

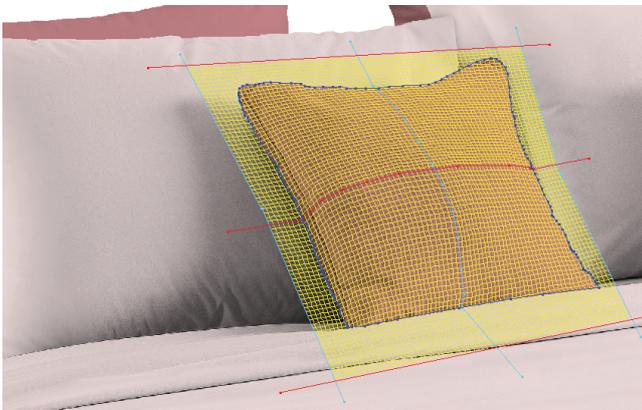


Graphic Pattern Software

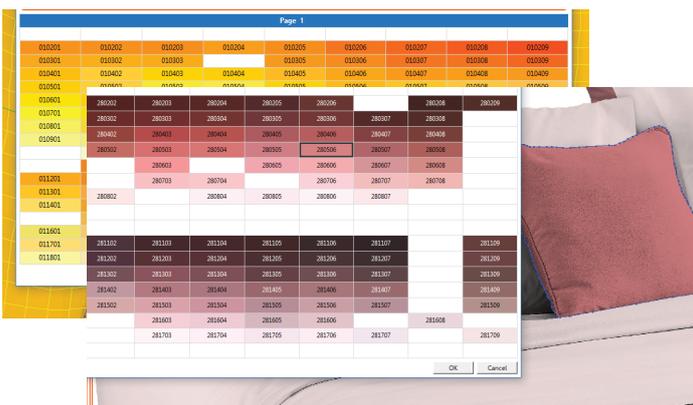
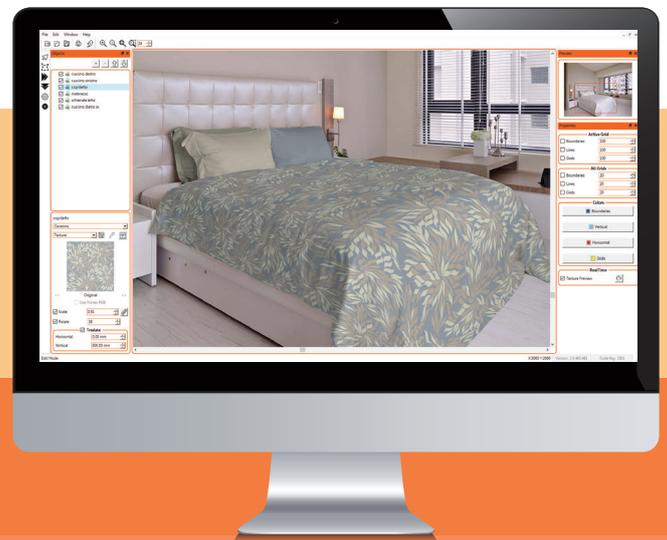
3D Map is the module created for clothing designers, stylists, textile or interior designers, and for anyone who has the need to propose a collection of fabrics in quick and photorealistic times without making the sample garment; thus freeing fantasy and creativity. This software is ideal for viewing your own creations and for generating commercial catalogs or presentations. 3D Map quickly draws the fabric in the model, respecting the shadows, the orientation of the drawing and the proportions of the original fabric, with a simulation of the garment that can then be produced with photographic quality and a realistic 3D effect.

Object Grid Generation

From a sample image it is possible to easily generate the grid of the object to be coated, creating the outline and inserting the horizontal and vertical lines to establish the movement of the fabric. Points and lines are always modifiable: they can be moved, deleted or inserted. Based on the image or the colors used, the color and intensity of the contour, grids and lines can be modified.



With 3D Map you have a quick preview of the pattern and you can generate endless images from a photo sample with light tones. The powerful rendering engine, the management of the shadow effect and the movement of the fabric, and the correct proportion of the images generates a true 3D effect; It is not necessary to have 3D modeling notions or to use complicated software to generate your own catalogs.



Color import of ATL

With this function you can import the tones of any color folder, personal or Pantone, in order to always have available the necessary colors for pattern design; you can easily search for the desired color through the code or by flicking through the pages of the folder.



Texture / Color Application Modality

Once the respective grid has been generated to the object, you can choose with what mode to apply the pattern. With these typologies, different effects are obtained, from the flat color, to the load without considering the luminosity of the image, from the superposition of the color or texture maintaining the shadows of the photo, to the placement considering the light effects present in the shot and the selected tone.



Colorways insertion Texture

Inserting an image as a texture generated by ColorInstinct in SCN format, therefore, with the compiled colorways, you get a quick preview of the collection that can then be produced. Thanks to this option, you can browse and select the colorways created to obtain images acclimated with the same pattern and different colors; a fast and efficient way to make presentations and highly professional catalogs in a short time.

Commands and Archiving of the Project

During the creation of the contour, with the CTRL + Z command it is possible to go back, and with the PAN command to move in the image. When saving the project, to the user is given the possibility of modifying or inserting other colors or images at any time, keeping the objects created and the settings previously chosen. When the project is finished, you can export the image in JPEG or TIFF format with the resolution you prefer.

