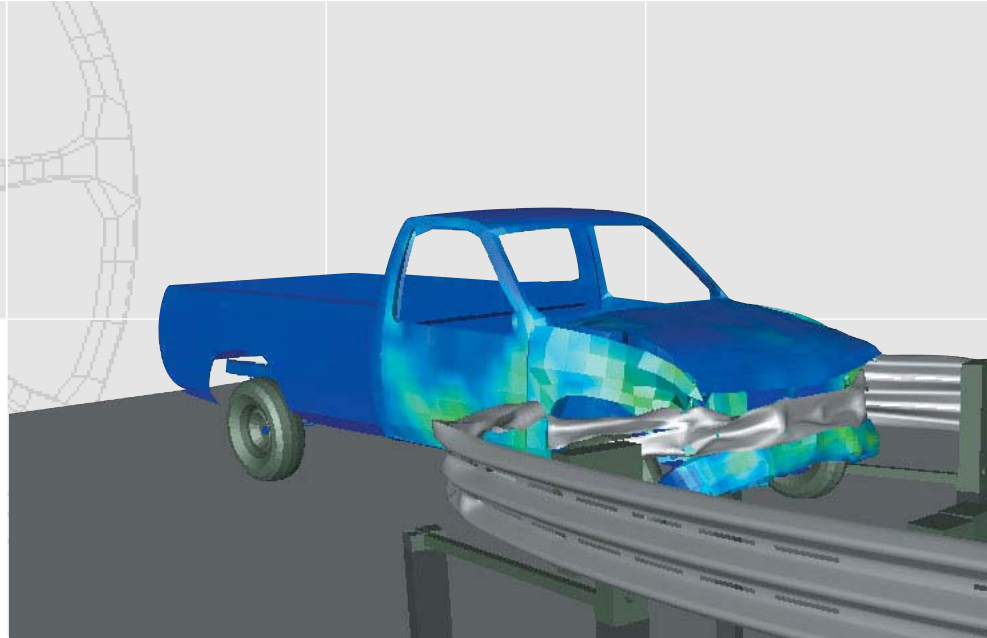




GLview
Pro

3D Presentation
Program



TECHNICAL SPECIFICATIONS

FEA APPLICATION SUPPORT

Direct file readers:

- ANSYS: Binary results files (.rst, .rth and .rfl)
- LS-DYNA: State Database (d3plot), Time History File (d3thdt), ASCII plot files
- ABAQUS: Binary post file (.fil, .odb). (.odb only on Windows)
- I-DEAS: ASCII universal file (.unv)
- MSC.Nastran: Binary Output 2 files (.op2)
- MSC.Marc ASCII (.t19) & binary (.t16)
- RADIOSS: Binary ModAnim file
- NE/NASTRAN: Binary Output 2 files (.op2) and bulk data
- FEMAP: ASCII neutral file (.neu)

Support for separated geometry and results files

CFD APPLICATION SUPPORT

Converter (available on request):

- FLUENT: Binary and ASCII files
- PHOENICS: Binary and ASCII files

USER INTERFACE

- Intuitive, easy-to-use graphical user interface
- Flexible command and scripting language
- On-line documentation
- Drag & drop files with auto-detect functionality
- Advanced picking and elaborate feedback of information on the model, results, part/material, and element properties

INTERFACES, IMPORT/EXPORT

- Generic file format import/export: VTF and MOVIE.BYU
- Output of images to BMP, TIF, IRIS RGB, PostScript (bitmap), PPM, and output to VRML 1 and 2
- Generation of MPEG, AVI, and animated GIF
- Generation of VTF files for GLview Express and 3D Plug-in
- Export of 2D plot data to file
- Import of custom plot data
- Printing of 2D plot or 3D scene
- Direct HTML-export to Internet Explorer

INTERACTIVE ANIMATION

- Time domain and frequency domain (mode shape) animation of scalars, vectors, and displacements
- Particle trace and cutting plane animation
- Viewpoint animation
- Real-time manipulation of models during animation
- Interpolation between time steps during animation

FEATURES

- Display of scalar and vector results
- 2D plotting of nodal/element results
- 2D plotting of scalar results along user defined lines
- Trace lines of vector results (node tracing)

- Extraction of element results through picking
- Rigid body transformations
- Advanced mirroring options with multiple planes
- Contour and legend control
- Logging of commands
- Scaling of model

ELEMENTS AND DATA SUPPORT

- Beams, triangles, quads, tetrahedrons, hexahedrons, pentahedrons, pyramids
- Eroded elements
- Adaptive meshes
- Unstructured grids
- Nodal and element results

RESULTS DISPLAY OPTIONS

- Polygon viewing by surfaces, lines, and points
- Outline, hidden line, outline mesh, overlaid mesh
- Filled contours (textured, plain, or shaded)
- Contour lines
- Vector arrows (with fringe colors) and damping of vectors
- Multiple particle traces of volumetric data results
- Multiple cutting planes
- Iso surface

RENDERING

- High performance graphics suited for animation of large models
- Software and hardware rendering support using OpenGL
- Set optional point of rotation
- Perspective/orthographic projection
- Shading, flat and smooth shading (Gouraud shading)
- Lighting, arbitrary colors, multiple light sources and directions
- Texture and environment mapping
- Anti-aliased lines
- Set transparent surfaces independently for each part

HARDWARE PLATFORMS

- Windows XP/2000/NT/95/98 (Intel)
- SGI (Irix 6.x), Sun (Solaris 2.7 and above), IBM (AIX 4.3) Digital/Compaq Tru64 (OSF/1 4.0), HP (HP-UX 10.20 and above),
- Linux: Kernel 2.4.18-3 and XFree86 4.1.0 (for OpenGL)

FOR MORE INFORMATION, PLEASE CONTACT:

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