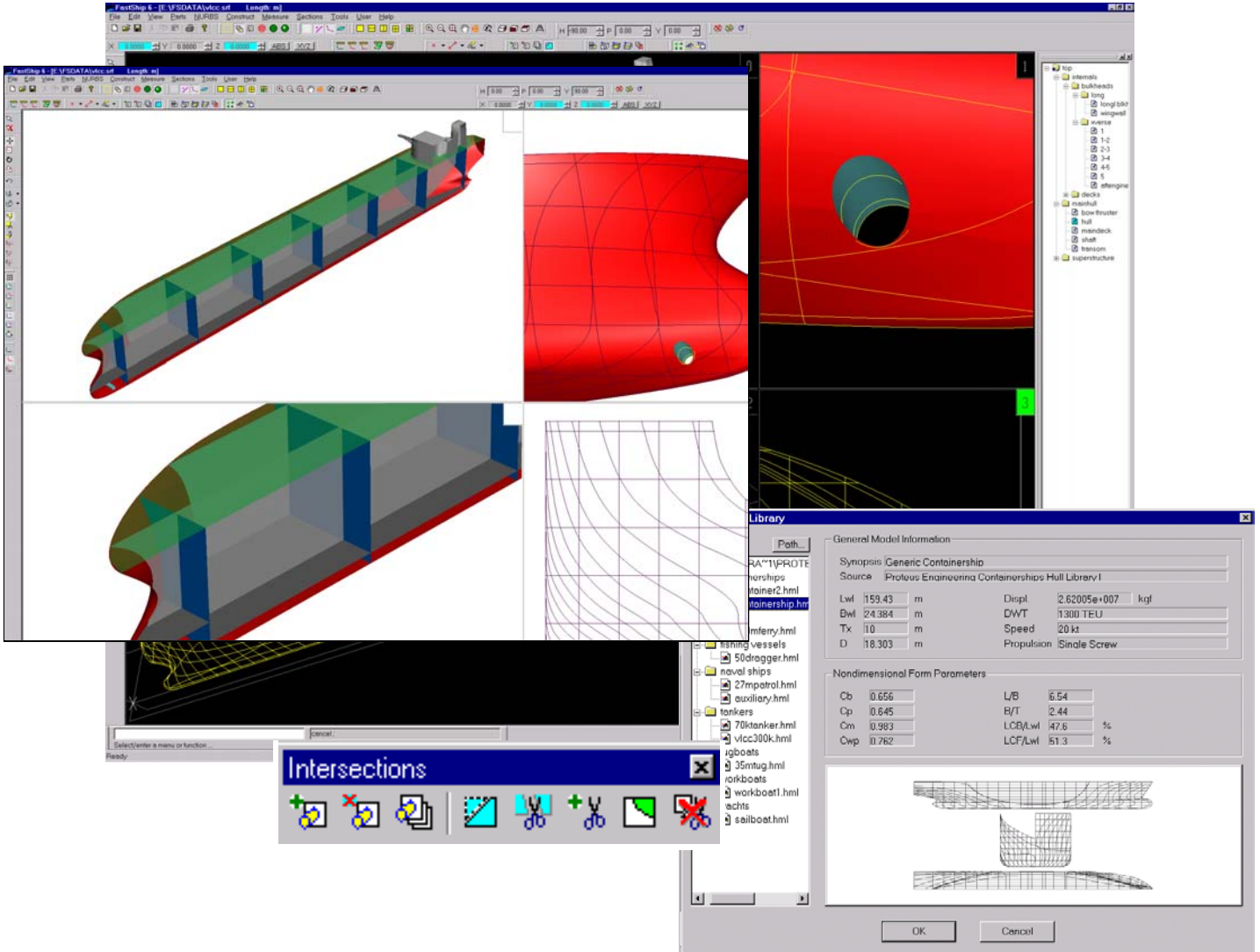


**SMM 2004
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fastship

HULL & APPENDAGE MODELLING & FAIRING
COMPARTMENTS * METAPOLES * SURFACE INTERSECTION AND TRIMMING

by *Proteus Engineering*
www.proteusengineering.com



- | | | | |
|---|---|---|------------------------------|
| ASSOCIATIVE SURFACE TRIMMING | * | * | SURFACE FITTING TO OFFSETS |
| REAL TIME SURFACE/SURFACE INTERSECTIONS | * | * | REALTIME MULTI-PORT DISPLAY |
| READ / WRITE RHINO3D NATIVE FILES | * | * | USER DEFINED MENUS |
| PARAMETRIC HULL VARIATIONS | * | * | METAPOLES |
| HULL LIBRARIES | * | * | HIGHLIGHT OF LINKED VERTICES |
| COMPARTMENTATION MODELLING | * | * | REAL-TIME PORCUPINES |
| DEVELOPABLE SURFACES | * | * | GOODNESS OF FIT |
| CREATE-BOX (MULTI-SURFACE STRUCTURES) | * | * | PROPELLER TUNNELS |

DESIGN SYSTEMS & TECHNOLOGIES™

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FastShip is the new generation surface modeller by Proteus Engineering, destined to become the heart of an innovative, comprehensive ship design suite. Recent mathematical breakthroughs by our developers have allowed the development of the new function "metapoles", so unique and revolutionary that a patent is being considered. More than ever before, *FastShip* is unquestionably the best surface modelling tool for Naval Architects available on the market today. The most notable features of *FastShip* are:

- **Metapoles**
- **Compartmentation modelling: volume, centroids & deck areas**
- **Create decks & bulkheads**
- **XML output sheets**
- **Developable surfaces**
- **Hydrostatics: upright & heeled, supports trimmed surfaces, output to Excel and XML**
- **Offset tables: formatted text output for printing, output to Excel**
- New construction geometry: circles
- Surface/Surface intersections
- Surface trimming
- Streamlined editing tools
- Real-time 2D and 3D curvature display (porcupines) for sections and surface edges, based on true surface curvature
- Real-time model display spinning, including in shaded rendering and surface curvature analysis modes
- NURBS surfaces of any degree
- Standard Hull Libraries: containerships, ferries, fishing vessels, naval ships, tankers, tug boats, workboats, yachts, etc.
- User-defined Hull Libraries
- Planing Hull Wizard
- Round bilge hull wizard
- Real-time mouse-driven incremental vertex displacement
- Containership Wizard
