

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.

Using the Dynamic or Streaming Viewers digital mockup features, the end users can:

- Place additional assemblies, subassemblies, and parts onto a single 3D scene as outlined in the *Adding Additional Models to 3D Scene* section.
- Manipulate the position, orientation (by 3D rotation), and display of assemblies, subassemblies, and parts on a single 3D scene as outlined in the *Manual Geometry Transformation* section.
- Annotate assemblies, subassemblies, and parts on a single 3D scene with markup lines as outlined in the *Markup Lines in Dynamic and Streaming Viewers* section.
- Store an ad-hoc 3D scene view of a digital mockup for future use as outlined in the *Saved Views* section.
- Share and restore a digital mockup from a snapshot in the discussion panel as discussed in the *Visual Collaboration* section.

