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innovators you can count on



Materialise Magics²¹

What's new



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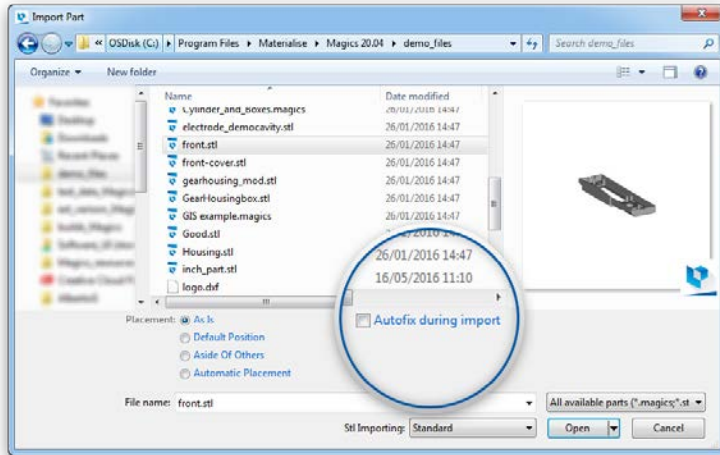
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▶ Streamics

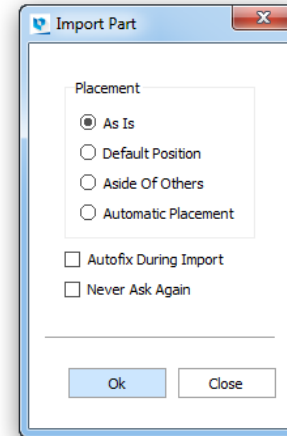
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Magics 21.1

Part import



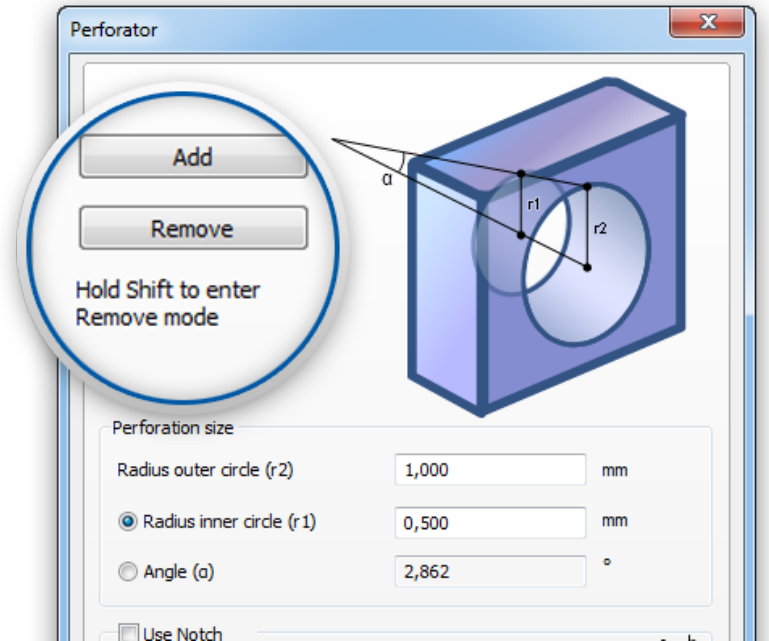
- Automatically fix parts when importing them in Magics



- Choose the placement method and autofix parts when drag and dropping part files in Magics scene

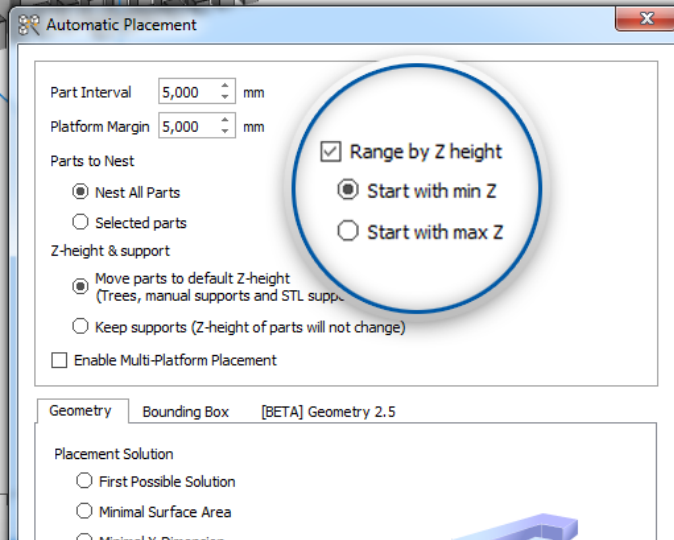
Perforator & label tags

- Directly add a perforation or a tag to a part when opening the dialog
- Just click on the point where you want to apply it
- Easily remove perforations or tags
- Click on the perforation/tag you want to delete while holding shift command



Automatic placement

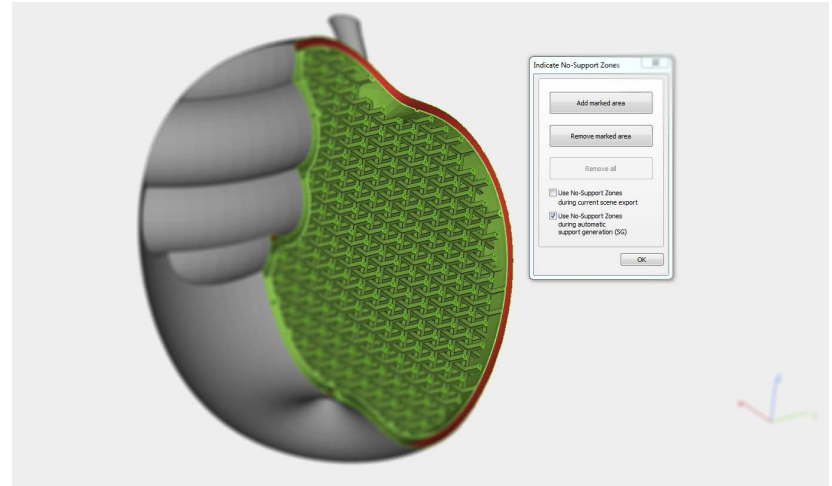
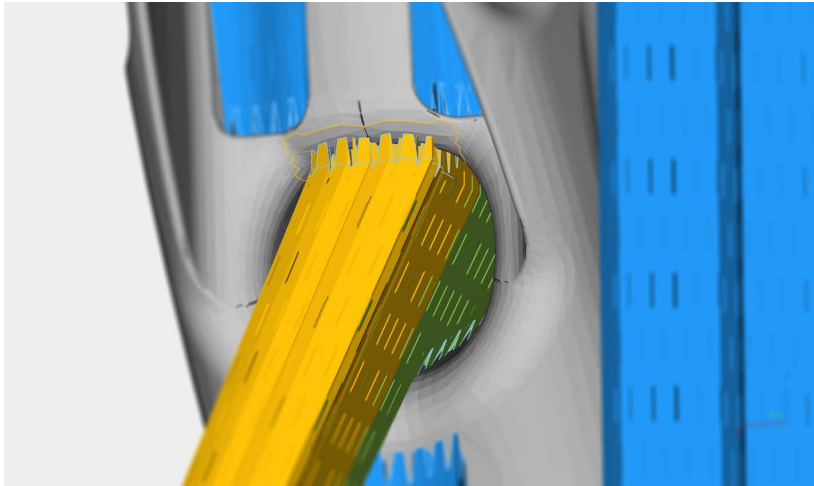
- Automatically place parts on the platform taking into account their height
- Reduce the recoating time and the total build time



General improvements

- ▶ Take advantage of the improved auto fixer
- ▶ Rename parts easily and fast directly from the scene
 - ▶ Assign shortcut to Rename Parts feature (default Shift+R)
- ▶ Create labels based on font size
- ▶ Set transparency to no-build zones
 - ▶ Settings/Visualization/Colors/Other Colors

Support Generation (SG)

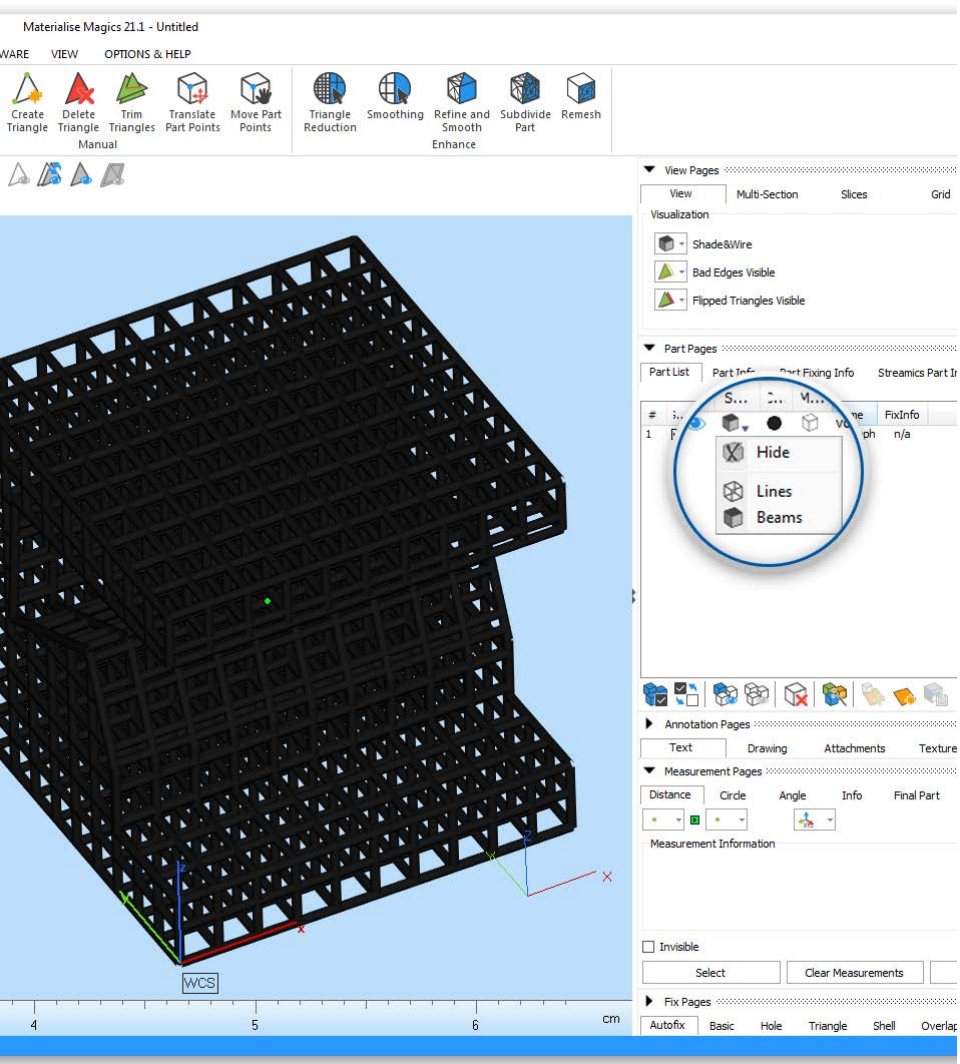


Select Part to Part Items

- Automatically select only support surfaces that touch the part twice

No-Support Zones

- Easily define part surfaces where support will not be generated

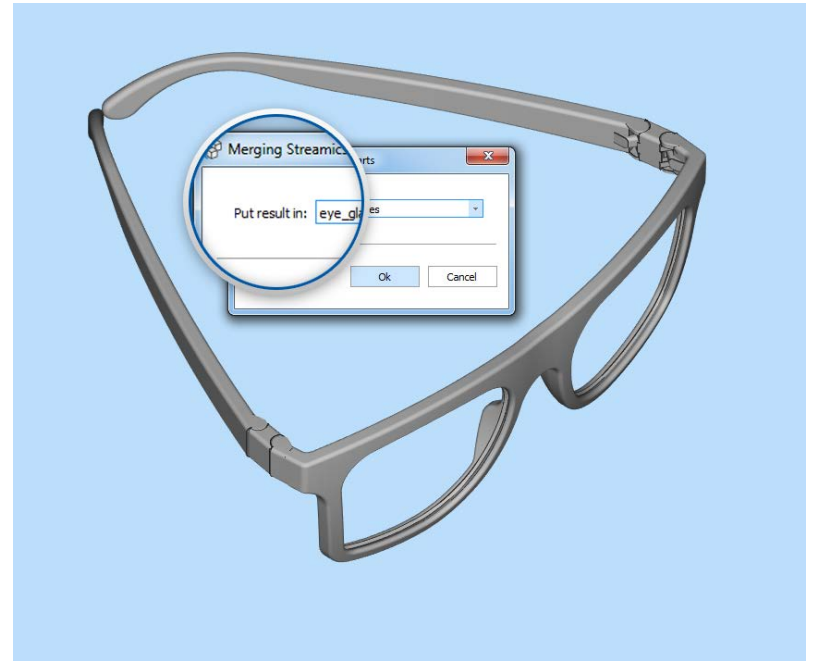


Lightweight structures

- Easily select how to visualize structures in Magics
 - Lines (no thickness)
 - Beams (thickness)
- Check your design directly in the scene

