



Open source virtual prototyping system  
based on

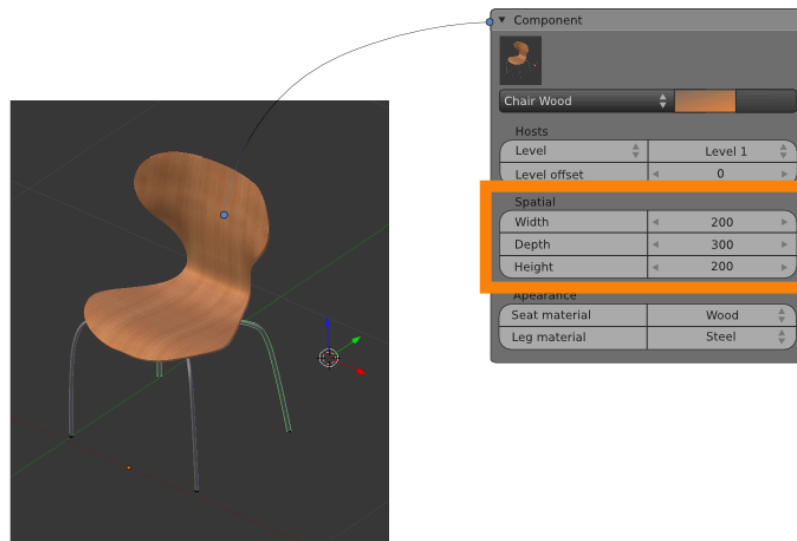


3D modeling software



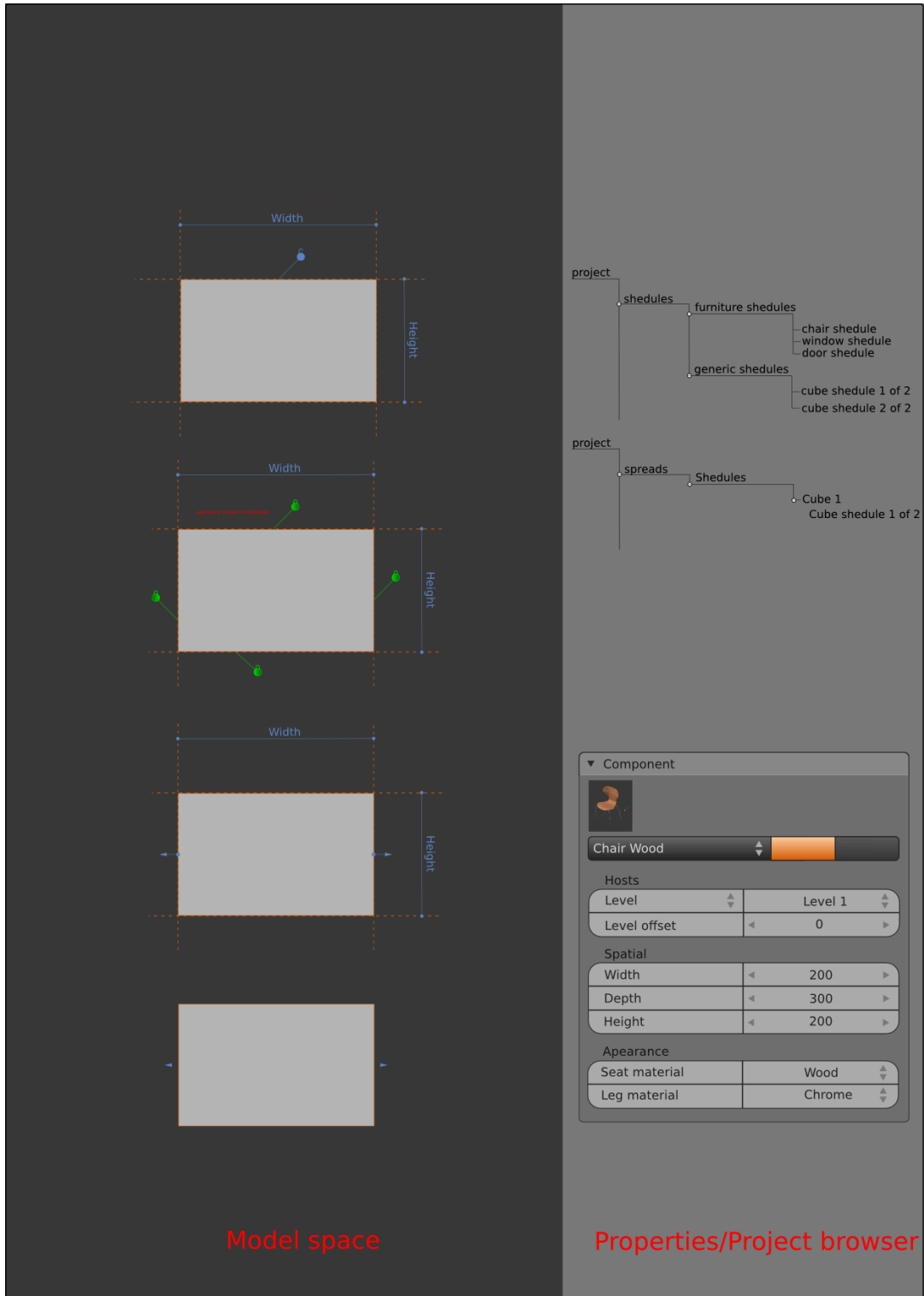


Now with “Blender” <sup>1</sup> it’s possible to create models, renderings, animations

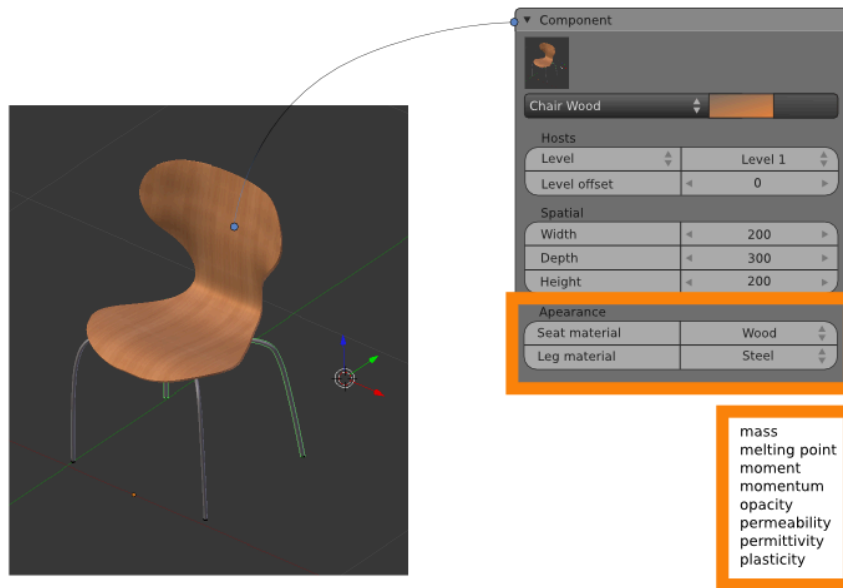


