

Autodesk Alias 2018

新機能

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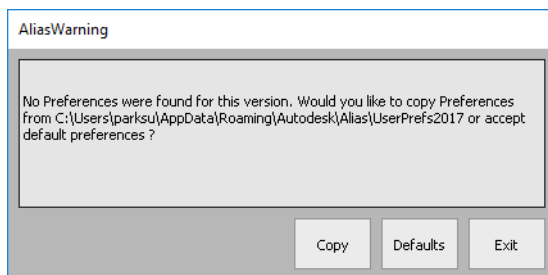
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Mac OS のユーザ設定は、**/Users/<ユーザ名>/Library/Preferences/Autodesk/Alias/UserPrefs2018** にあります。

このフォルダが存在しない場合、Alias 2018 の初回起動時にフォルダが作成されます。次のダイアログが表示されます。

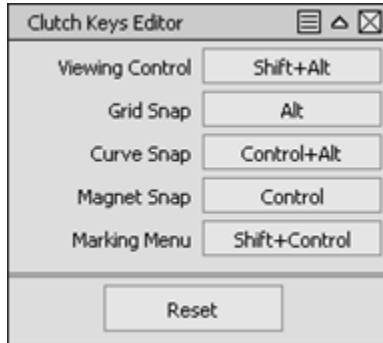


Defaults を選択し、新しい既定の設定を受け入れます。

カスタマイズ可能なキーボード コントロール

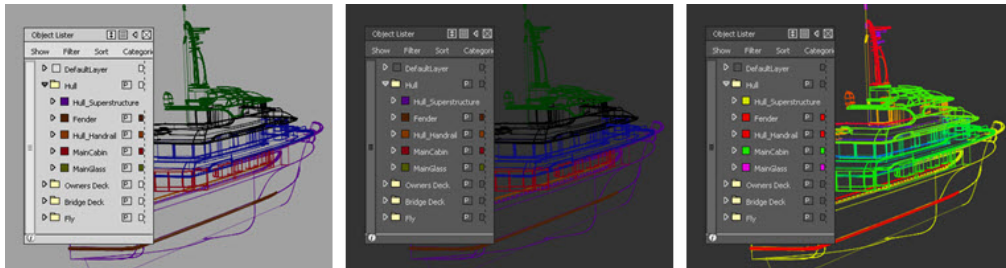
表示、スナップ、およびマーキングメニューに使用するモディファイア キーの組み合わせ(クラッチ キー)を再定義できるようになりました。これらのキーをカスタマイズできるようになったため、異なる製品間の切り替えが簡単になり(たとえば Maya と AutoStudio)、ユーザ個人の設定を可能にします。

Preferences > Interface > Clutch Keys Editor を選択します。



Random Layer Colors の機能強化

Random Layer Colors コマンドを使用して、ファイル共有時のレイヤの可視性を保持できます (たとえば、あるユーザが明るい背景と暗いレイヤを使用していて、ファイルを暗い背景を使用する別のユーザに渡す場合など)。コマンドはすべてのレイヤに新しいカラーを割り当てます。

