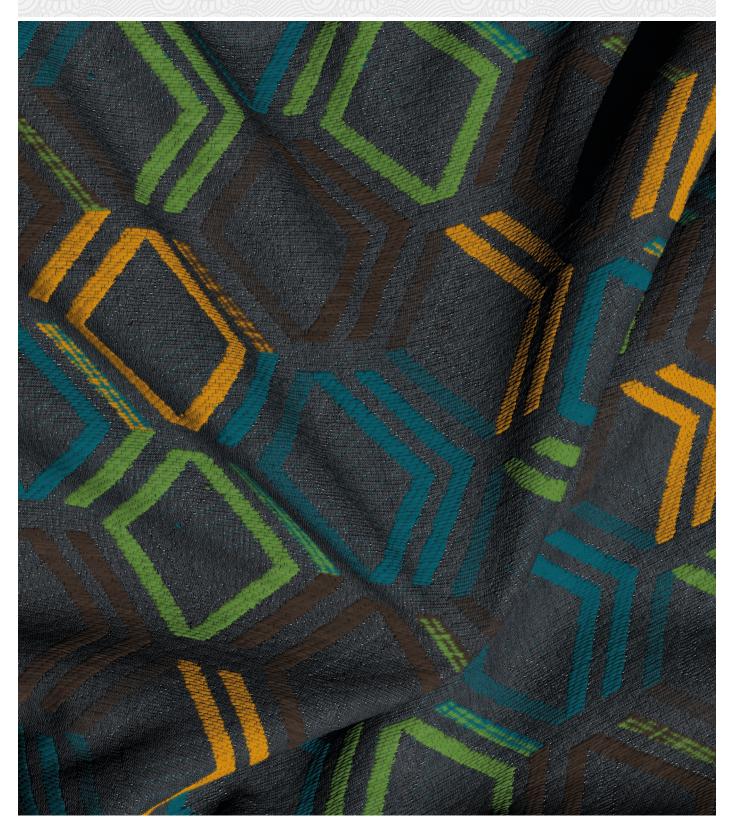
Product Overview Weaving







Products



Weaving - CAD/CAM

Jacquard - Scope Editor Jacquard Layer Editor Jacquard Processing Dobby Editor 3D Weave

Simulation - Presentation

3D Fabric Simulation

3D Yarn Textile Simulation

3D Knitting Simulation

3D Mapp

3D GO

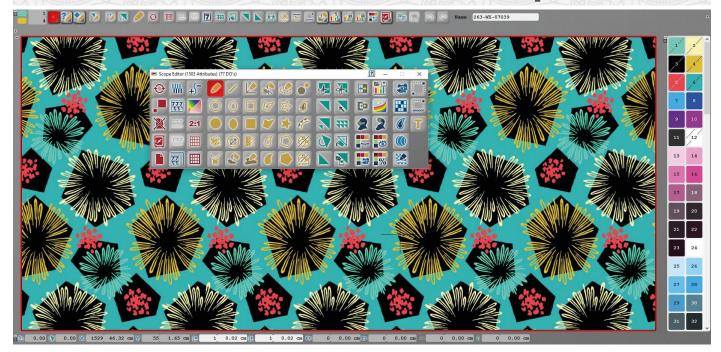
Server Technology -Database

Format Boxes DesignBase LoomNet





Scope Editor







Scope Editor for designing and editing your sketches

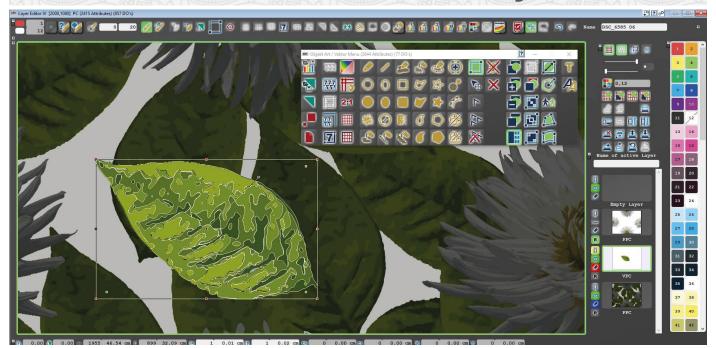
The DesignScope victor new Scope Editor is now available in a new style and is therefore following the trend of the current software on the market. The existing and new functionalities of the editor will help you to implement your ideas and designs in an optimum way.