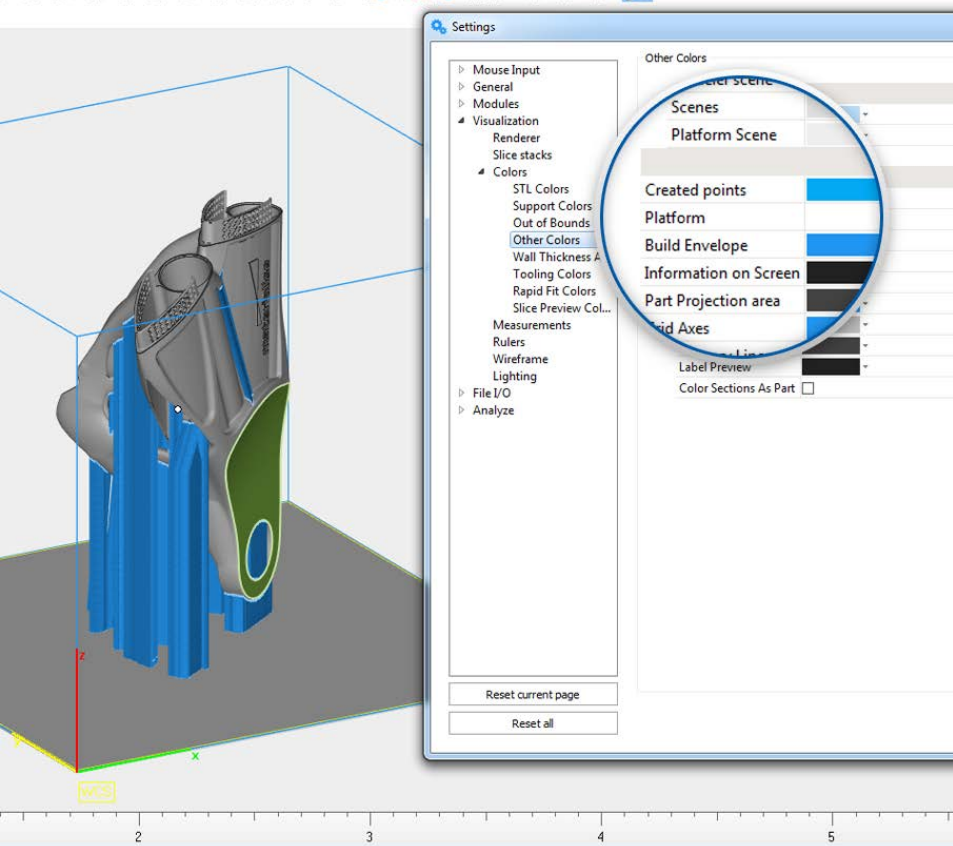
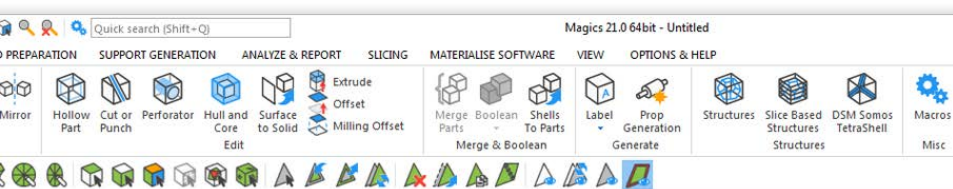
Streamics

- ▶ Manage revision trees in Streamics and assign merged parts in Magics to the desired tree
- ▶ Available for:
 - ▶ Merge Parts
 - ▶ Boolean



Magics 21.0

UX/UI Improvements



Customization

- ▶ New colors
- ▶ Change platform color
 - ▶ Via Settings/Other colors
- ▶ Change visual style
 - ▶ Via Customize UI/Visual Style

Right-click menus



➤ Better default options

➤ Added menus for:

➤ Editing (E + right-click)

➤ Fixing (F + right-click)

➤ Marking (M + right-click)

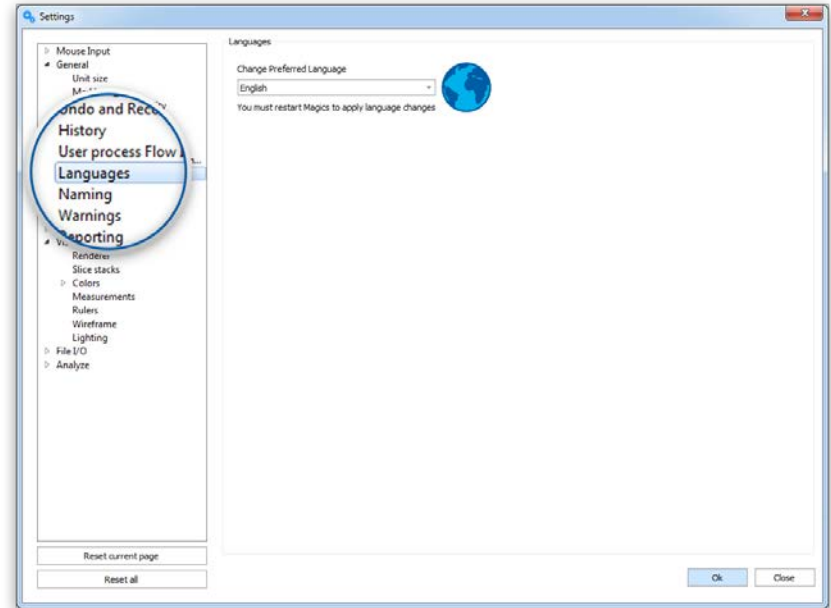
➤ View options (V + right-click)

➤ Analyze options (A + right-click)

Languages

➤ Newly introduced:

- French
- Spanish
- Italian



View ribbon



Home view

Clear overview of your workspace in one click (isometric view).



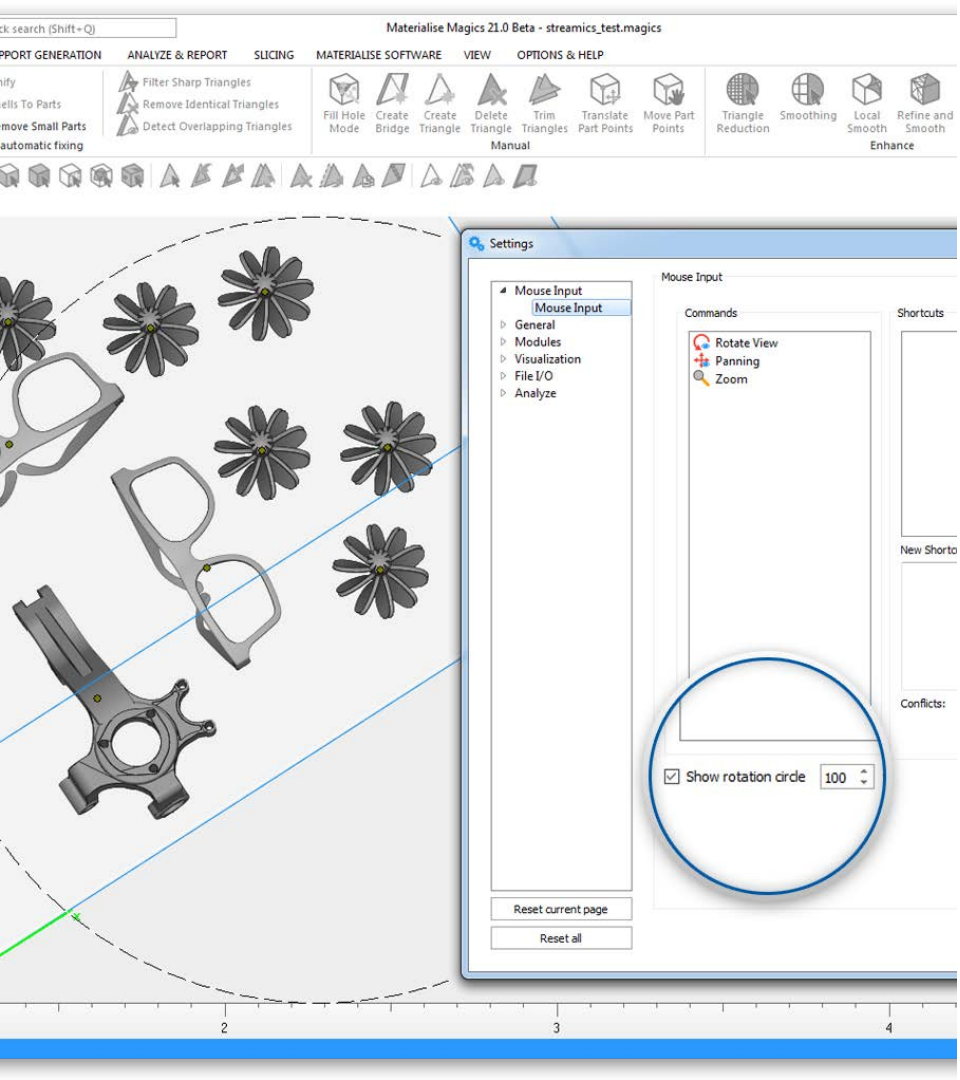
Selection points

Toggle the selection points of the parts.



Gravity center

Toggle the center of gravity for the selected part(s).



View rotation circle

- ▶ Customize the size of the view rotation circle
- ▶ Easier 3D view rotation

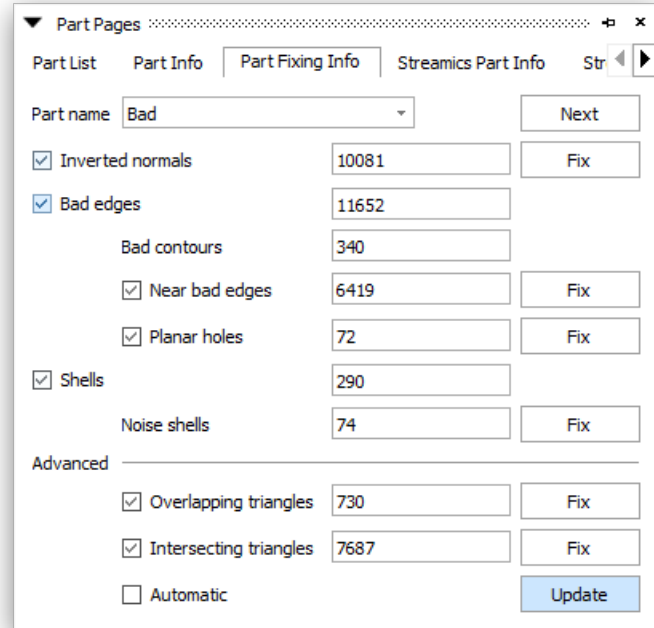
Performance improvements

- ▶ Perforator
- ▶ Smarter undo/redo and autorecovery saving, which improves the performance of:
 - ▶ Fixing tools
 - ▶ Marking tools
 - ▶ Enter/exit SG mode

Fixing

Part Fixing Info

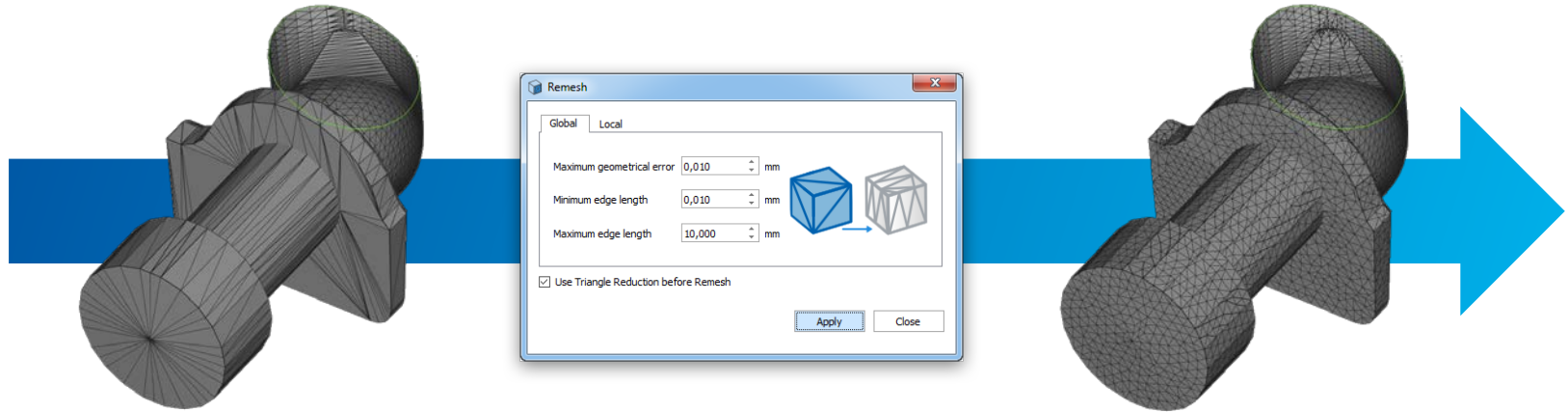
- Now fix a part directly from Part Fixing Info tab, in the Part Pages toolpage
- One-click process to automatically fix one category of errors



