makers of top-of-the-line, handcrafted, custom cabinets for kitchens and other rooms. As Product Designer, Puksta is responsible for the creation of new products and detailing customer’s custom requests.

At home, Fred and his wife, LeeAnn, have continually bought older houses and renovated them. Recently, while remodeling their latest kitchen, Puksta had an idea to produce several unique design aesthetics within a frameless construction. He worked collaboratively with Brian Stowell, owner of Crown Point Cabinetry, to develop this new, more affordable line of semi-customized kitchen cabinets. Fred and LeeAnn’s kitchen became the prototype.

Marketed as The Limited Line by Crown Point, the new construction paradigm allows modular substitution of patented components, such as decorative end panels, valences, doors, mouldings and feet, to create different styles. In addition, some cabinets embrace the tenants of Universal Design providing accessibility for all people, including the 6’3” Fred, and 4’11” LeeAnn. These include pull-down shelf units, a table on a pneumatic cylinder that adjusts to any work height from 28 1/2” up to 45”, a no-touch trash drawer that opens with a foot pedal and closes with the push of the knee, soft-closing kitchen drawers that shut automatically with a gentle push, and an island that can be repositioned as a peninsula or removed entirely.

Fred uses Cobalt CAD and 3D modeling software, both at home and at work because of its extreme ease of use. As he puts it:

“The single best thing about Cobalt is the Drafting Assistant. That’s probably the best thing that’s been invented with respect to CAD programs because, especially in a 3D environment, it is so easy to use when the Drafting Assistant is helping you determine where you are in 3D space. It’s really phenomenal.”

Puksta’s extended creativity allowed him to develop a commercial product line while renovating his own kitchen. Designers like Fred use Cobalt so that all of their mental energy goes into creating their design and not into how to run their software.