



### Intuitive motion simulation for 3D modelling.™

Kinetics' 3D motion simulation offers a complete set of commonly used tools that are easy to understand and set up. Available on both Mac and Windows, Kinetics supports 3D models from almost any analytical or polygonal modelling software. Using Ashlar-Vellum's unique Organic Workflow™, motion testing can be applied at any point within the design process.

- 3D Animation and Motion Simulation
- Unique Working Environment featuring Organic Workflow™
- Complete Set of Precision Import/Export Translators Including ACIS SAT, Parasolid, IGES, STEP, DXF, DWG, and more
- Photo-realistic Rendering
- 3D Scene Builder

#### Forces & Motion Drivers

- Revolute (hinged)
- Prismatic
- Fixed
- Spherical
- Cylindrical
- Force
- Torque
- Spring

#### Approximate Polygonal Modellers Supported

- Trimble Sketchup
- Strata 3D
- Blender
- Autodesk 123D

#### Precision Analytical Modellers Supported

- Ashlar-Vellum Cobalt™
- Ashlar-Vellum Xenon™
- Ashlar-Vellum Argon™
- Dassault Systems SolidWorks
- Siemen's Solid Edge
- Ansys Space Claim
- Form Z
- Rhinoceros
- Autodesk Inventor
- Autodesk Fusion 3D
- Kubotek Key Creator
- IMSI TurboCad



Semi-conductor Test Head Manipulator designed and modelled by Richard Somers. Rendered in Kinetics.

#### 3D Exports

- Collada (\*.dae)
- 3D PDF
- HTML 5 / Web GL
- U3D
- Wavefront (obj)
- SketchUp
- OSG
- IVE
- OSGB
- FBX
- KeyShot (\*.bip)
- STL (ASCII and binary)
- DirectX (\*.X)
- 3D Studio Max (\*.3ds)
- DWF (Windows only)
- DWFx (Windows only)
- Indigo (\*.igs)
- DWG
- DXF

#### 3D Imports

- SketchUp 2014
- FBX (2015.0)
- Collada (\*.dae)
- IGES
- STEP
- Rhino 5.0
- PDF 3D (U3D Based)
- U3D
- 3D XML (CATIA)
- Wavefront (OBJ)
- 3D Studio Max (\*.3ds)
- OSG
- STL
- DWF/DWFX (Windows only)
- SolidWorks 2014 (Windows only)
- SolidEdge (ST6) (Windows only)
- Inventor (2015) (Windows only)
- ACIS (Windows only)
- Parasolid (Windows only)
- IFC
- DWG (AutoCAD 2015)
- DXF

#### System Requirements

- Windows / Macintosh
- Windows XP / 7 / 8.1 (x32 or x64)
- OS X 10.7 / 10.8 / 10.9 / 10.10 (Intel only)
- 32 MB Accelerated Video Card w/ Open GL
- Medium- to High-performance Workstation-class Graphics Subsystem Recommend for Real-time Rendering or Complex Files
- 1 GB RAM Required / 2+ GB Recommended / Large Projects May Require Much More
- 2 GB Free Hard Drive Space Required / 8+ GB Recommended
- High Speed Internet Connection, or USB port, or DVD drive required to install
- Internet Connection and/or email required for license activation
- (Software downloaded to USB Flash Drive, or recorded on DVD available at additional cost)