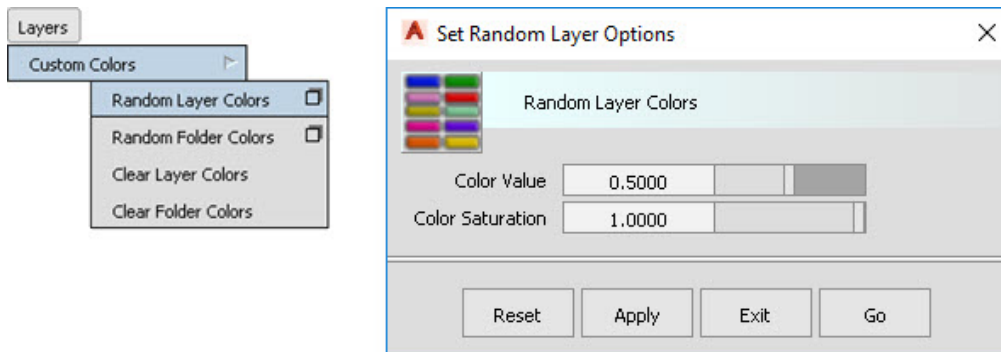


左のイメージに適用された **Random Layer Colors**

結果をより詳細に制御できるように、以下を追加しました。

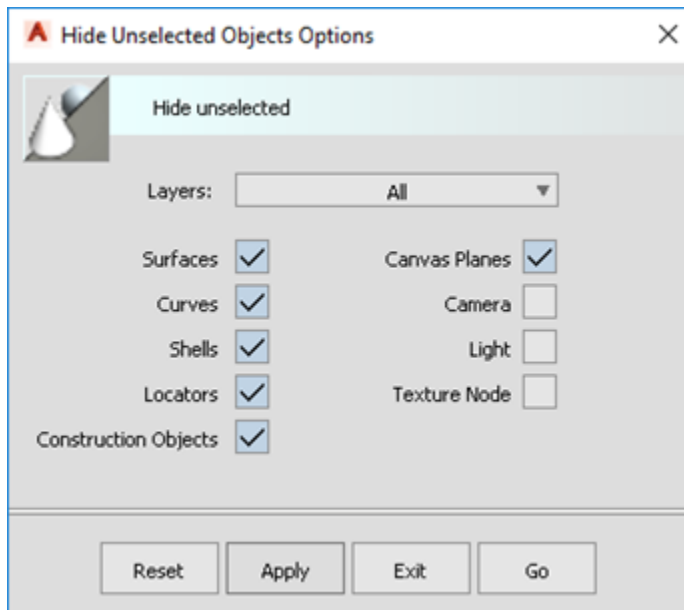
- 新しい Random Folder Colors コマンド(Layers > Custom Colors > Random Folder Colors)
- カスタム カラーを消去する 2 つの新しいコマンド(Layers > Custom Colors > Clear Layer Colors および Layers > Custom Colors > Clear Folder Colors)
- ランダム カラーを選択されたカラーにのみ適用する機能
- Color Value を調整して明るい色または暗い色を作成する機能
- Color Saturation を調整して薄い色または濃い色を作成する機能

4 | 第 2 章 全体的な改良点



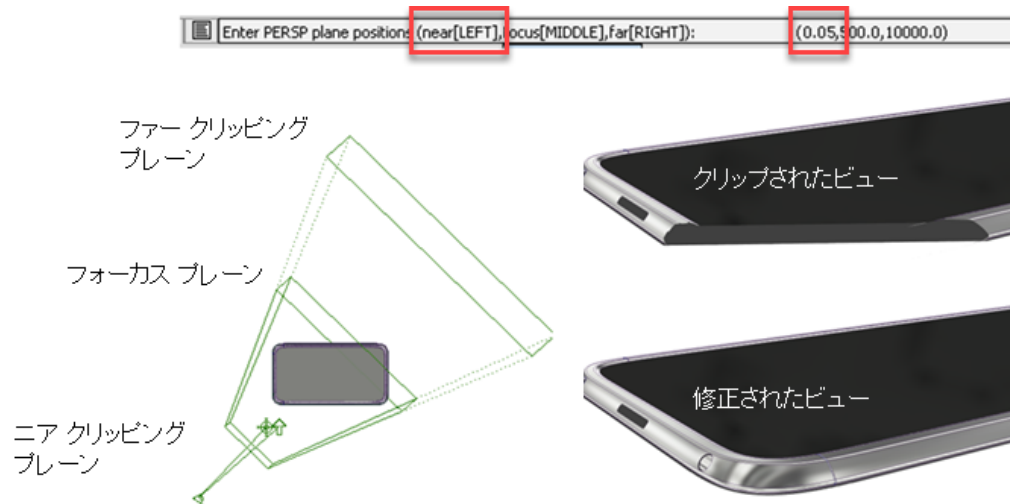
新しい Hide Unselected オプション

ObjectDisplay > Hide Unselected を使用して、表示するジオメトリをフィルタできるようになりました。非表示にする非選択のジオメトリ(サーフェス、カーブ、シェル、ロケータ、コンストラクション オブジェクト、キャンバス プレーン)、および非選択のオブジェクトを配置するレイヤ(すべて、同じレイヤ、選択されたレイヤ、コンストラクション レイヤ、選択可能レイヤ)を選択します。たとえば、選択したレイヤ上で非選択のカーブを非表示にし、その他のすべてのオブジェクトを表示状態にすることができます。