The screenshot shows the 'Part Pages' window with the 'Part Fixing Info' tab selected. The 'Part name' is 'Bad'. The interface lists various error categories with their counts and 'Fix' buttons:

Category	Count	Action
<input checked="" type="checkbox"/> Inverted normals	10081	Fix
<input checked="" type="checkbox"/> Bad edges	11652	
Bad contours	340	
<input checked="" type="checkbox"/> Near bad edges	6419	Fix
<input checked="" type="checkbox"/> Planar holes	72	Fix
<input checked="" type="checkbox"/> Shells	290	
Noise shells	74	Fix
Advanced		
<input checked="" type="checkbox"/> Overlapping triangles	730	Fix
<input checked="" type="checkbox"/> Intersecting triangles	7687	Fix
<input type="checkbox"/> Automatic		Update

Remesh



- Create a more even distribution of triangles for easier fixing or better surface quality
- Apply globally or locally

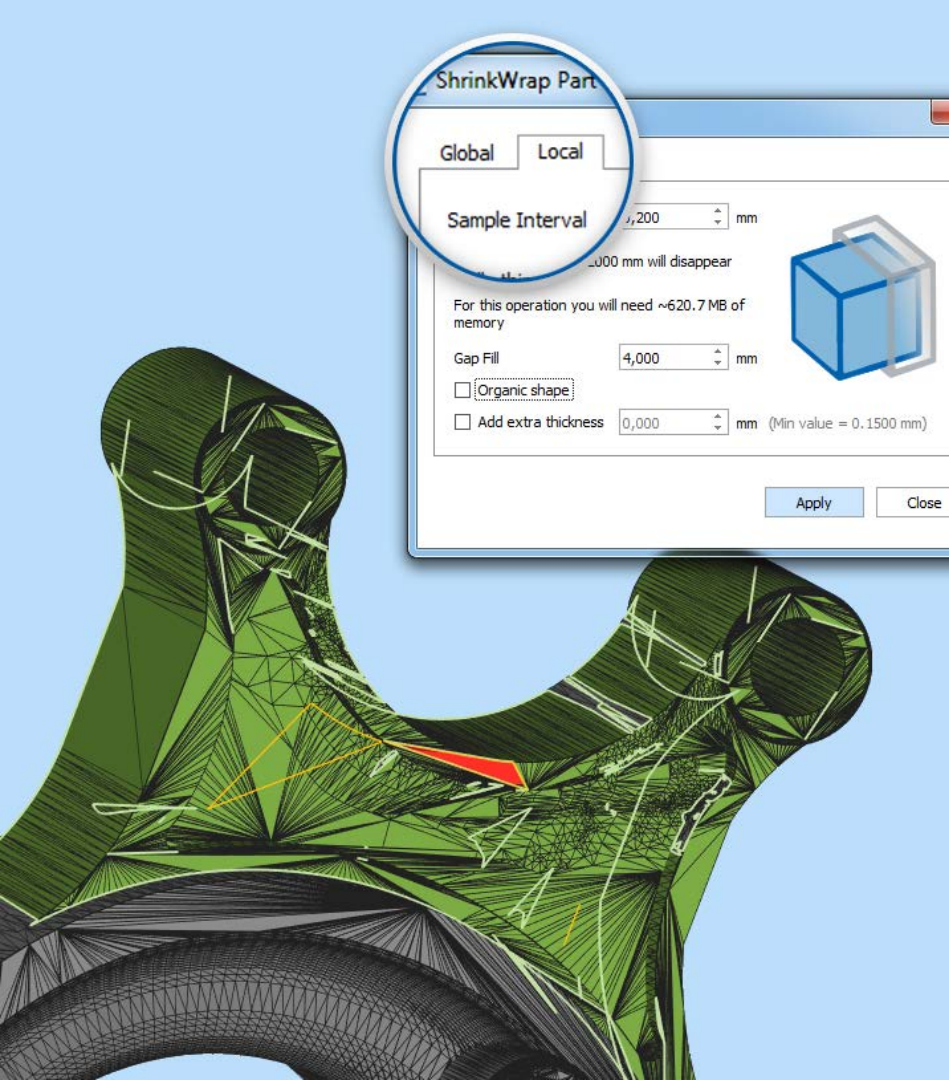
ShrinkWrap

▶ New Local Shrinkwrap

▶ Mark an area to Shrinkwrap it without affecting the rest of the part

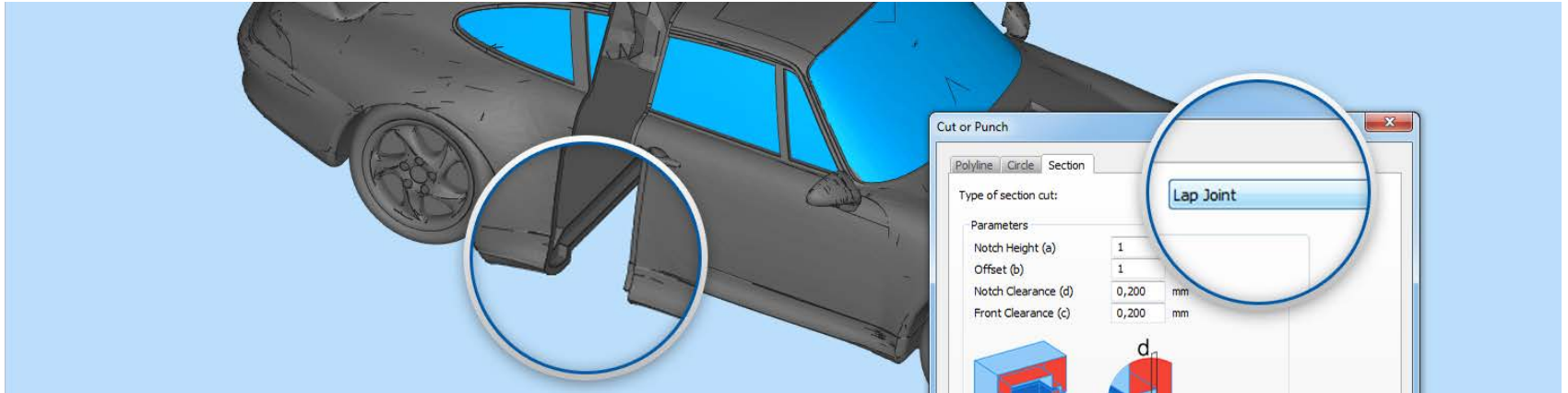
▶ Better preservation of colors and textures for both Global and Local Shrinkwrap

Fixing - IMPROVED

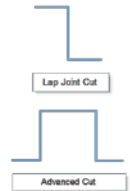


Editing

Lap joint cut

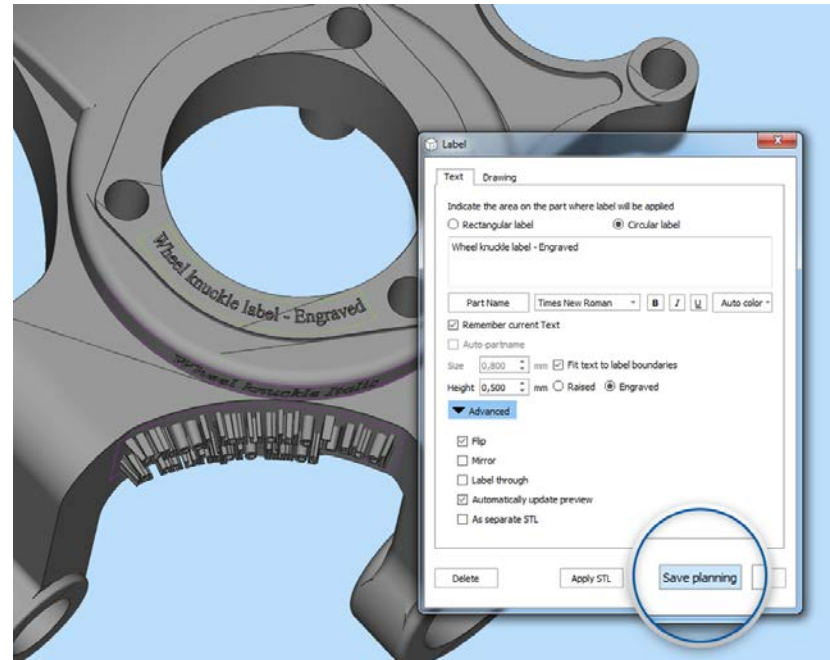


- Generate a step cut between two indicated contours
- Different cut shape between advanced cut and lap joint cut



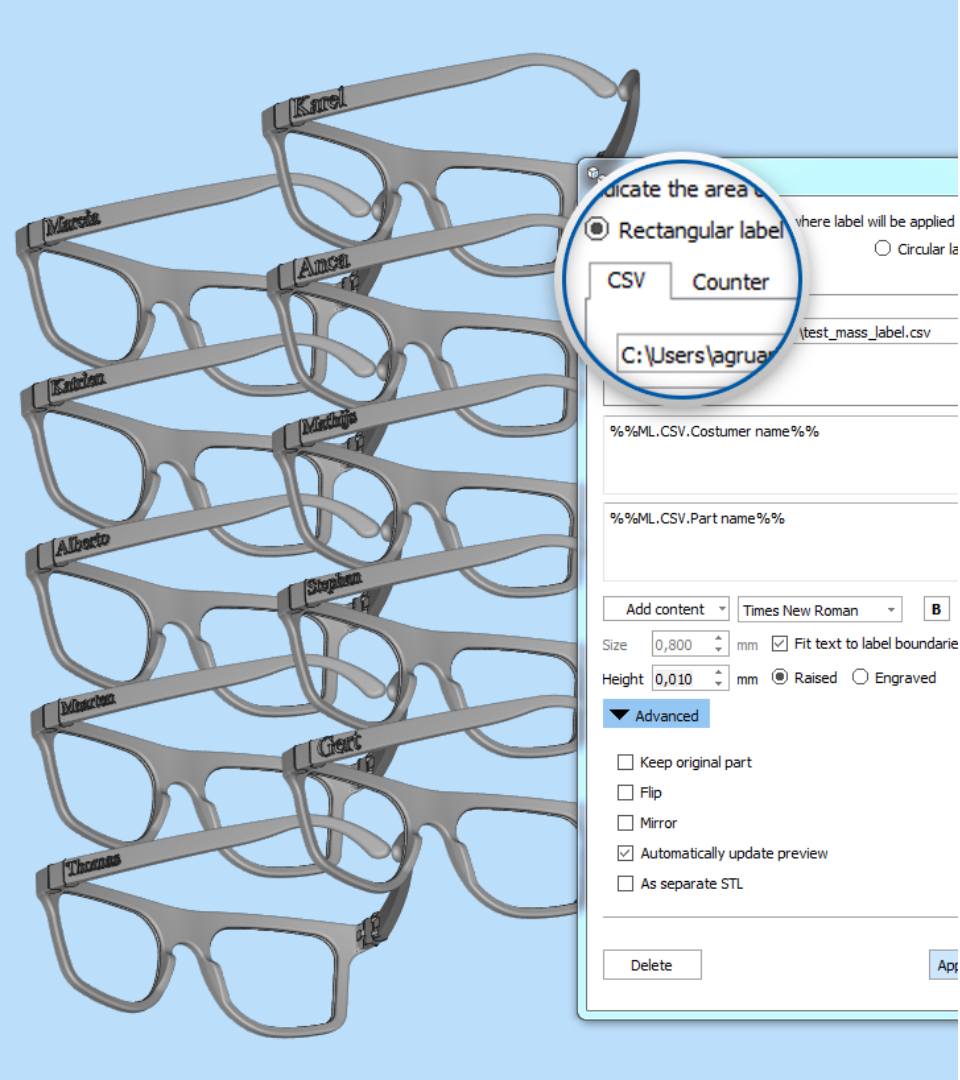
Label

- ▶ Create a label preview that can be edited before applying it as STL to the part
- ▶ The label is applied perpendicular to the surface
- ▶ Save the label as planning and edit it later
 - ▶ In the same Magics session
 - ▶ In a later Magics session



Mass label

- Apply a different label to copies of the same part
- Content retrieved from a CSV file
- Content defined by a counter
- Increased flexibility for mass production



Positioning tools

Show preview

► Get instant feedback on your transformations for these functions:

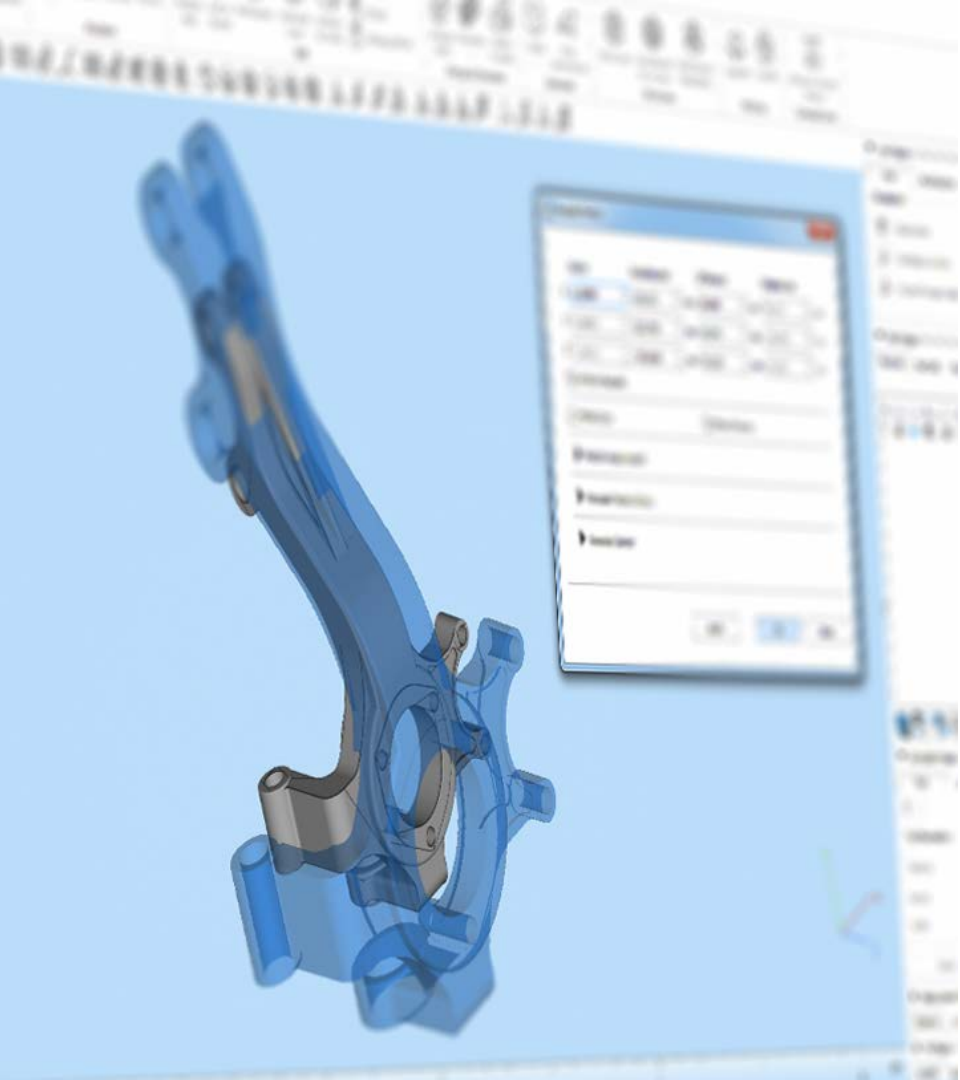
► Translate

► Duplicate

► Rotate

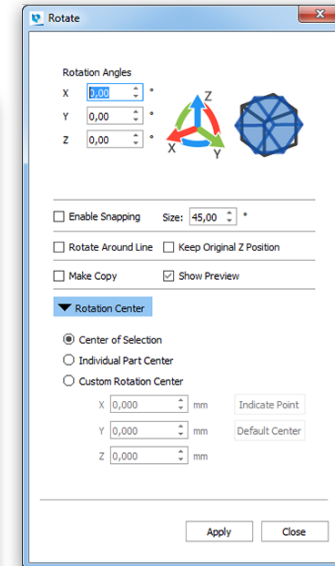
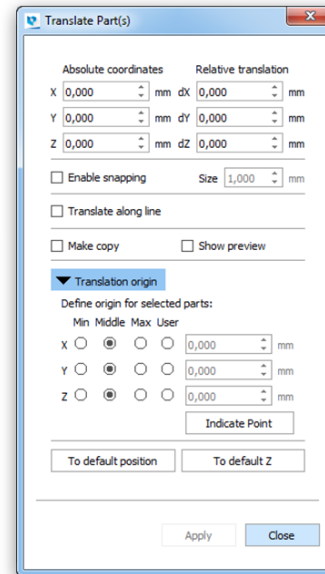
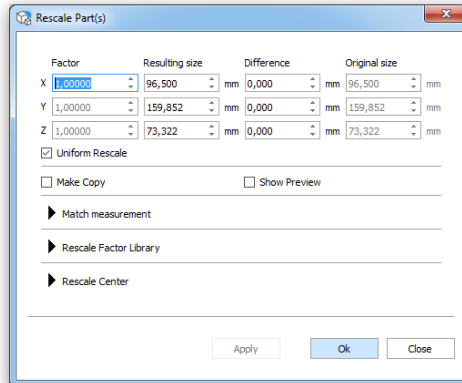
► Mirror

► Rescale



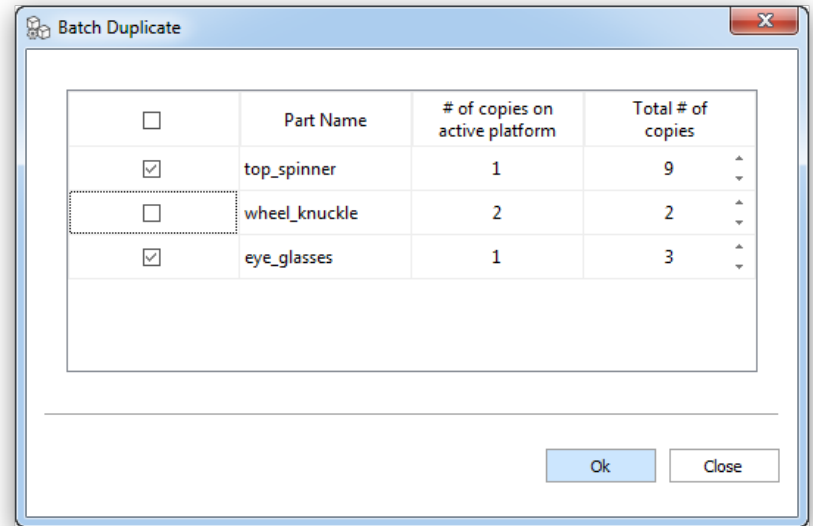
Translate, rotate, rescale

- New combined dialog boxes providing all functionalities at a glance
- More flexible, user-friendly and with better control

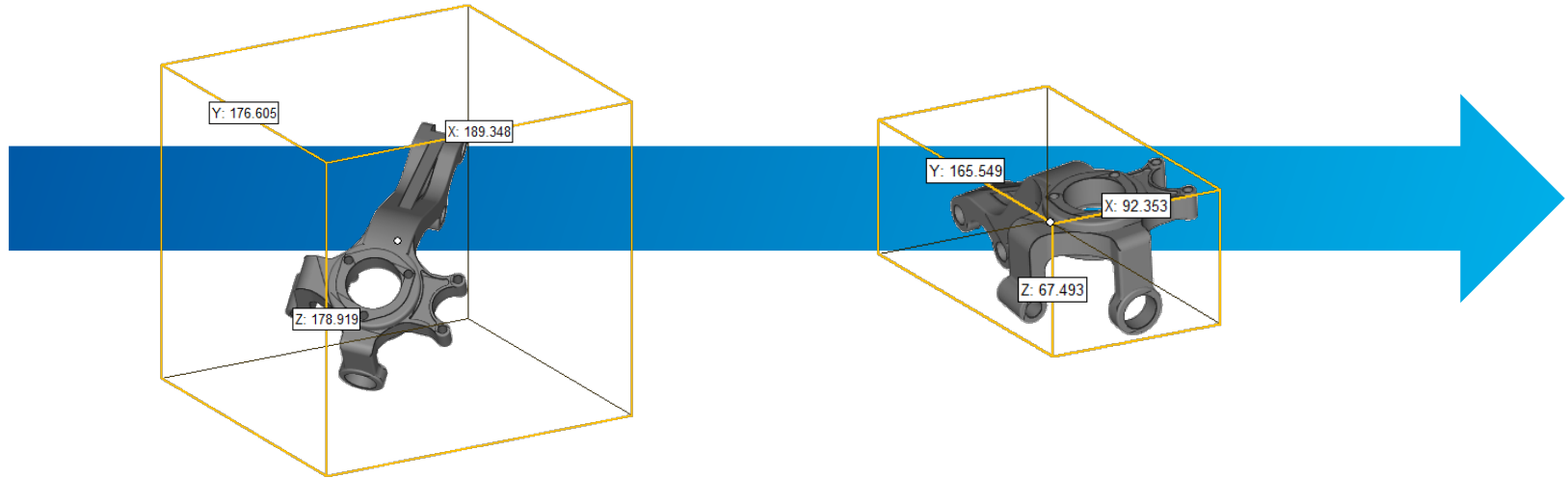


Batch duplicate

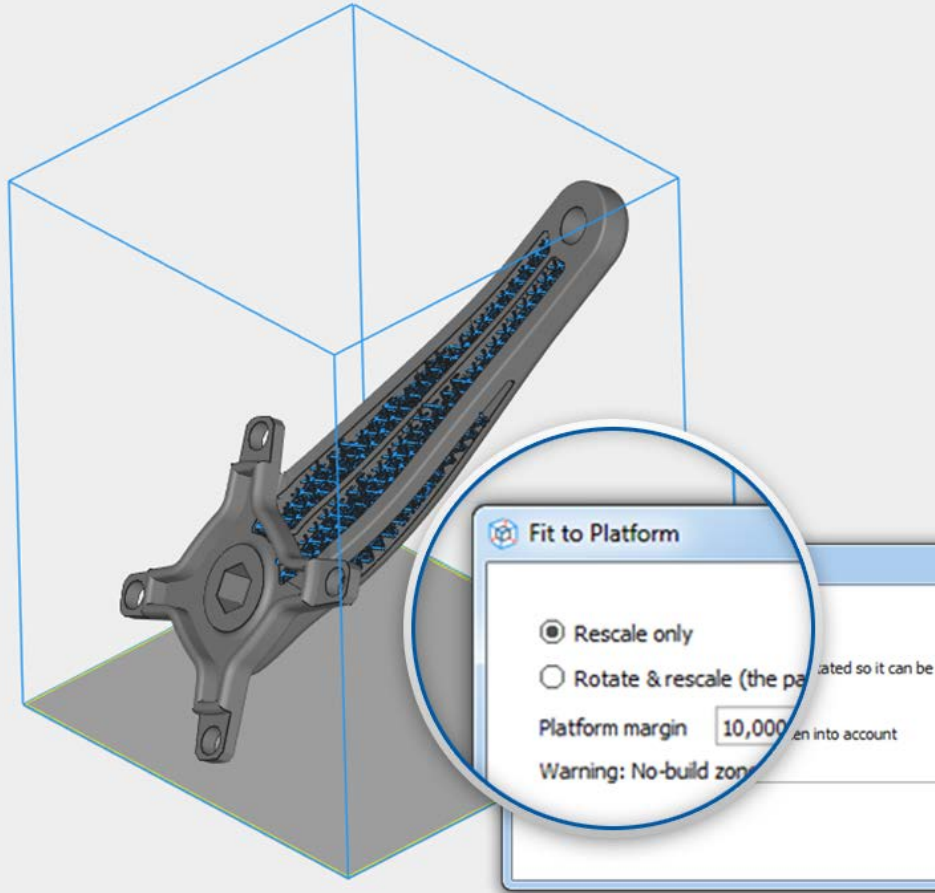
Set a different amount of copies per part on the active platform in only one operation



Minimize bounding box

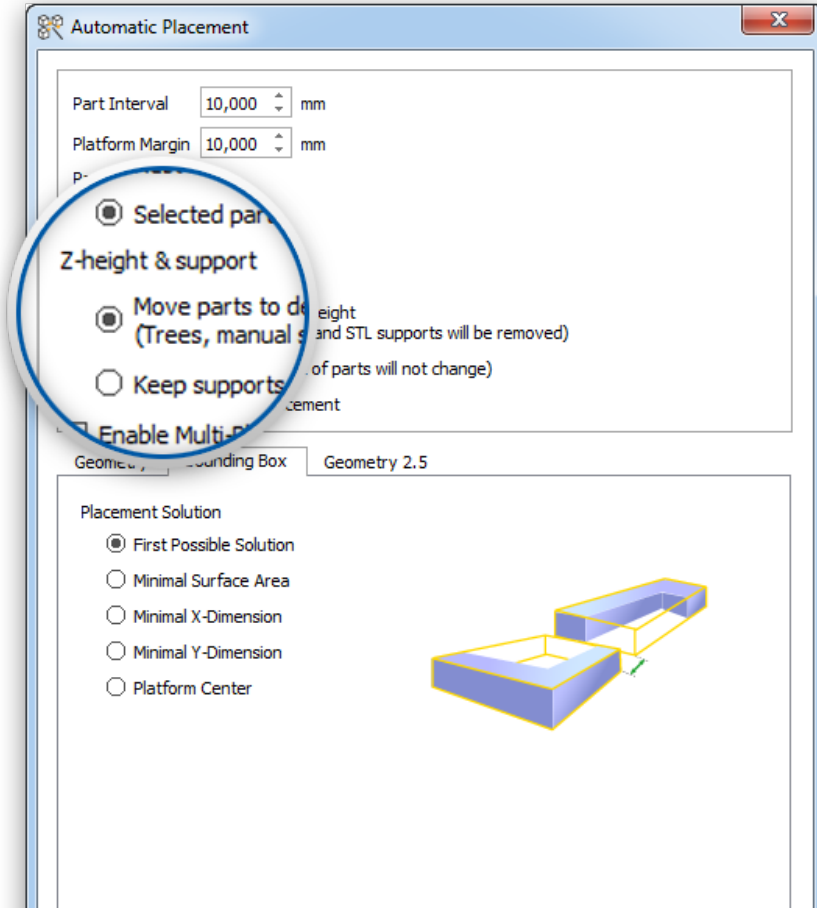


Automatically rotate your part to minimize the bounding box size on the platform.