With DiGiDone project we will add ability to create parametric objects with custom parameters




<sup>1</sup> <http://www.blender.org/>



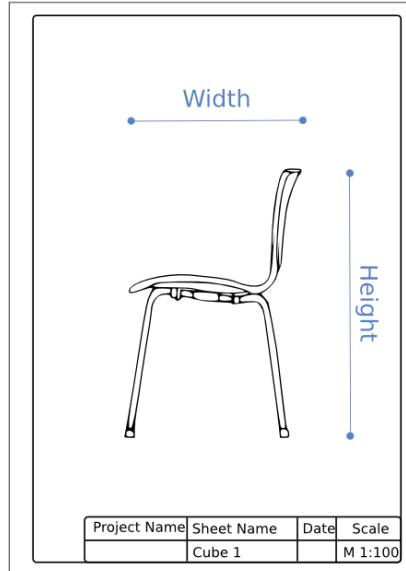
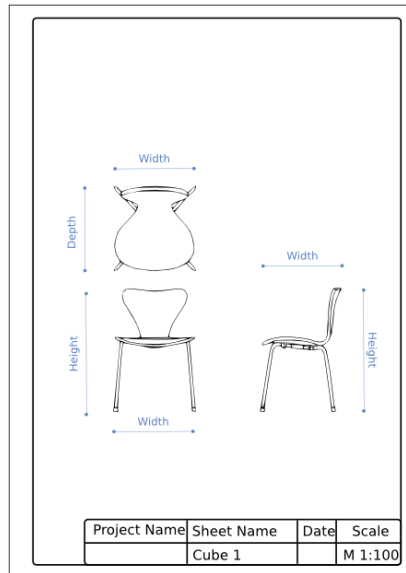
We are going to create tools which will enable those custom parameters to change model geometry.