パースビューカメラに対してより小さいニアクリッピング値を指定可能

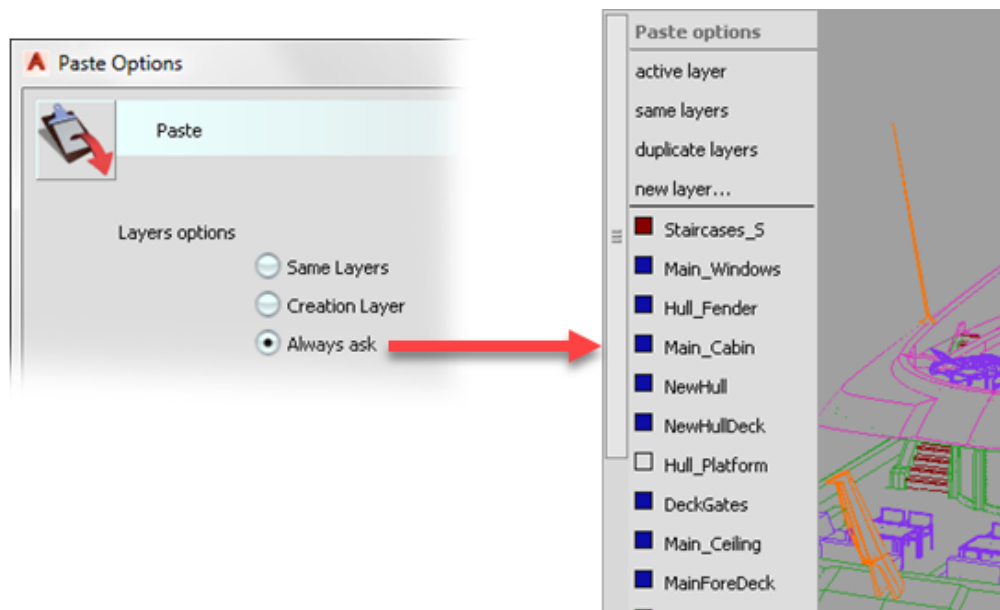
パースビューカメラのニアクリッピングプレーンの値を0.1 mm未満に設定して、小さなディテールをより簡単に表示できるようになりました。



Paste Layer ウィンドウの機能強化

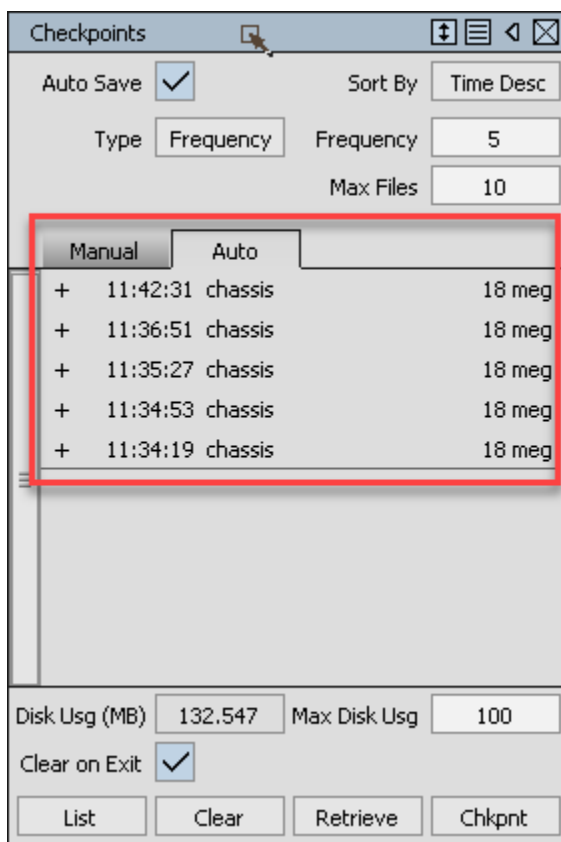
レイヤ数の多いファイルでコピーと貼り付けを実行するときは、Paste Options ボックスの Always Ask オプションを使用して、データを貼り付けるレイヤを選択できるようになりました。

Always Askを選択すると、貼り付け時にレイヤ選択ポップアップが表示され、レイヤの色およびアクティブなレイヤを確認することができます。レイヤの数が多い場合にはスクロール表示します。



改善された Checkpoints オプション ボックス

Checkpoints の使いやすさを向上するためのいくつかの変更を行いました。



- Checkpoints ウィンドウから自動保存されたファイルおよび手動で作成されたチェックポイント ファイルを検索できるようになりました。
自動保存されたファイルは新しい Auto タブにリストされ、手動で作成されたファイルは Manual タブにリストされます。これらのタブは展開し、ウィンドウのサイズを変更するときにスクロールできます。
- Disk Usg フィールドを修正し、適切に更新されるようにしました。
- Time Asc オプションと同じなので、Sort By Default オプションを削除しました。

ステージ名の機能強化

- Save As を使用して Wire ファイルを保存する際、Wire ファイル名と一致するようにステージ名が変更されるようになりました。以前の動作に戻して、ステージ名が変更されないよ

