

**OVERVIEW**

iC3D Automate [A product from Creative Edge Software](http://creativeedgesoftware.com/)

**Automation of 3D packaging designs & mock-ups**

In many packaging workflows, a range of product “flavors” has to be developed. Whether drinks, crisps, jam, tins or baby food, the process starts with the creation of a 3D model with applied textures, artwork and subsequent iterative replacement of those textures and artwork to develop the many different flavors of the original design.

Iteration costs a lot of time and money and iC3D Automate, the latest product from Creative Edge Software, does away with it, completely. iC3D Automate uses the 3D content supplied from iC3D which, together with the “Configurator” allows it to be easily integrated with Enfocus Switch production workflows, DAM solutions and automation tools.

iC3D Automate will open an iC3D design file “hands free” and run automated “actions” on it, ranging from replacing textures or artwork, outputting high resolution images at specific camera angles, generating 3D PDF files and much more.

iC3D Automate can easily be integrated in your workflow, with total flexibility and can be configured to perform exactly the type of automation you require.

This increases product development speed, reduces human errors during the visual development of product variations and can help to reduce time-to-shelf during product development.

**System Requirements (minimum)**

* Mac: Requires Mac OS X, version 10.9 (Mavericks) or newer
* Windows: Requires Windows Windows 7 / 8 / 10. Must be 64 Bit O/S

**Configurators**

|  |  |  |
| --- | --- | --- |
| **ACTION** | **Options** | **Descriptions** |
|  |  |  |
| **RenderJPG** |  |  |
|  | Width (pixels) | Width of output image |
|  | Height (pixels) | Height of output image |
|  | Resolution (dpi) | Resolution for image in DPI |
|  | Frame  | Frame number if animation used in IC3 file, default 0 |
|  | Preserve Alpha? | Not available for JPG |
| **RenderPNG** |  |  |
|  | Width (pixels) | Width of output image |
|  | Height (pixels) | Height of output image |
|  | Resolution (dpi) | Resolution for image in DPI |
|  | Frame  | Frame number if animation used in IC3 file, default 0 |
|  | Preserve Alpha? | Background will be removed and will appear transparent  |
| **CameraPreset** |  |  |
|  | Camera preset | Browse to Camera Preset file to be used |
|  | Zoom to Fit? | Would you like to fit model in the image? Yes/No |
| **Camera** |  |  |
|  | Pitch | Define the Pitch +90 to -90 degrees |
|  | Yaw | Define the Yaw 0-360 degrees |
|  | Zoom | Define the Zoom level  |
|  | Zoom to fit? | Would you like to fit model in the image? |
| **ExportDAE** |  |  |
|  | Frame Number | Frame number of animation used in IC3 file |
| **Export3DPDF** |  |  |
|  | Frame Number | Frame number of animation used in IC3 file |
| **ExportIC3** |  |  |
| **ReplaceArt** |  |  |
|  | Label Name | The name of the label used in the IC3 file. Default Base Artwork. |
|  | IC3D File | Browse to the IC3D file to be used in replacing the artwork |
|  | Artwork file | Automatic generated from files dropped in workflow |
|  | Offset X | Offset settings for image X position |
|  | Offset Y | Offset settings for image Y position |
|  | Is front?  | Yes(1)/No(0) |
| **ReplaceTexture** |  |  |
|  | IC3D file | Browse to the IC3D file to be used in replacing the texture |
|  | Model Name | Name of the Model within the IC3 file where material is being replaced |
|  | Material Name | Name of the Material for the model being replaced.  |
|  | Texture Type | The texture type being altered. 0=diffused, 1=shine, 2=opacity, 3=bump |
|  | New Texture file | File to be applied as new texture. Supports jpg or png. |
|  |  |  |
| **ExportOpsis** |  |  |
|  | Server url | Web address of the iC3D Opsis server  |
|  | Username |  |
|  | Password |  |
|  | Model Name | Name of Model exporting to iC3D Opsis |
|  | Job Id | Optional information for Job Id |
|  | Customer | Optional information for the Customer Name |
|  | Export Timline | Is there an animation timeline to export, Yes or No? |
|  | Export Spin | Would you like to export the model with an animated spin, Yes or No? |