Fit to platform

- Automatically rescale your part to fit the platform
- Option to automatically rotate the part to maximize the size

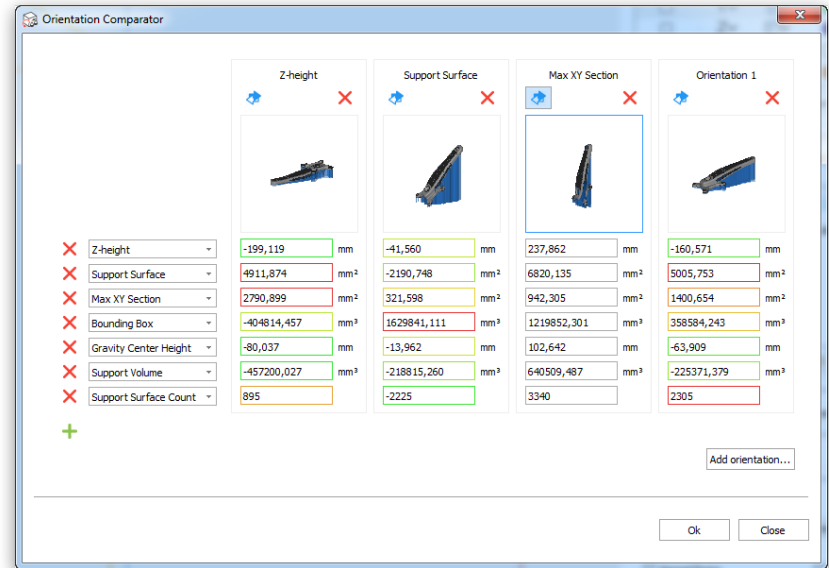


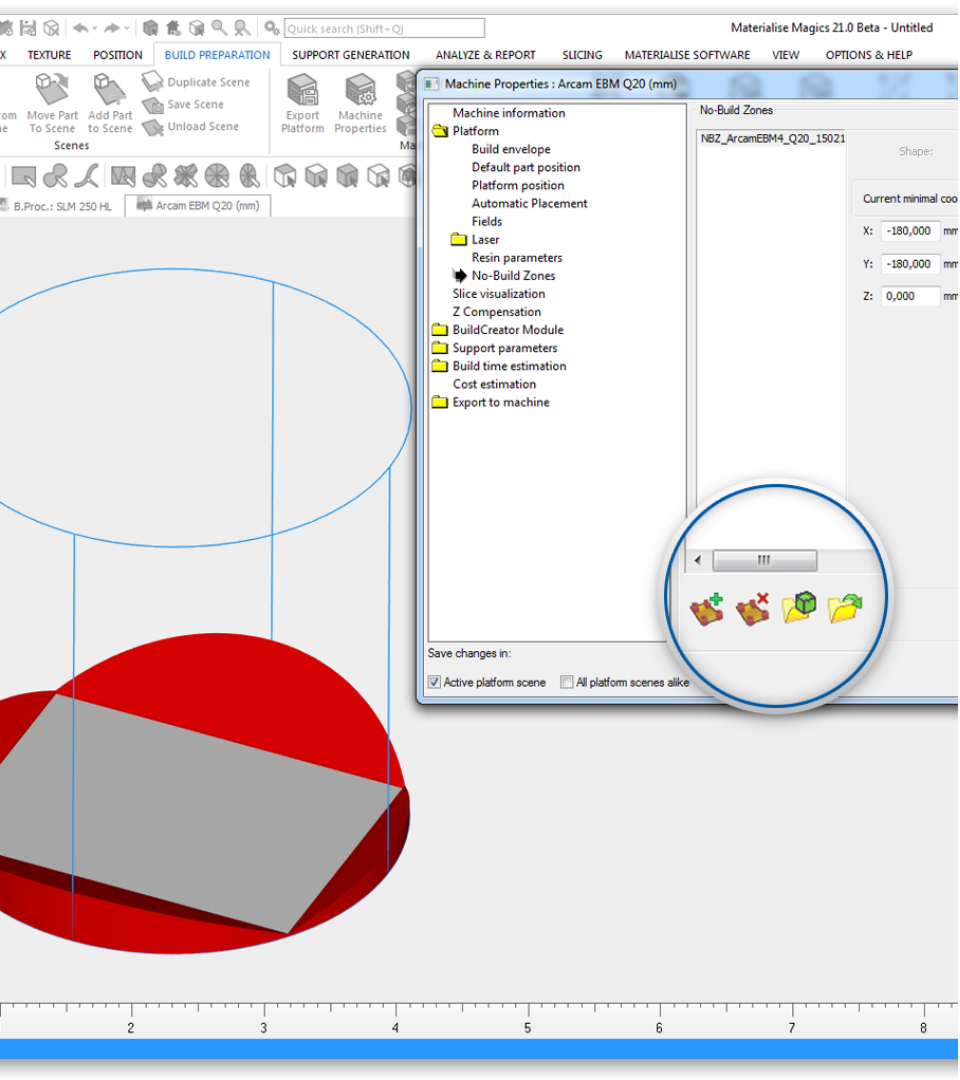
Automatic placement

Option to preserve all support when auto-placing parts on the platform

Orientation comparator

- ▶ Compare statistics of interesting orientations
- ▶ Set up the parameters for comparison
- ▶ Find the orientation that best suits personal needs





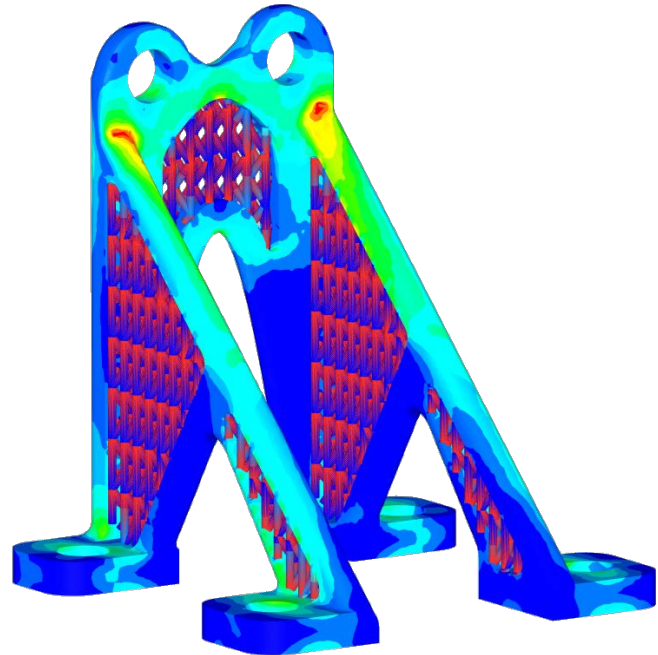
STL's as No-Build Zone

Add STL files as custom No-Build Zones in the machine properties.

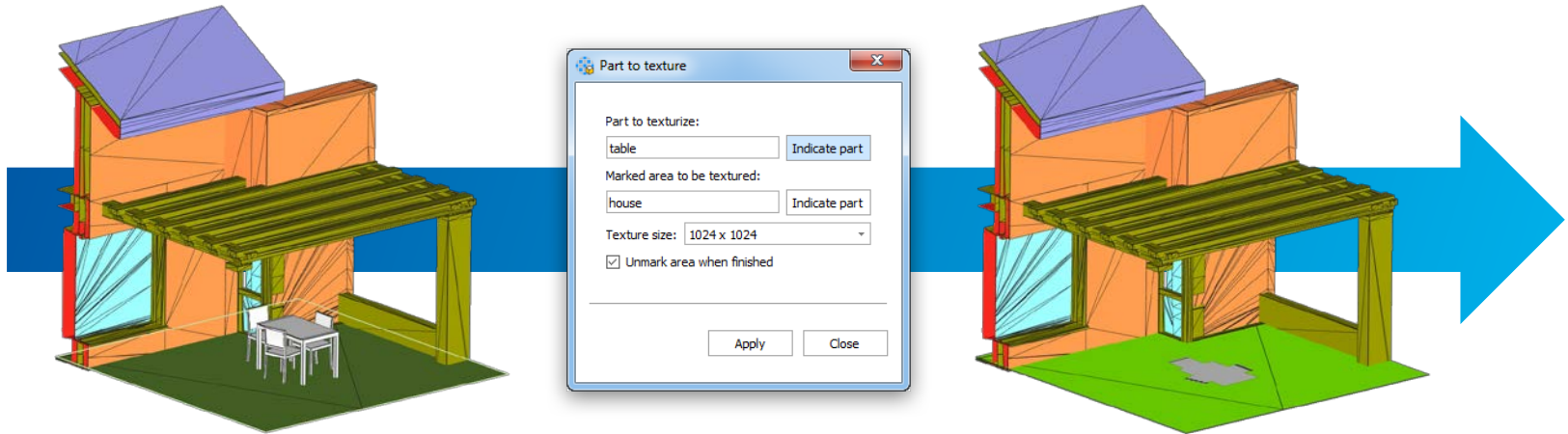
Colors and Textures

Color per vertex

- ▶ Import files with color per vertex
 - ▶ *.obj
 - ▶ *.vrml/*.wrl
- ▶ Correctly visualize the gradients



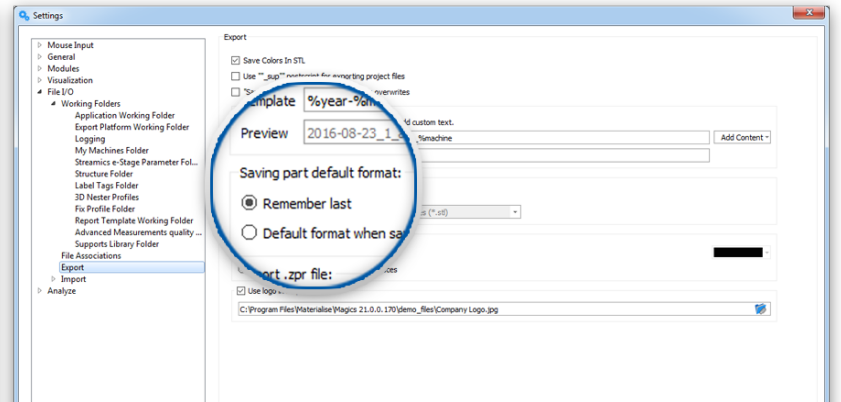
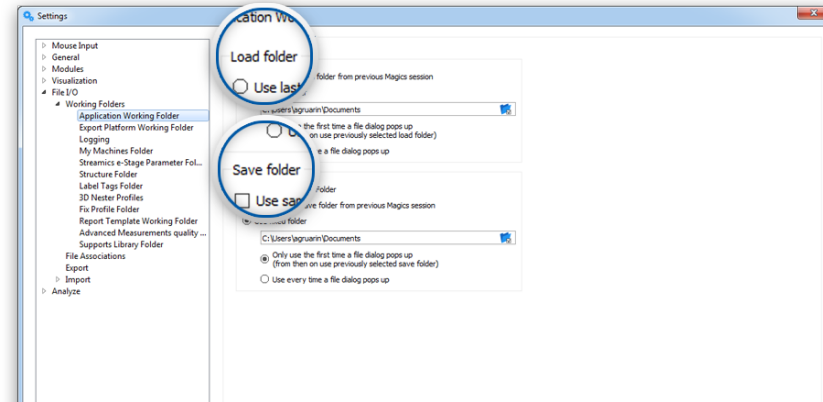
Part to texture



Turn a part into a texture to represent details that are too fragile to print.