8 | 第 2 章 全体的な改良点

うにするには、Preferences > General > System で **Rename Stage on Save** オプションを選択解除します。

- ステージ名には「wire」という接尾辞が含まれなくなります。

モデリング

3

モデリング ツールへの変更と改善点について説明します。

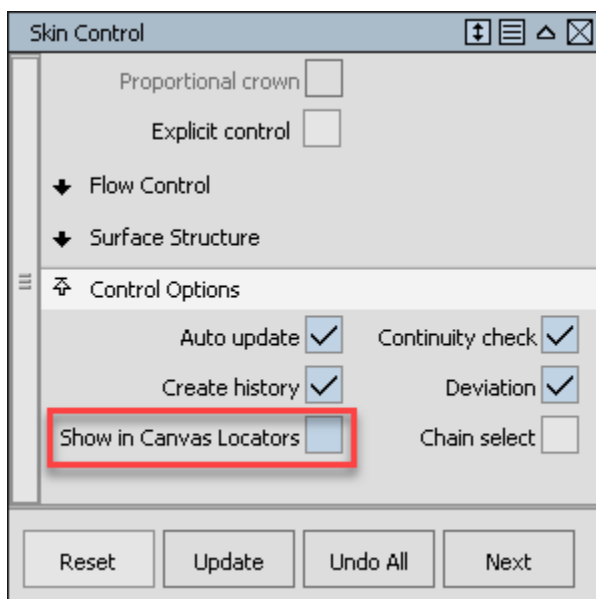
スキンツールの機能強化

キャンバス内のコントロールを非表示にする機能

エッジを選択するときに、キャンバス内のコントロール文字が操作の邪魔になることがあります。

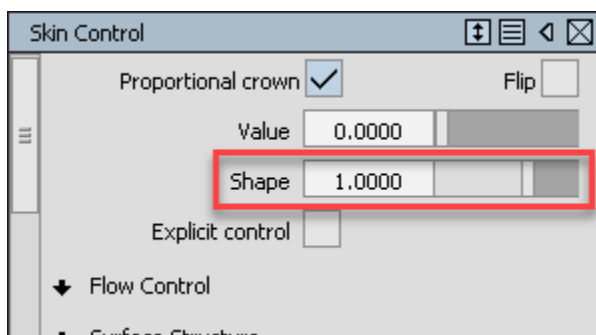


Skin コントロール ボックスの Control Options で Show in Canvas Locators オプションを選択解除することにより、スキンマニピュレータ内のテキストを非表示にすることができるようになりました。

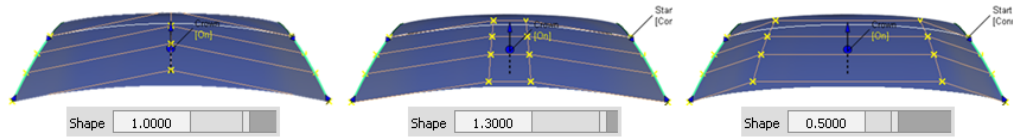


Proportional Crown の新しい Shape コントロール

Proportional Crown オプションを使用するときに、スキン サーフェスのシェイプを調整できるようになりました。



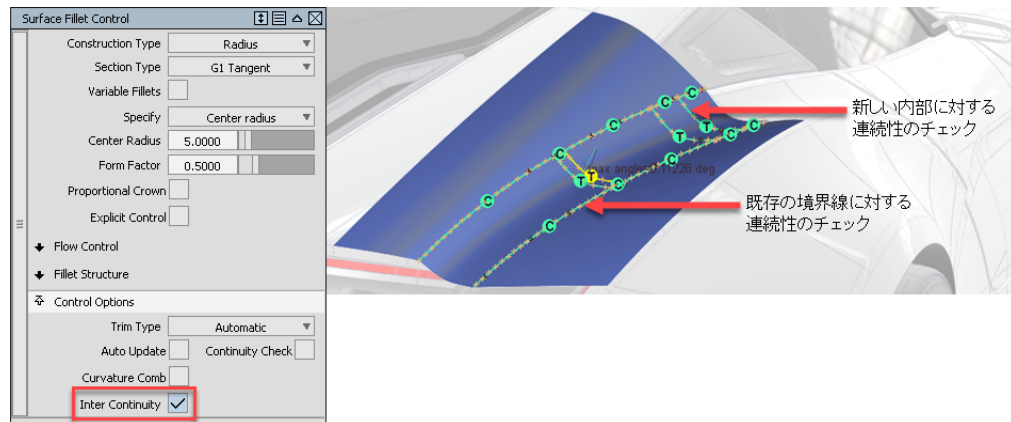
標準の Proportional Crown 設定は、単一の CV 行を中心として円弧状の形状を作成する次数 2 のサーフェスを使用します。より微妙なシェイプが必要な場合、たとえばサーフェスの外側のエッジにアクセラレーションを追加するには、新しい Shape スライダーを使用してサーフェスの次数を 3 に増やし、中心の CV 行を 2 つにすることができます。Shape の値を 1 より大きくするとこれらの CV はサーフェスの中心に向かって移動し、1 より小さくするとエッジに向かって移動します。



