OPENCLIP

Copy and paste with 3D programs

Hook up with 3D

Introducing OpenClip

When you want to create a 3D model, it's such a pain to have to export to DWG, then import into your modeling program. Oops, you left out a line, so you've got to go back and repeat the whole thing. What a bummer. Why can't software companies just come up with a way to copy and paste this stuff between programs? Hang onto your mouse. Here comes another WildTools revolution.

OpenClip allows you to copy and paste precision vector objects from one program to another—any combination of 2D or 3D CAD, illustration or drawing program.

It lets you draw in the program of your choice, paste the drawing into the 3D modeling program of your choice and then copy drawing objects back into your 2D program as fully editable vector objects.

And all that is required is that each program supports OpenClip, either in the program or with a plug-in. One OpenClip plug-in is all that is required for each program.
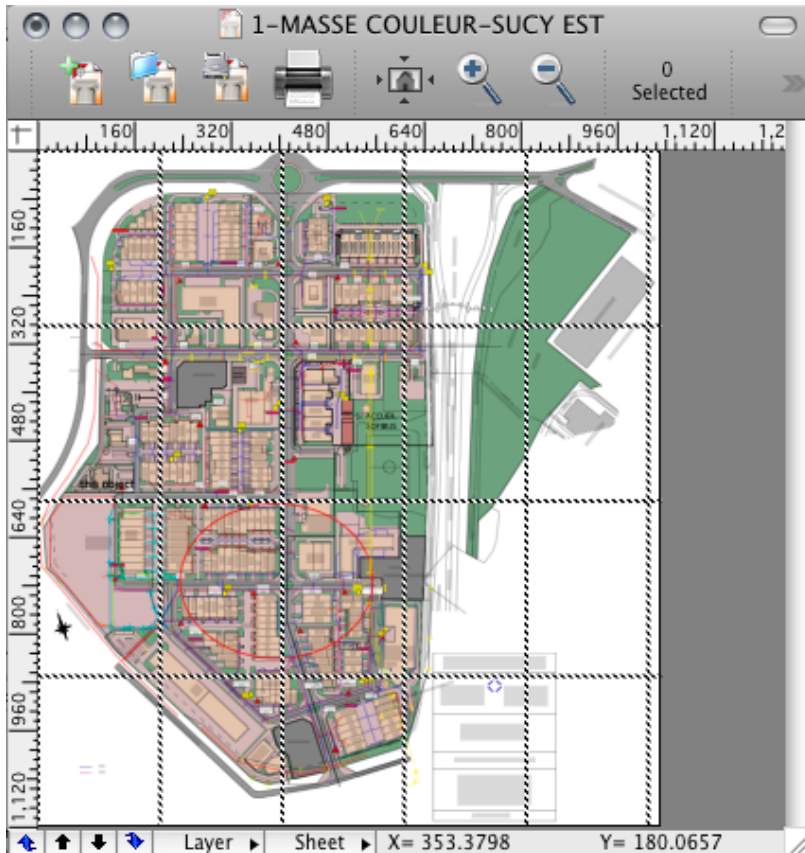
In2Space

PRD Software's In2Space, the 3D modeling partner for PowerCADD, is an architectural modeler with tools specifically designed with buildings in mind. It features Copy from PowerCADD, Paste in In2Space.

The ability to copy and paste precision vector graphics between PowerCADD and a 3D modeling program began as a collaboration with PRD Software and is provided with their PowerClip plug-in. In2Space is in development, and PRD expects to release the initial version shortly. The program is designed to be a sister program with PowerCADD. The In2Space interface, where possible, is similar to PowerCADD. It is this close match that makes In2Space a true 3D extension of PowerCADD.
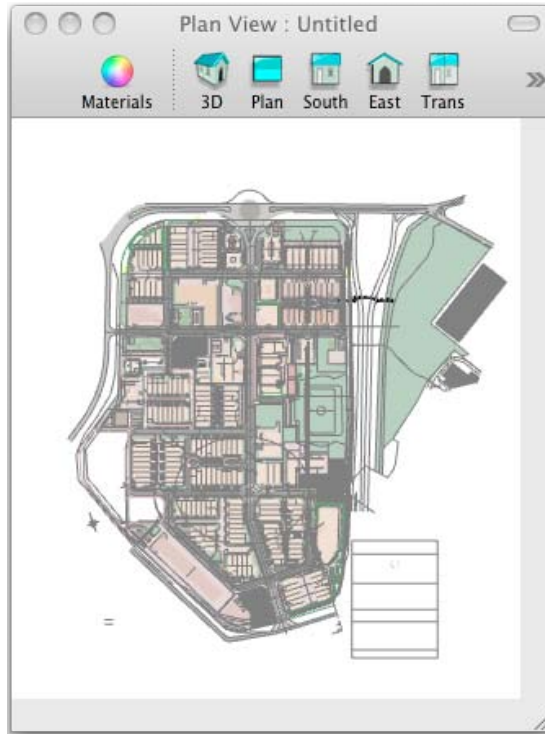
Find information on In2Space at

http://www.prdsoftware.co.uk/in2spaceuk/

It works like this:

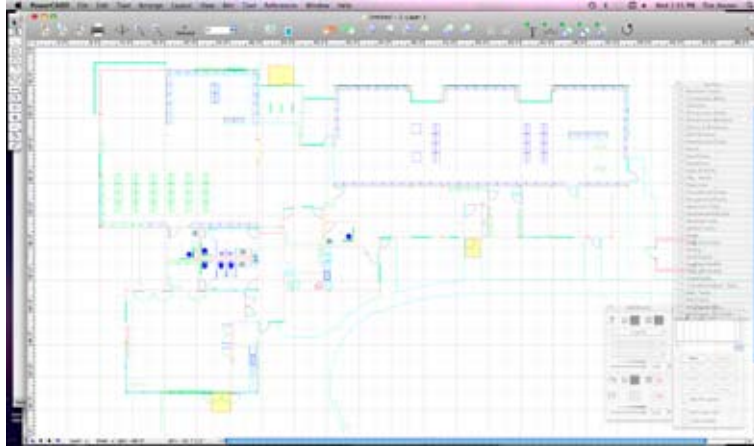*Copy in PowerCADD.*

Paste in In2Space.


View in 3D, then start extruding.

Bonzai3D

The Macintosh version of Bonzai3D 2.0 from AutoDesSys is the first program to be released with an OpenClip plug-in. It handles Paste from OpenClip in the current plane (Copy is coming in an upcoming version). See for yourself. Download the Bonzai3D demo from www.bonzai3d.com to try it out.
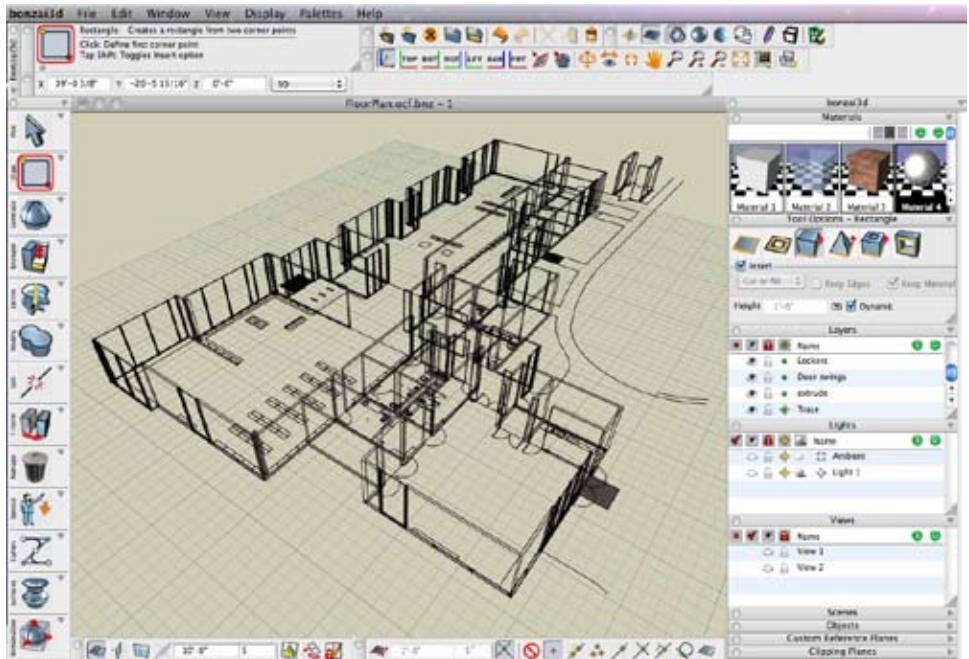
Bonzai3D is a powerful 3D solid modeling program that offers a full set of 3D modeling capabilities. There are many parallels between Bonzai3D and WildTools—both are equally feature-rich. You can draw anything with PowerCADD and WildTools. Paste. Model anything with Bonzai3D. It works like this:
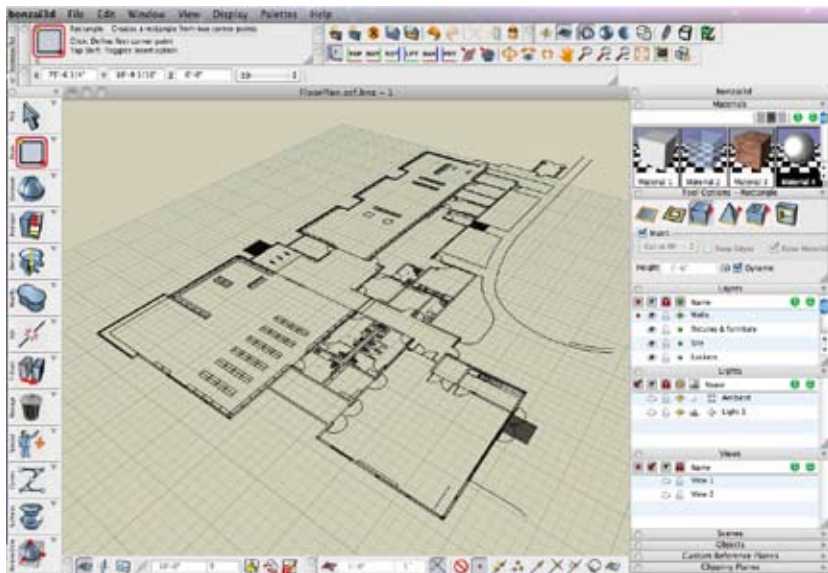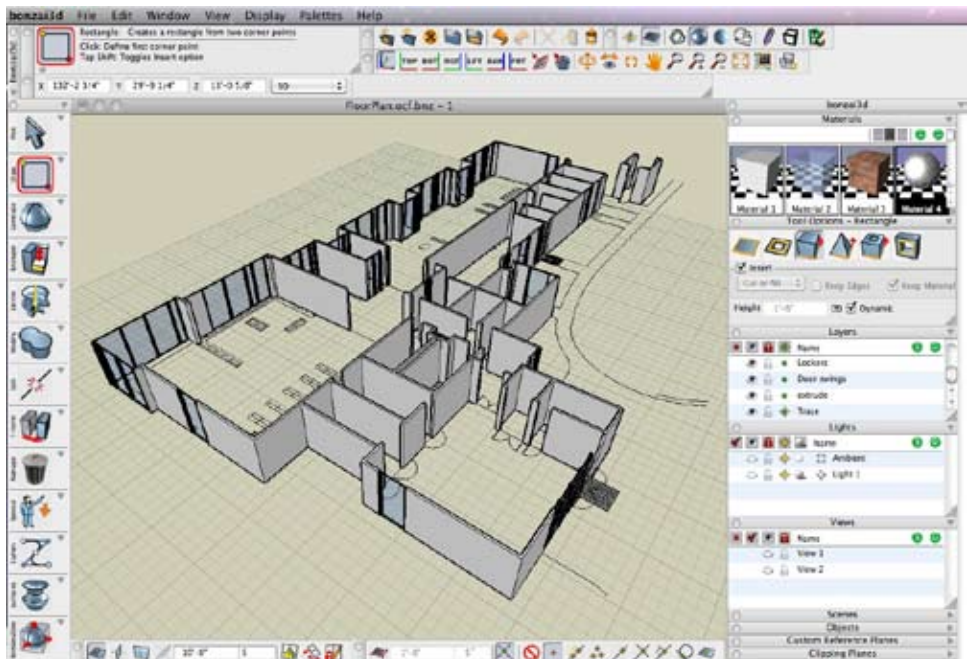

Copy in PowerCADD.

Paste in Bonzai3D.

Extrude a wireframe.

Or extrude a shaded model.

Here's a garden shed created using copy and paste between PowerCADD and Bonzai3D.

Great news about the copy from PowerCADD to Bonzai! I'm sure this is going to come in real handy to many people. I know this will be a big timesaver for me. I really appreciate it. I think this collaboration with AutoDesSys is a great thing. Thanks for this copy function from PowerCADD to Bonzai.

Steve Shubin

Visit the Bonzai3D website to see a series of videos showing the capabilities of the program.

Bonzai3D will import SketchUp 6 models.