Saving and Loading

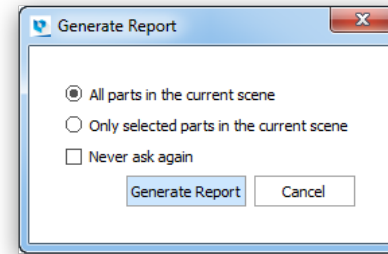
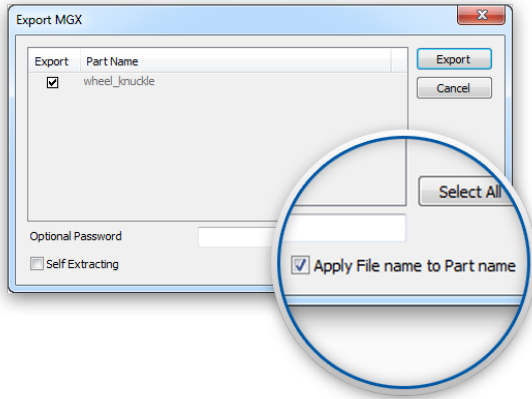
Workflow improvements (1/2)



▶ Separate folders for loading and saving files

▶ Customize default save format

Workflow improvements (2/2)

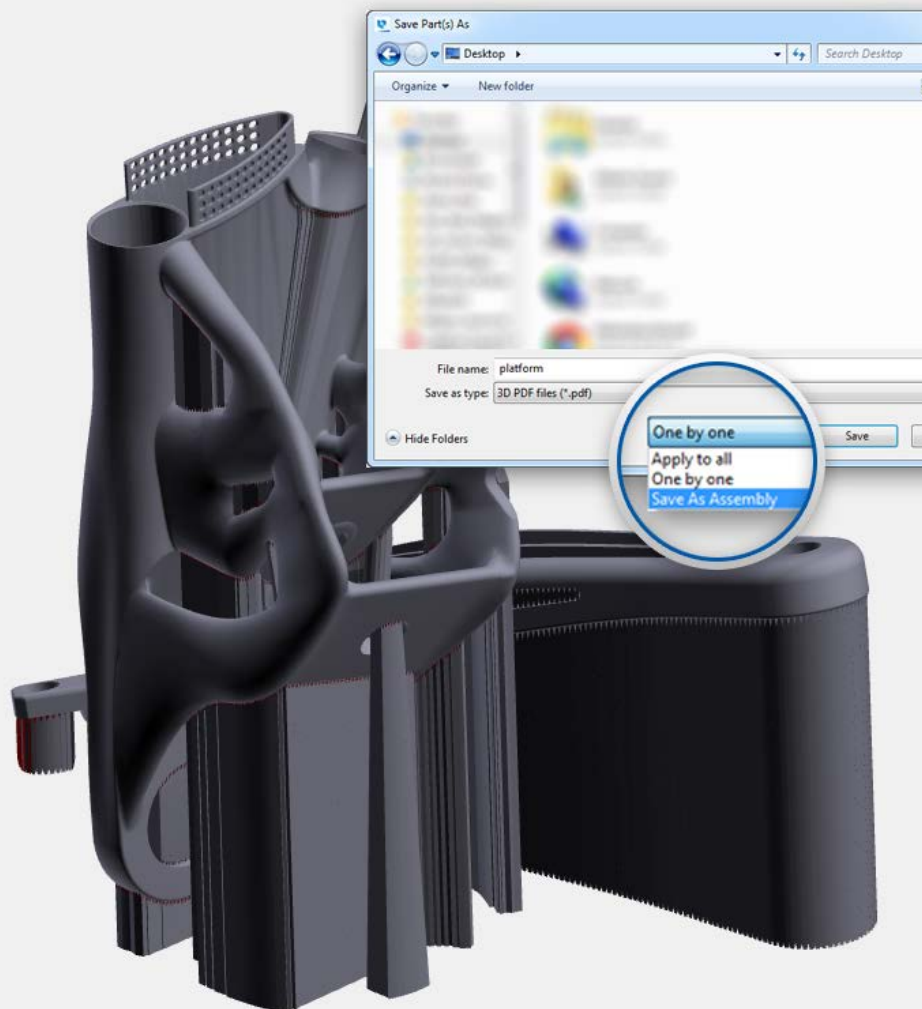


Apply selected file name as part name in Magics when saving to *.mgx file format

Generate a report only for the selected parts in the scene

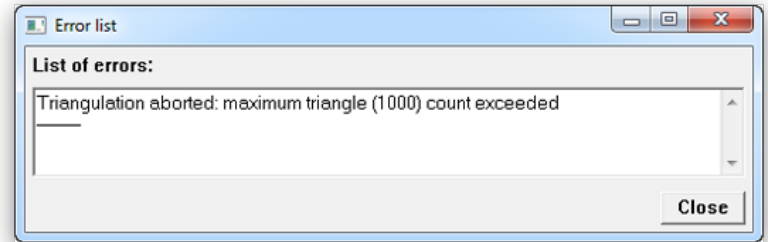
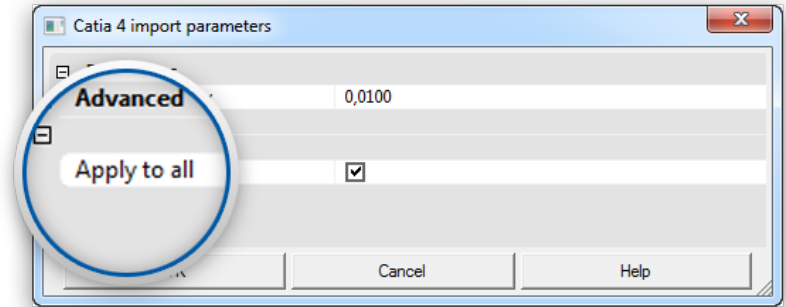
Export to 3D PDF

- Support is now automatically exported in the 3D PDF, together with the part
- Option to export multiple parts and their support in one 3D PDF file



MatConvert

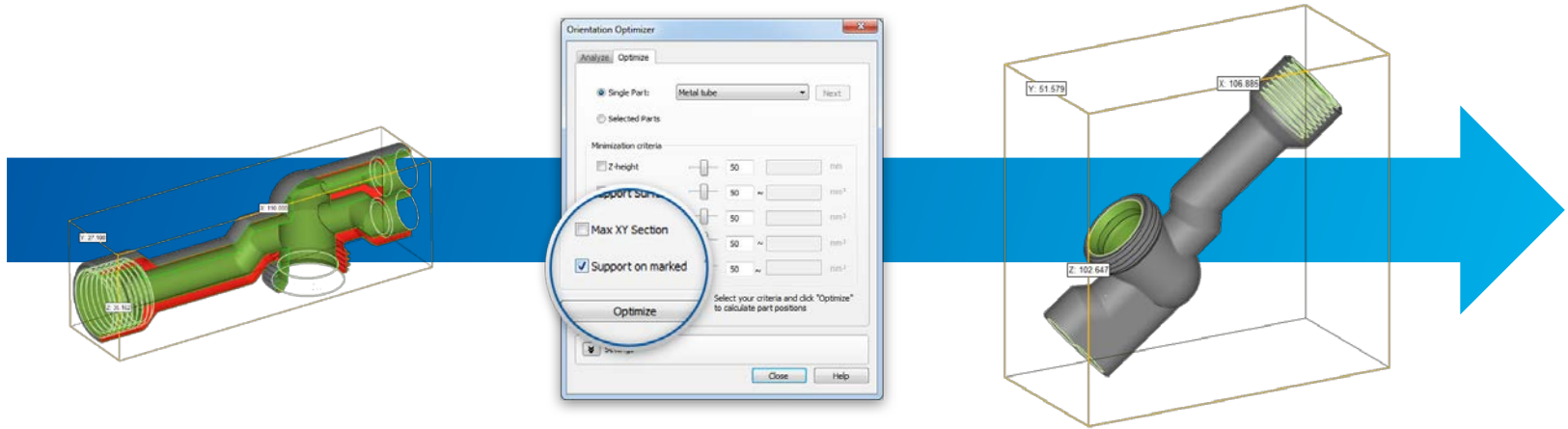
- ▶ “Apply to all” option when importing
 - ▶ Automatically applies the same import parameters to files with the same extension
- ▶ View detailed error messages that explain causes for import failures



Support Generation (SG)

Orientation optimizer: support on marked

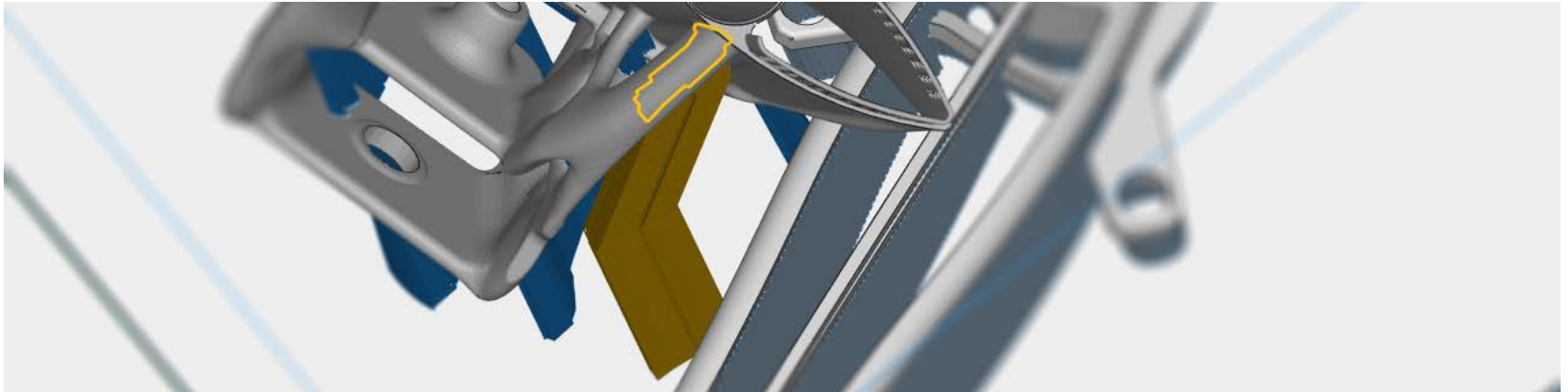
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- Mark zones of the part where support is not desired
- Find an orientation in which the zones are self supporting

Support Generation - NEW

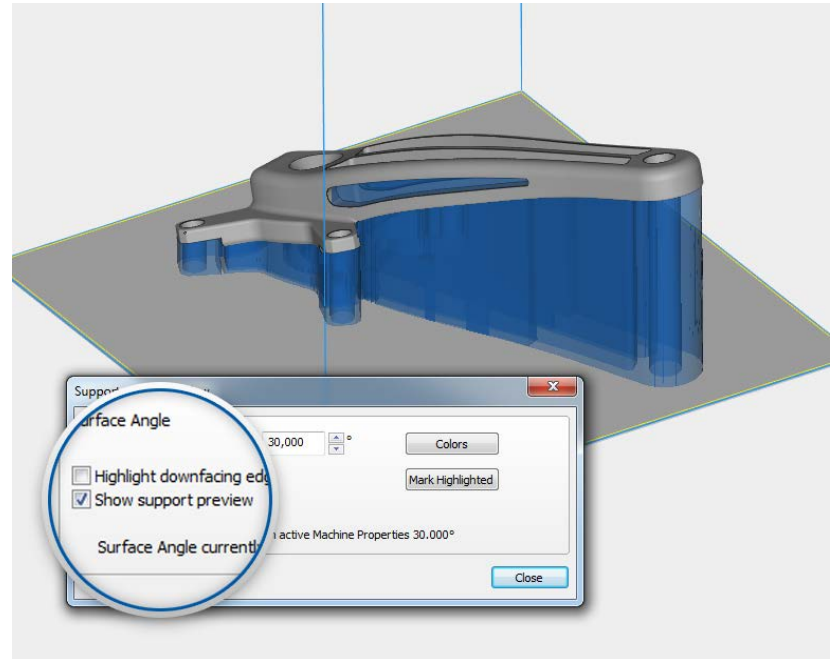
View all parts



- ▶ Place angled supports effortlessly
- ▶ Save time by switching selected part in SG mode