Surface Fillet ツールの機能強化

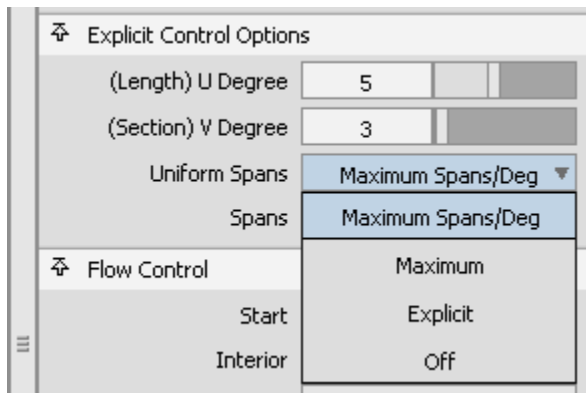
サーフェス間の連続性チェック

Surface Fillet では、複数のサーフェスが作成されるときにサーフェス パッチ間の連続性をチェックできるようになりました。これは Bezier オプションを使用して単一スパンのサーフェスを作成するときに特に役に立ちます。なぜなら、本番レベルの品質を基準に作業し、わずかな連続性エラーも検出して修正する必要があるからです。



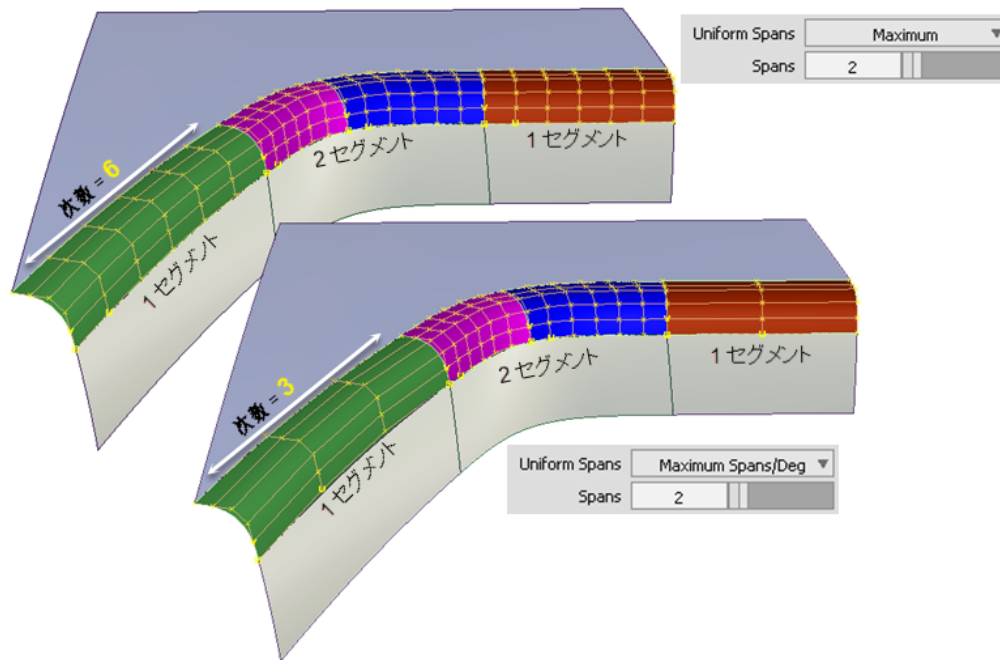
可変次数のサーフェス

Explicit Control に新しい **Max Spans/Deg** オプションを追加しました。これは、表示可能な最も明るいサーフェス構造を作成して連続性を達成します。



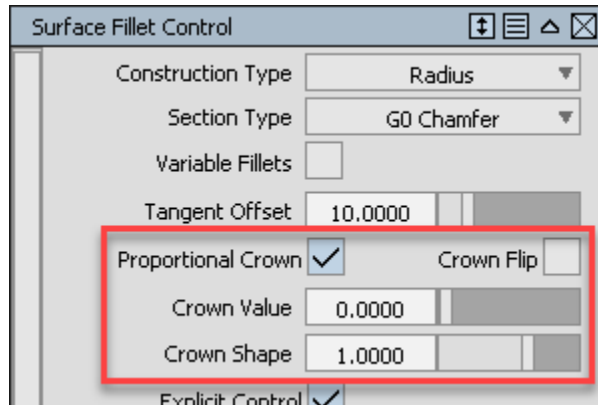
Maximum と同じように、連続性が達成される場合は、指定した数以下のスパンを使用します。また、より単純なサーフェスで連続性を達成できる場合は、サーフェスの次数を減らします。曲率の大きな領域では次数を高くし、複雑さの少ないシェイプでは次数を低くします。

