

Digital Mockup

In Aras 3DV, a digital mockup is an ad-hoc arrangement of 3D component geometry on the 3D scene for analysis, review, or other purposes. End users can visualize collections of 3D assemblies, subassemblies, and parts in a manner that may be different from how these objects were defined within a CAD editor.

The Dynamic/Streaming Viewers provides the users with the abilities to:

- Add additional assemblies, subassemblies, and parts onto a single 3D scene
- Manipulate the position, orientation (by 3D rotation), and display of a selected 3D geometry.

Whenever an additional assembly, subassembly, or part is added to the Dynamic/Streaming Viewers:

- An associated Dynamic View Definition is re-executed using selected Parameters.
- The Tree Grid View and 3D View scene are refreshed.
- All defined View Modes and Parameters are applied to the context and added assemblies, subassemblies, and parts.
- No transformation is applied to the root of the added additional assembly, subassembly, or part.

An additional assembly, subassembly, or part is added to the TGV as a separate root item. The context item may not be at the top in the TGV because this grid is sorted using the sorting logic of an associated QD.