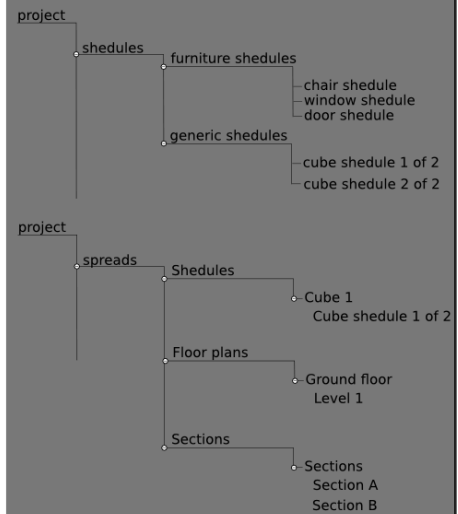
We are going to add materials with real physical properties

No	Name	Count
1		15
2		15
3		36

Add ability to count parts used in project



Paper space



Component

Chair Wood

Hosts

Level
Level 1

Level offset
0

Spatial

Width
200

Depth
300

Height
200

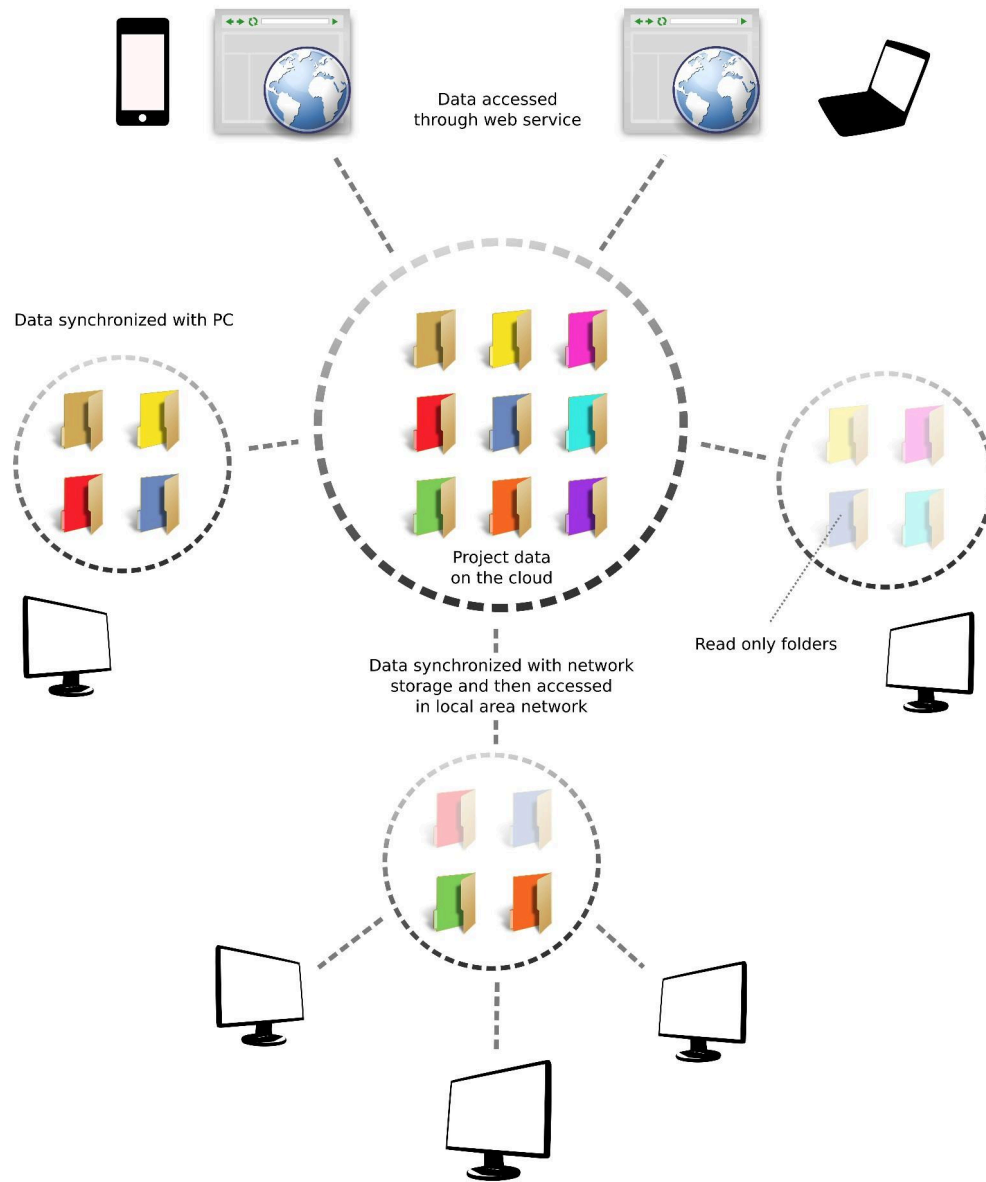
Apearance

Seat material