これは Bezier オプションを使用して作業し、CV レイアウトを最大限コントロールしてクリーンなサーフェスのセットを作成することを目指す場合に特に役に立ちます。



G0 面取りの Proportional Crown

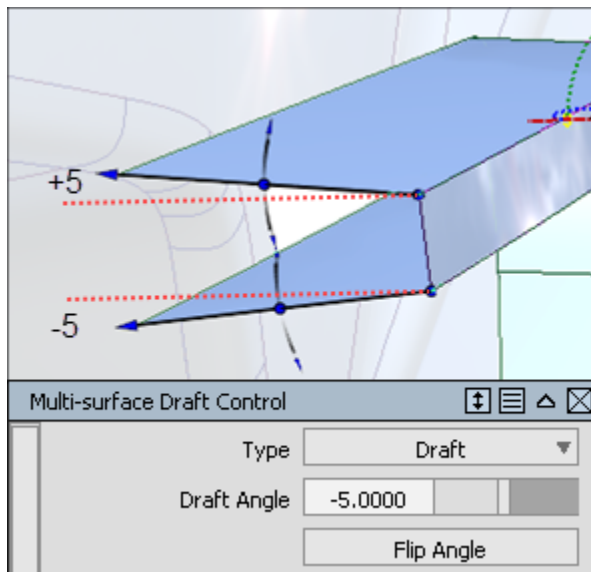
Skin、Freeform Blend、MS Draft ツールで使用可能な **Proportional Crown** を、G0 面取りの Surface Fillet ツールでも使用できるようになりました。新しいシェイプ コントロールが含まれています(「スキン ツールの機能強化」を参照してください)。



Multi-Surface Draft ツールの拡張機能

新しい Flip Angle ボタン

マイナス記号を入力して抜き勾配の値を正から負に変える代わりに、Multi-Surface Draft ツールのコントロール ボックスの新しい Flip Angle ボタンを使用して、瞬時に抜き勾配を反転させることができるようになりました。



Proportional Crown の Shape コントロール

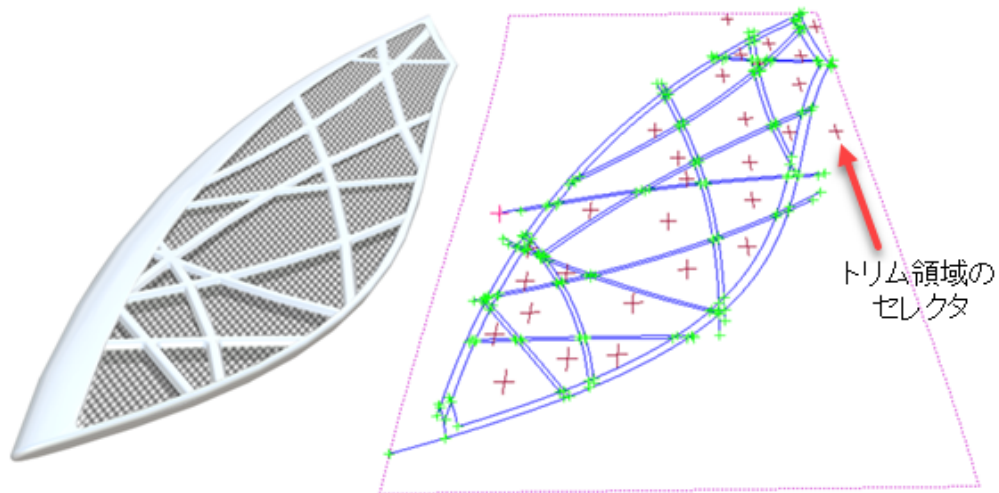
Proportional Crown の新しい Shape コントロールがスキン ツールに追加され、Multi-Surface Draft で使用できるようになりました(「スキン ツールの機能強化」を参照)。

Trim ツールの機能強化

トリム領域の保存

トリミングの解除後にトリム領域セレクタの保存と復元ができるようになりました。以前は、サーフェスのトリミングを解除すると選択したすべてのトリム ロケータが失われるため、変更と再トリミングを行うたびにすべての領域を再選択する必要がありました。今後はサーフェスをトリム解除した後もこれらの選択が保持されるので、必要なのは行った変更に対する選択ロケータを追加または移動することだけです。元のロケータをすべてクリックし直す必要はありません。