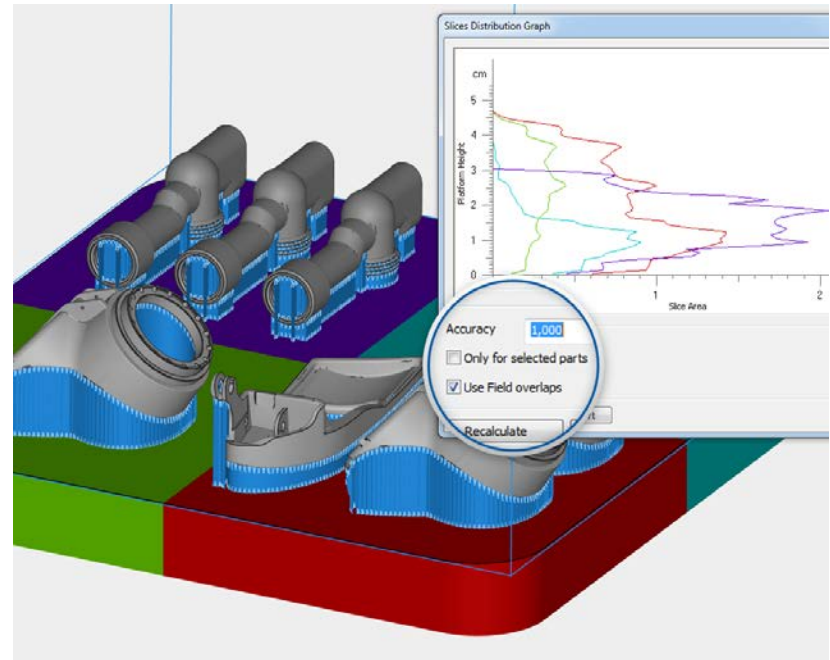
Support preview

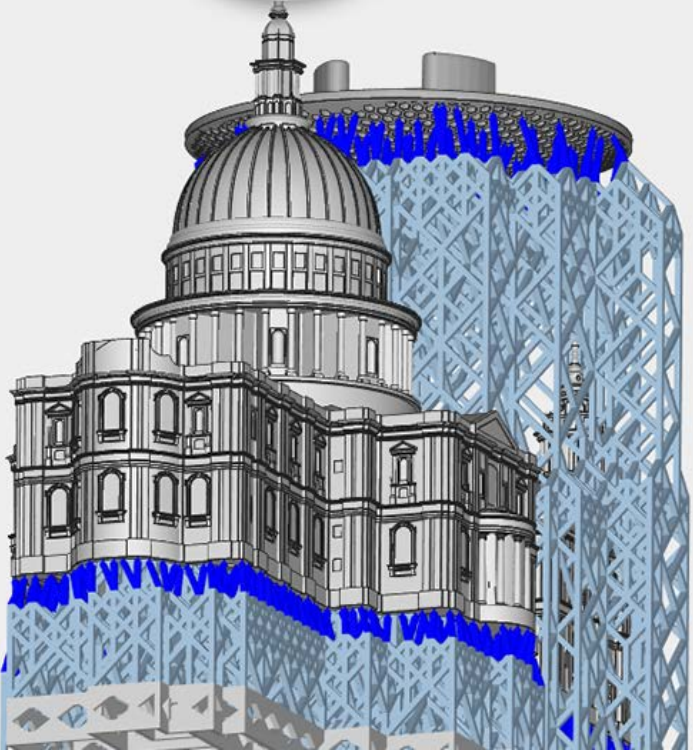
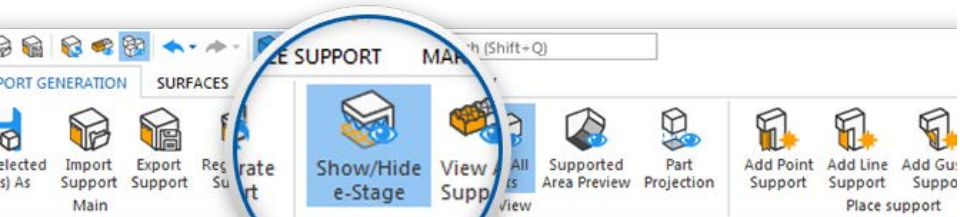
- ▶ Interactive preview of how the support might look like once generated
- ▶ Cut down the amount of the orientation iterations



Slice distribution graph

- Quickly visualize the surface area per slice to improve part and build quality
 - For selected part(s) or entire platform
 - Take into account supports
- Use multi-optics to ensure an evenly distributed workload
- Export data to Excel
- Improved performance



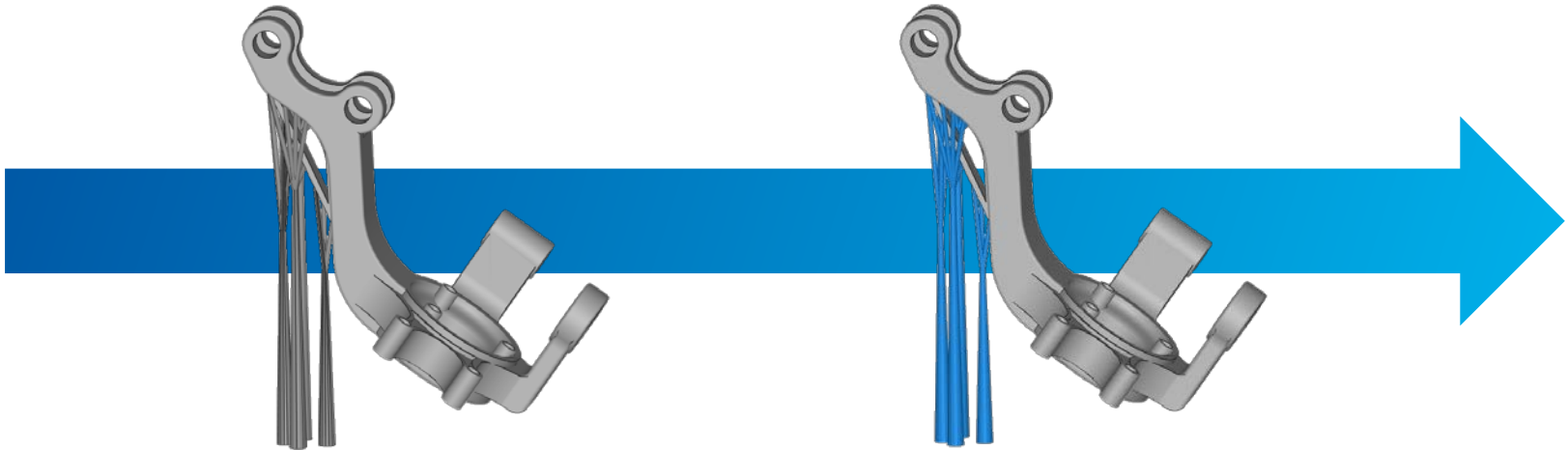


Materialise e-Stage

- Show or hide e-Stage support in SG mode in only one click
- Get a message when a newer version of e-Stage is detected and easily link it to Magics

Metal Support Generation (SG+)

Assign selected as support

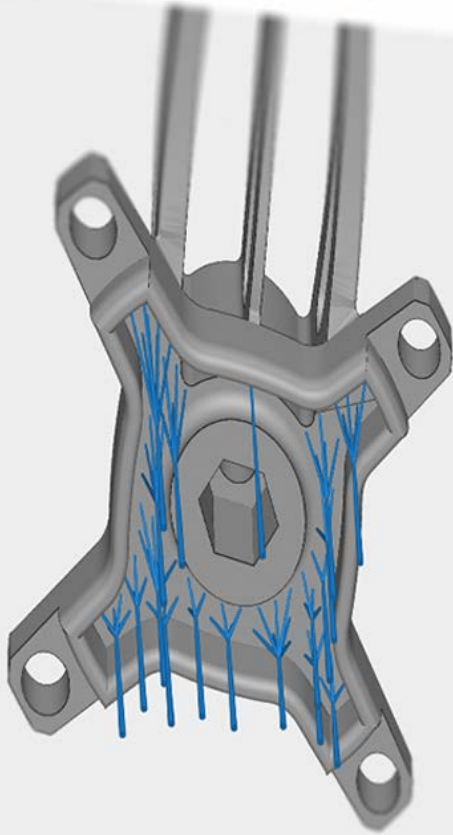


Assign STL files as support

No need to enter SG mode

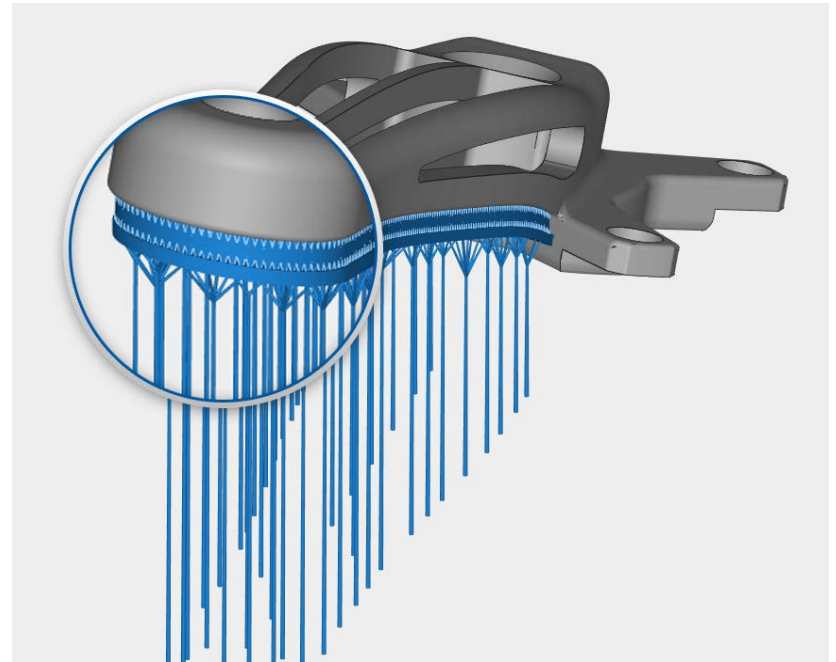
Automatic tree support

- ▶ Create tree support based on automated connection points
- ▶ Set personal parameters profile
- ▶ Fully editable with manual trees tools

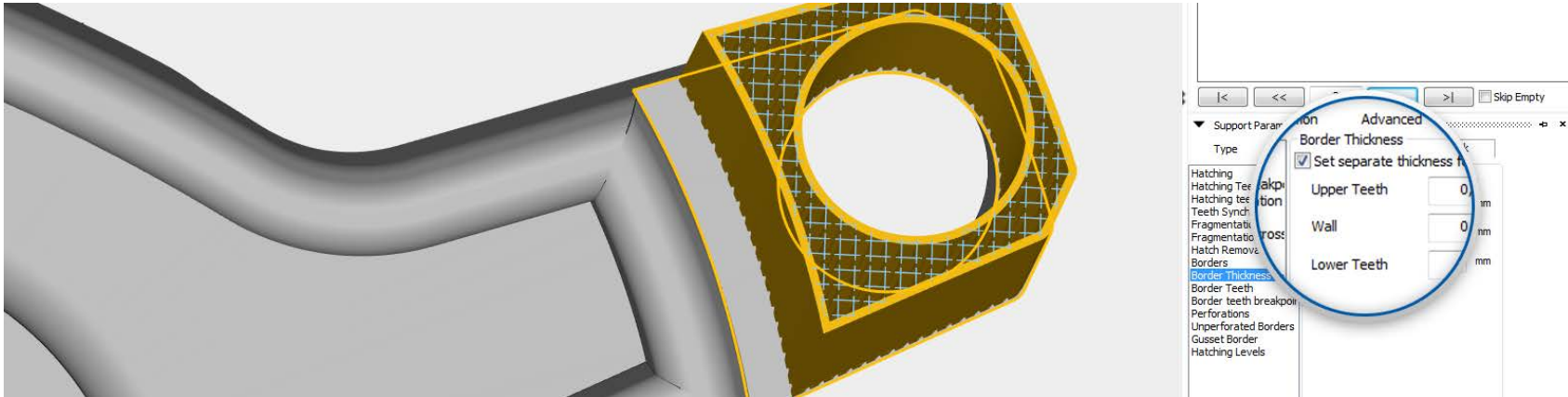


Hybrid support

- ▶ Brand new support type consisting of three different parts:
 - ▶ Upper support (block)
 - ▶ Middle plate (volume)
 - ▶ Lower support (tree or cone)



Border thickness (block support)



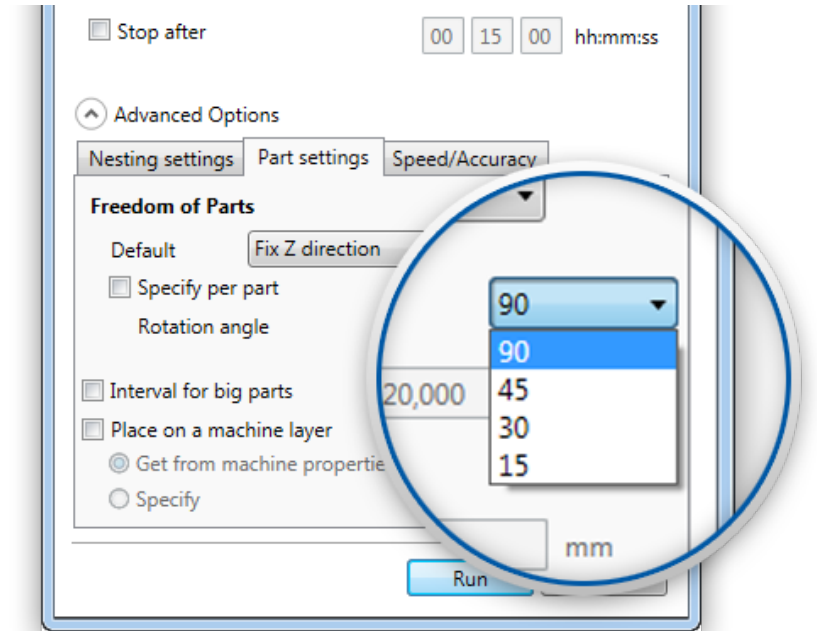
- Add a thickness to the border of a block support
- Define different thickness for teeth and walls