Wood

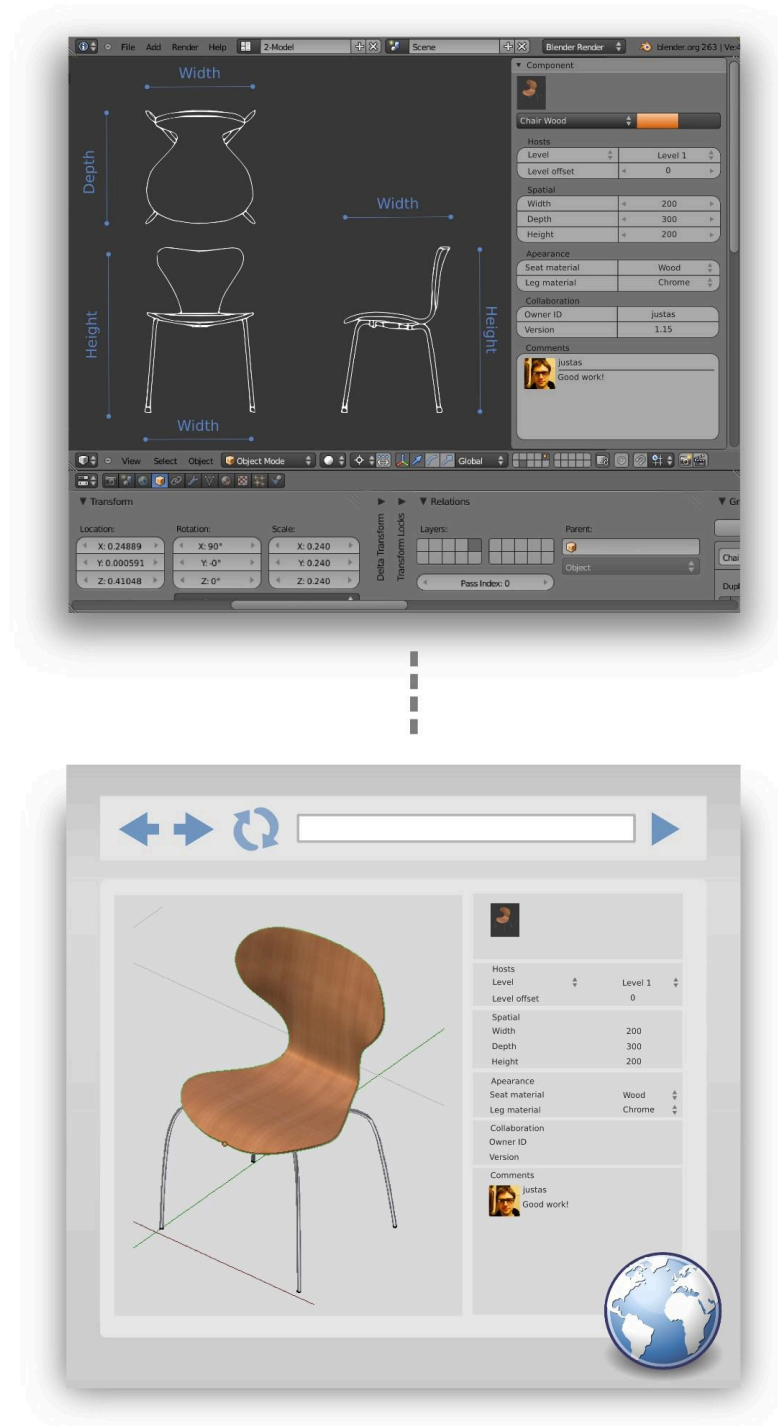
Leg material
Chrome

Properties/Project browser

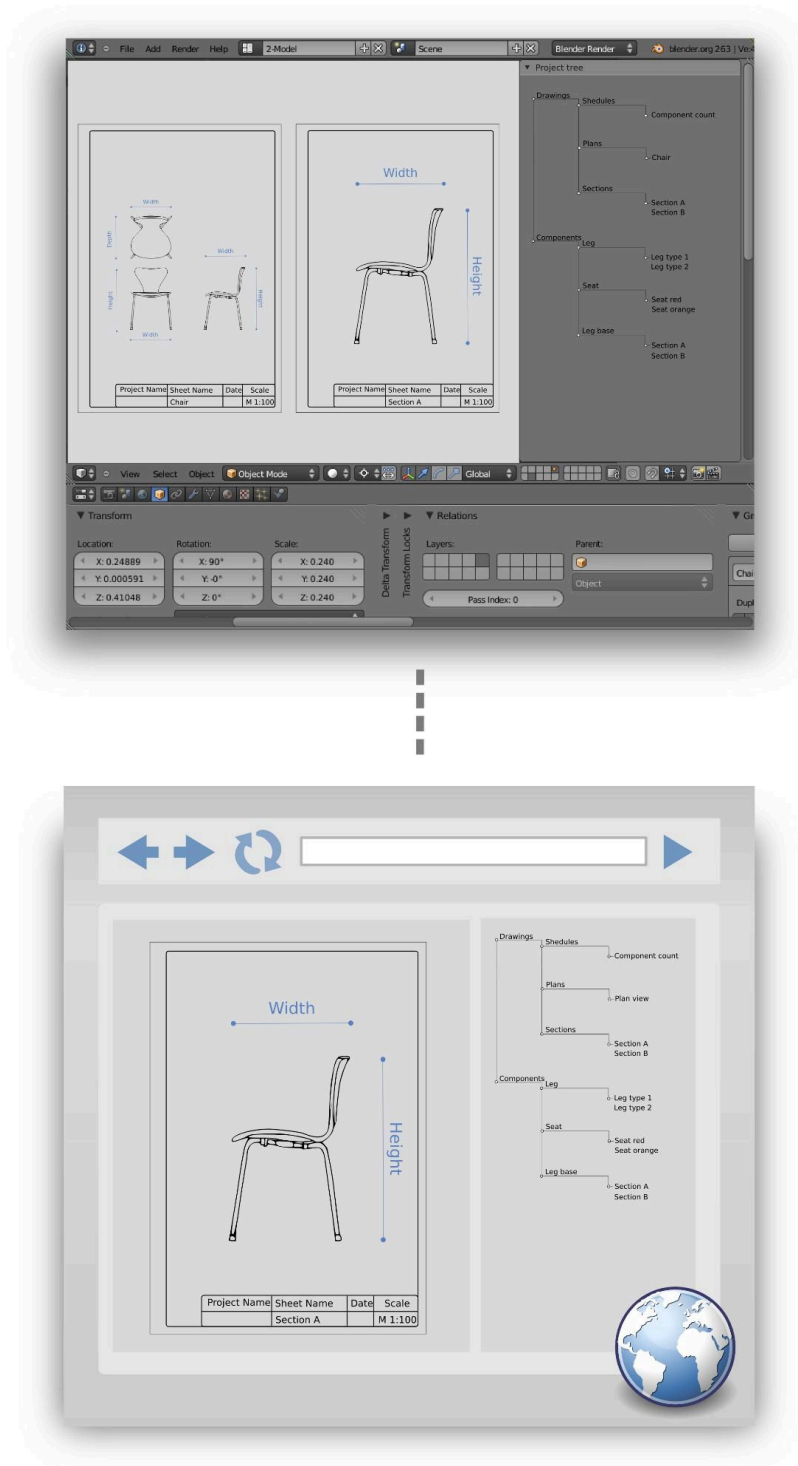
Add ability to create drawings and put them on sheets



But desktop software does not meet today's needs without cloud infrastructure for sharing data and collaborative design.



We want to create desktop software which will be tightly integrated with web service. Data should seamlessly share between desktop and the web without need manually upload and download project files. Web service should manage users, permissions to edit some element.



All project tree with sheets, schedules, components should be visible in web system with an ability to preview drawings or 3D models.