トリム領域を保存しない場合は、Trim コントロール ウィンドウの Show Last Selection を選択解除します。



トリム ロケータを削除

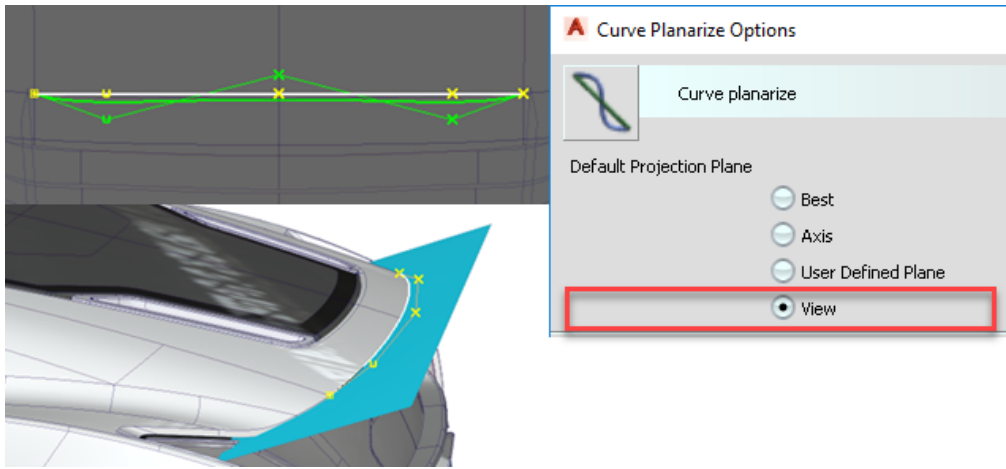
[Shift]を押しながらクリックしてトリム ロケータを削除できるようになりました。

Freeform Blend の機能強化

Proportional Crown の新しい Shape コントロールがスキン ツールに追加され、Freeform Blend で使用できるようになりました(「スキン ツールの機能強化」を参照)。

ビューに基づくカーブの平面化

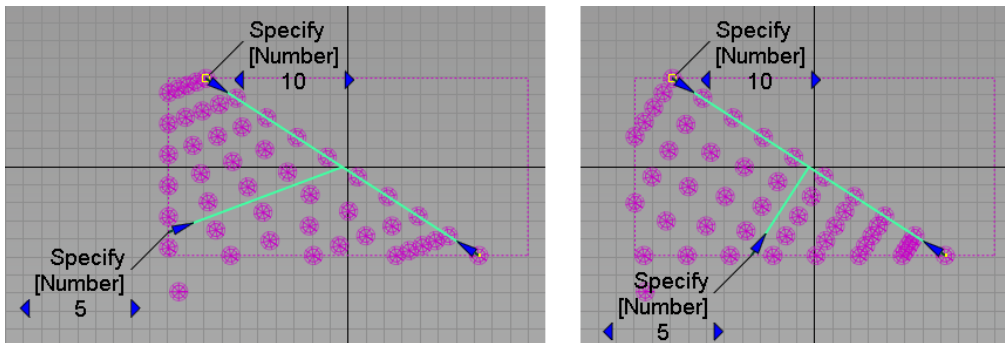
Curve Planarize ツールに、ビューに基づいてカーブを平面化する View オプションが追加されました。このツールは、Planarize Hull ツールと一貫性があります。



Surface Array の機能強化

セカンダリパターンに対するワールド空間の Perpendicular 方向

Perpendicular 方向にセカンダリ配列を作成するときに、設定する座標空間(UV または 3D)を選択できるようになりました。UV(従来の既定値)を選択すると、サーフェスのシェイプに応じてワールド空間座標内で非垂直の結果を得ることができます(角度差は U および V 方向のサーフェスの比率に応じて大きくなります)。3D を選択すると、ワールド空間内で垂直の結果が得られます。



左: UV 空間、右: 3D 空間

コピーの数と間隔

コピーの数と間隔の両方を指定できるようになりました。

Specify	Number+Spacing
Number Per Side	Spacing
Spacing	Number
Positive End	Number+Spacing
Negative End	1.0000
Scale	1.0000
Offset	0.0000