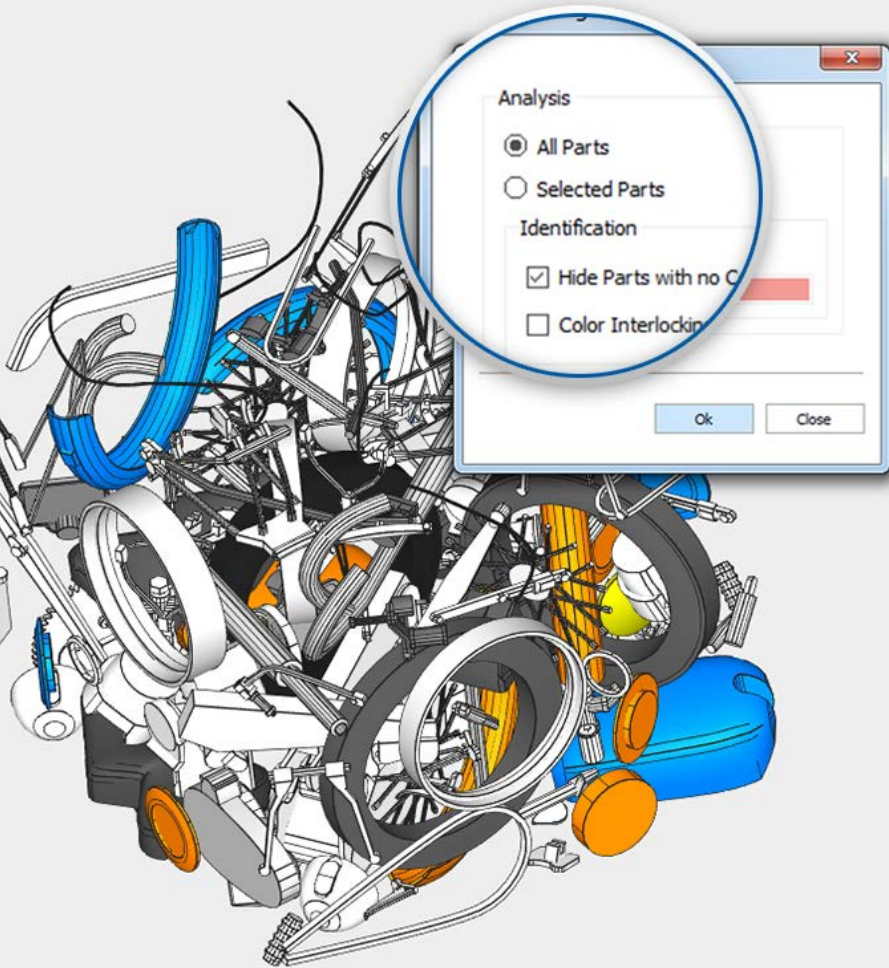
Sinter Module

Nest with smaller angles

- Choose the rotation angle of nesting according to the content of the platform
 - Options for 15, 30, 45, 90 degrees
- Set the rotation angle for either all parts or per part

	Time (min)	Height (mm)	Density (%)
90°	34	270	15,28
45°	33	262	15,74
15°	33	247	16,69

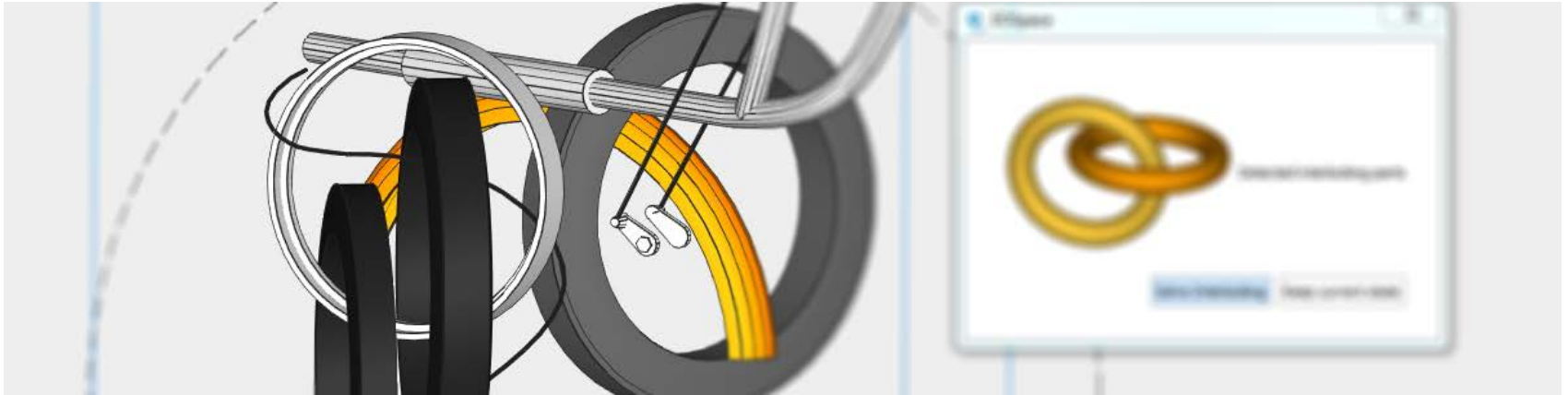




Interlocking analysis

- New standalone analysis tool
- Analyze the build and find any interlocking parts. Available for:
 - All parts
 - Selected parts

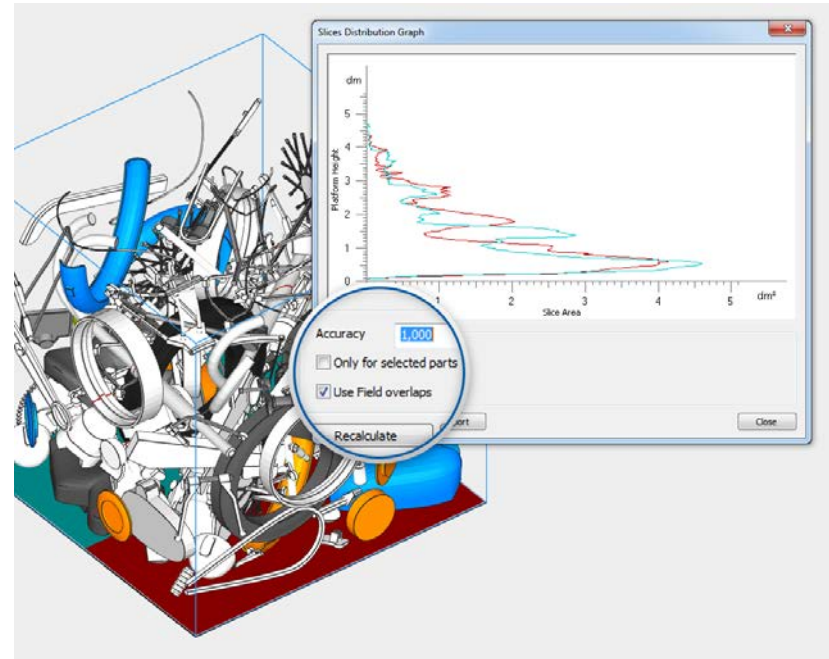
View rotation circle (3D Nester)



- ▶ The view rotation circle is now enabled when interlocking parts are detected
- ▶ View your parts from different angles and find solutions faster

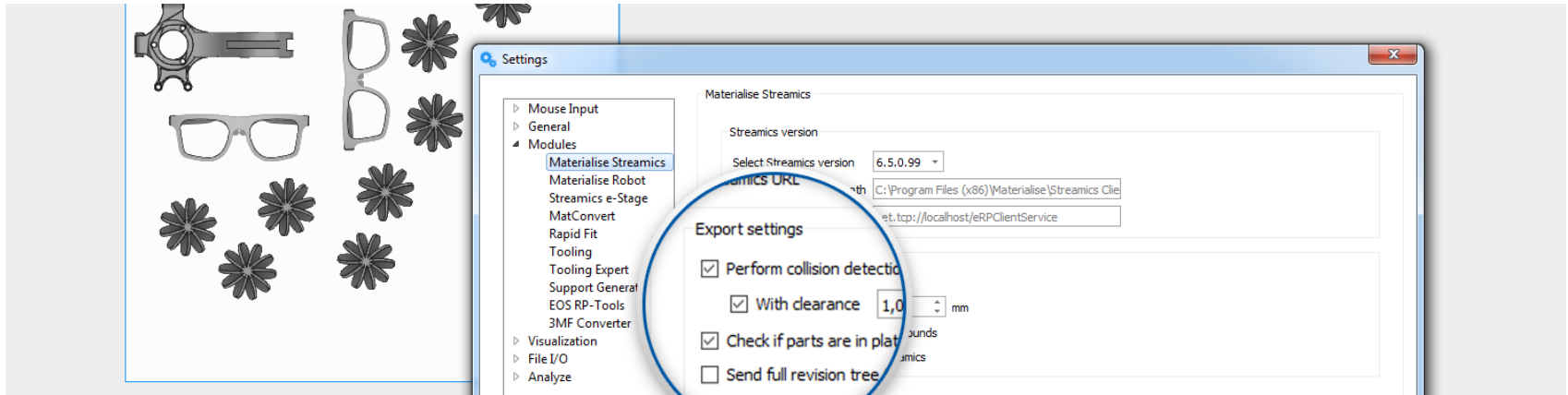
Slice distribution graph

- Quickly visualize the graph for selected parts or for the entire platform
- Use field overlaps to ensure an evenly distributed workload in multi-optics machines
- Export data to Excel
- Improved performance



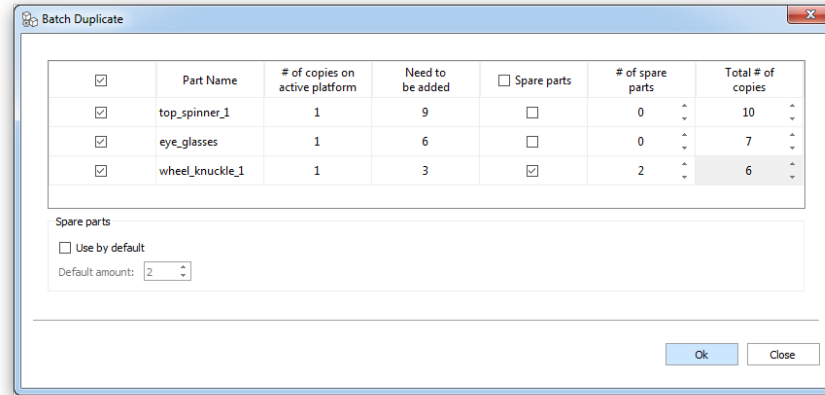
Streamics

Save platform to Streamics



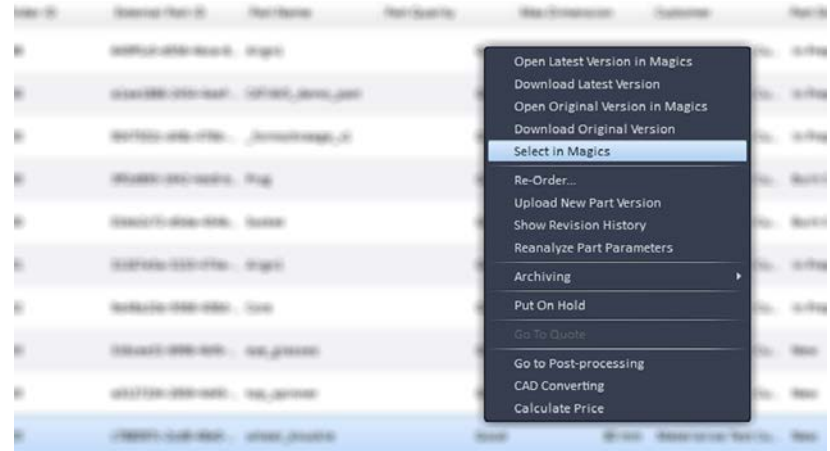
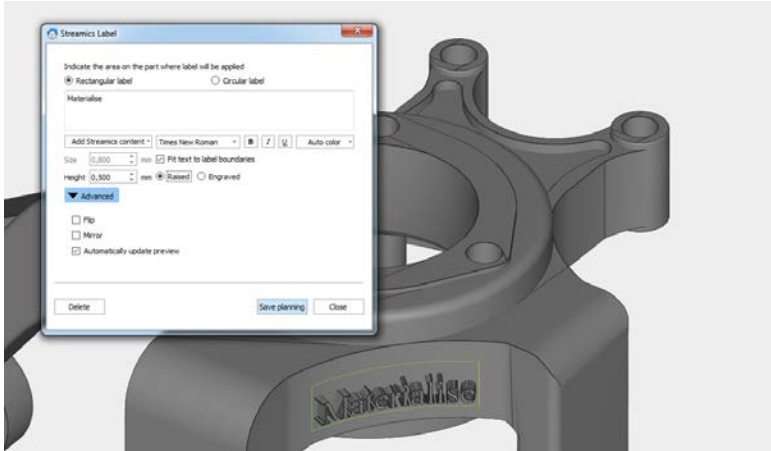
Run out of bounds and collision detection analysis tools before saving a build to Streamics.

Batch duplicate



- Easily duplicate parts on the platform by seeing how many parts still need to be planned
- Directly add spare parts on the platform

New options



▶ Extra options in the Streamics label:

▶ Mirror and Color

▶ Sync part selection in Magics and Streamics in one click

▶ Find the desired part more easily



For more information,
contact your local Materialise office.

materialise.com/contact-locations