FormZ

The Macintosh version of FormZ 6.7 from AutoDesSys handles Paste from OpenClip in the current plane. The capability is basically the same as in Bonzai3D except for pen size and color, which are handled in Bonzai3D but not FormZ.
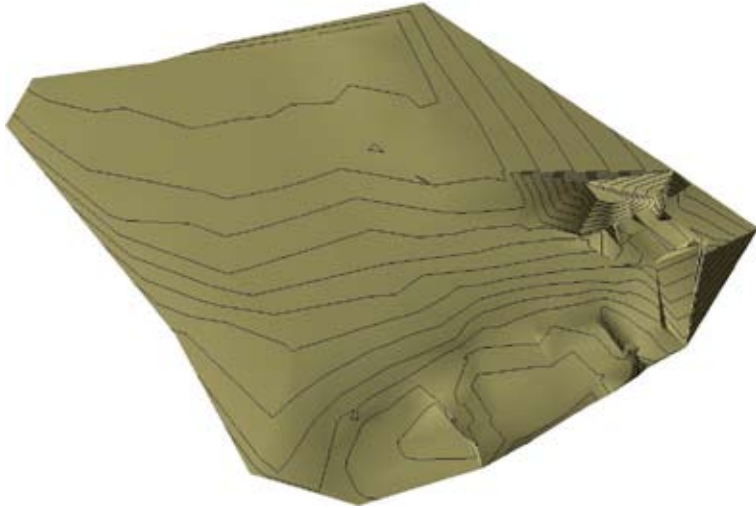
Surfaces and topo contours copied from TopoTools into Bonzai3D.

PowerCADD

The PowerCADD/WildTools OpenClip plug-in handles handles Cut, Copy and Paste of 2D objects. It handles a 3D Copy (hold down the Option key) to copy the Z height stored by TopoTools and Paolo Rossi's Topography Tools. In addition, the Analyze Topo/Find Contours and Analyze Topo/ Analyze Slope dialogs provide the ability to copy topo contours with Z heights and 3D surfaces.

The OpenClip plug-in is included with the maintenance update of WildTools 9.0.3. It may be downloaded from

http://www.seqair.com/WildTools/OpenClip/

The OpenClip plug-in may be used with PowerCADD 8, and it does not have serial number protection. WildTools is not required to use it.

Normally, to accomplish copy and paste between two different programs, you would have to merge the companies and then spend a year or so coordinating things so the two programs can be integrated and work together. OpenClip changes all that. It took just 12 hours to implement OpenClip paste in Bonzai3D.

If your favorite 3D modeling program does not support OpenClip, make your voice heard and get others to join in asking for this capability.
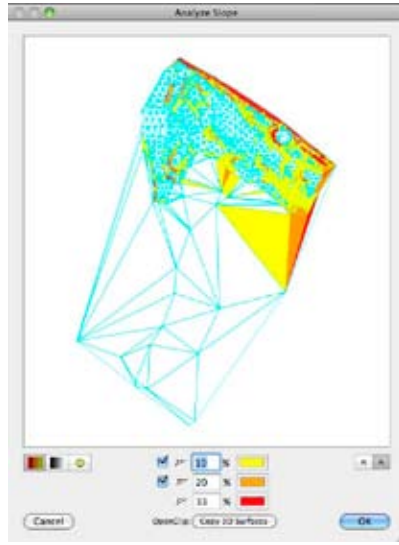
Developer information on OpenClip is provided at
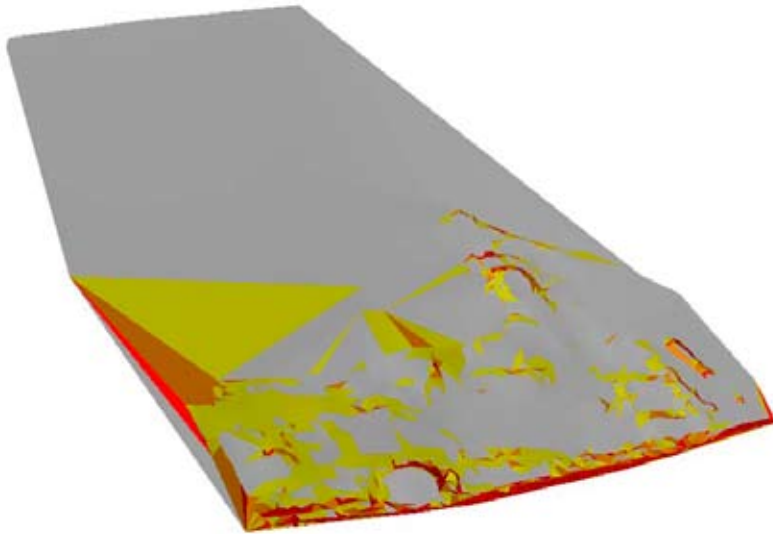
www.openclip.net

Now, let's see this in action.