データ変換

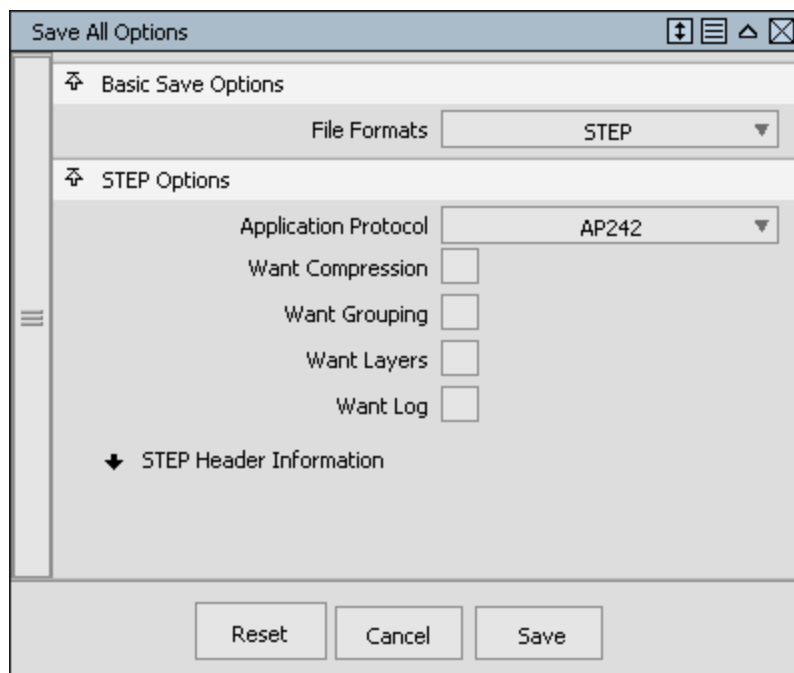
4

データ変換の変更点と新しい機能について説明します。

STEP AP242 のサポート

STEP 書き出しは STEP AP242 をサポートします。これは、AP203 および AP214 標準の対象となるすべての機能を組み合わせた単一の基準です。

AP242 標準では、書き出し時に圧縮、レイヤおよびグループ化情報を保持し、ログ ファイルを生成することができます。



DWG サポート

DWG 形式の図面の入力サポートを復元しました。

ファイルのオープンと読み込み時にハードウェアシェーディングをオフにする

以前のバージョンの Alias では、モデルにハードウェアシェーディングを適用してから別のファイルを開くまたは読み込むと、読み込まれたジオメトリがシェーディングされるまで待機してから作業を続ける必要がありました。ハードウェアシェーディングをオンにしたサイズの大きなエンジニアリングデータを読み込む場合、これにはしばらく時間がかかりました。

今後は、新しいジオメトリを読み込むときに Alias が自動的にハードウェアシェーディングをオフにするので、すぐにモデルの対話処理を再開できます。

Alias と VRED 間の相互運用性の向上

VRED に対する変更を行ったことにより、Alias と VRED 間の相互運用性が向上しました。

- Alias のバリエーション(またはブックマーク)は、VRED 2018 に Vset として変換され、いくつかの制限があります。

可視性は、リーフノード(サーフェスレベル)ではなくグループノードレベルで設定する必要があります。

ライトの可視性は転送されませんが、VRED 内で簡単に再設定することができます。

Alias のスイッチシェーダは、対応するものが VRED にないので転送されません。

- Alias の変換ピボット点は VRED に変換され、シーンのポーズを簡単に作成できます。
- Alias シーン内のライトは VRED に変換されます。

制限事項の修正

5

このリリースで対応された重要な顧客の問題を列挙します。

- プロファイル ツール エッジの位置合わせが動作しない。(ALS-1321)
- Surface Array は、Secondary Number/Spacing が特定の値の範囲内でない場合正しく動作しない。(ALS-1798)
- 断面ツールの曲線プロットが反転されることがある。(ALS-1783)
- Delete Construction History が、親に対する履歴のみを削除し、子に対する履歴を削除しない。(ALS-1670)
- 一部のビュー角度に不具合がある。(ALS-2133)
- Point of Interest Dolly が破損している場合がある。(ALS-1456)
- Pick > Component > Trimmed の選択に失敗する。(ALS-1925)
- 4K 解像度に関する問題がある。(ALS-1468)
- ATF STEP の書き出しオプションを Save As オプション ボックスで適切に設定できるようになった。(ALS-2175)
- ネストされた非表示のフォルダ内でコンストラクションレイヤを設定すると、コンストラクションレイヤが表示されるようになった。(ALS-2165)
- 親フォルダ名が異なる場合にレイヤとフォルダが結合される問題が修正された。(ALS-1462)
- パスに特殊文字が含まれていると IGES 読み込み/書き出しが動作しない。(ALS-1985)
- 名前またはパスに特殊文字が含まれていると CATIA ファイルを開くことができない。(ALS-1424)

新機能の導入部分

6

新しいツール

このセクションに記載されているツールは、Alias のこのリリースの新機能です。

- **Preferences > Interface > Clutch Keys Editor**
- **Layers > Custom Colors > Random Folder Colors**
- **Layers > Custom Colors > Clear Layer Colors**
- **Layers > Custom Colors > Clear Folder Colors**