- Interactive display of the hierarchical part tree for model management
- Pop-up entity properties menus
- Real-time model display panning, including in shaded rendering and surface curvature analysis modes
- Construction geometry functions: construct-marker plane, construct-line, construct-marker
- Direct curvature control of surface edges
- Interactive editing constraints settings
- Object-oriented editing tools, supporting right- and left- mouse button controls
- Interactive combined pan-zoom
- Real-time hydrostatics
- Support for Open GL drivers, double buffering and backing store
- User-defined surface rendering colours and settings (highlight colour, transparency and gloss)
- User-defined DXF read/write settings
- Interactive snaps: control vertices are moved freely, or in snap mode. Snapping can be to net, model geometry (mesh and sections), construction geometry, reference data. A special form of snapping is "without end-points", effectively allowing the running of a control point along any line, straight or curved
- Multiple viewports with real-time global model updating
- Radial scaling
- Control point linking
- Control point freezing
- Surface fitting to reference data
- Goodness-of-fit: measurement of surface / offset matching, including for developable surfaces
- Surface splitting
- Net doubling (rows and/or columns) with constant net degree
- Net corner curvature continuity controls
- Built-in Macro language
- Support of the PERL programming languages
- 12 data export formats (including VRML), plus section and mesh pre-processing for CFD and VPP programs
- Internet Q&A forum
- Create-box, for superstructures, etc.
- Read & write Rhino3D files
- Select-visibility of control net
- Linked net points are colour coded
- Lines output with lines computed on user-defined curvature tolerance, very important for efficient interfacing to CAD, machining and production

PRICES

| | <i>FastShip</i> | <i>FastYacht</i> | | |
|--------------------------------------|-----------------|------------------|--------------------------------------|--------------|
| Base module | 3 000 € | 995 € | Student license (restrictions apply) | 99 Euro |
| Advanced Modelling | 2 500 € | 1 250 € | Shipping charges apply | contact DS&T |
| Developable Surfaces | 2 000 € | 995 € | | |
| Parametric Engine and Hull Libraries | 2 500 € | 1 250 € | | |
| Compartment Modelling | 2 000 € | --- | | |

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