In TopoTools, the dialogs for Analyze Topo/Find Contours and Analyze Topo/Analyze Slope have options to copy 3D surfaces and topo contours as 3D objects which can be pasted into a 3D program.
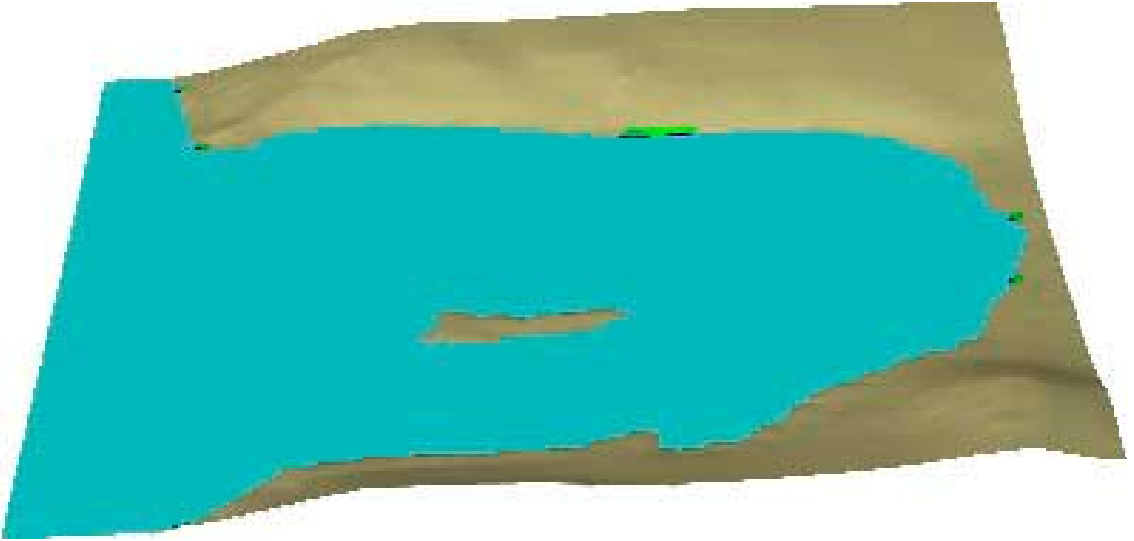
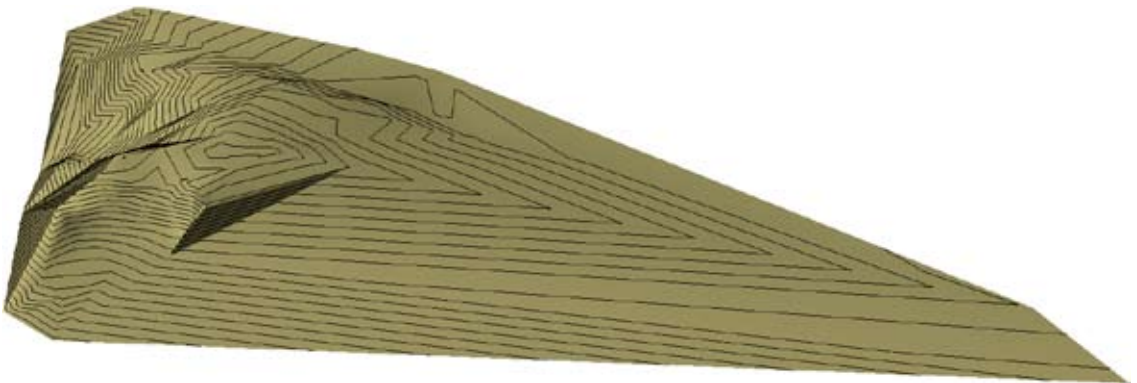For example, in TopoTools and Analyze Topo/Analyze Slope, you can go from this...

To this in Bonzai3D:

And you can also copy 3D surfaces from Analyze Topo/Find Contours in TopoTools:

Z heights above sea level are tan, sea level is blue, below sea level is dark blue and surfaces both above and below sea level are green—where plants grow.

More 3D surfaces and topo contour lines.