- > Repeat function with a directly visible result
- > Existing and new functionalities in a new style
- > Optimum colouring in the colour system you prefer, like RGB, LAB, HLS, etc.
- > With the EAT axis of reflection, objects may be reflected on any given axis in a defined area and on a defined number of sections
- > The new mask function helps to find the same areas in the pattern and change them in one step for all marked areas. This can be stored in a parameter so that the next time this process can be run automatically





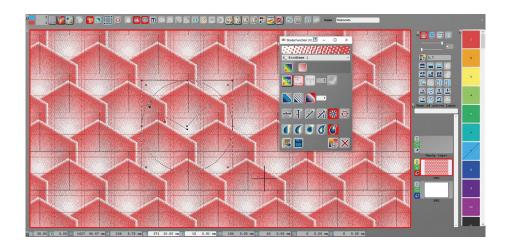
Layer Editor



The new EAT Layer Editor

The editor allows you to work with different layers, which is already known from other design programs. The difference is that each layer can be a Pixel-, Vector-, or Truecolour – Layer with an own warp and weft density.

- > Vector Layer with specific functionalities for an optimum result
- > Different drawing functionalities available for up to 50 Layers
- > Each vector object can be an individual Layer
- > Also a colour shading can be a vector object which allows you an easy modification of all your coloured objects
- > Even if it is a shading with different weaves it is possible to use the vector functionalities





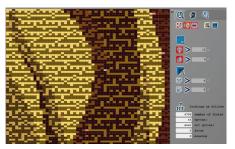


Jacquard Processing



Processing Software for weaving





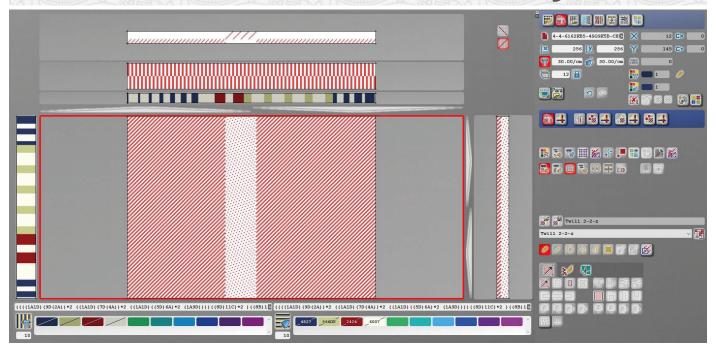
Jacquard Processing defines and compiles the complete working process from designs edited in Scope all the way to the control information for the Jacquard weaving machine.

- > BoxMotion to define the different selectors for the weaving process
- > Assign weaves to colour, possible in different colour modes
- > Flexible float control
- > Defining different selvedge weaves for any kind of fabric
- > Convert the jacquard files into the specific machine formats, like Stäubli JC4, JC5, JC6, JC7, TC8, Bonas, Grosse etc.
- > Saving the complete process into the EAT Running Chain, which means an optimum archiving of all information related to the design and allows you a fast modification at any time

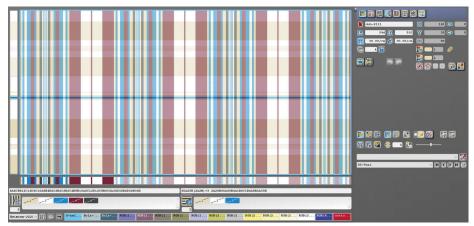




Dobby Editor



Dobby Editor for designing and editing your dobby patterns



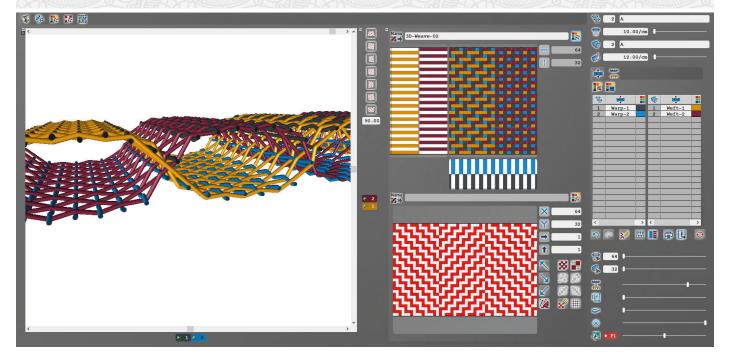
The DesignScope victor new Dobby Editor is now available in a new style and is therefore following the trend of the current software on the market. The existing and new functionalities of the Dobby Editor will help you to implement your ideas and designs in an optimum way.

- > Existing and new functionalities in a new style
- > Easily creating stripes and squares with the new integrated Stripe Editor
- > All relevant functionalities for creating a Dobby pattern like pegplan, colouring, shafts, etc. are in direct access
- > Showing the Dobby pattern as a weave file or in colours



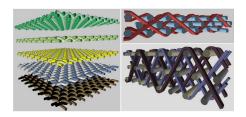


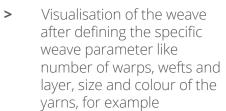
3D Weave

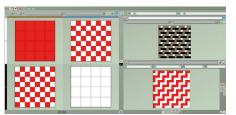


3D WEAVE

Fabrics from simple weaves to multilayer weave constructions.







Checking the single weaves and the compound weaves and modify it easily for each system



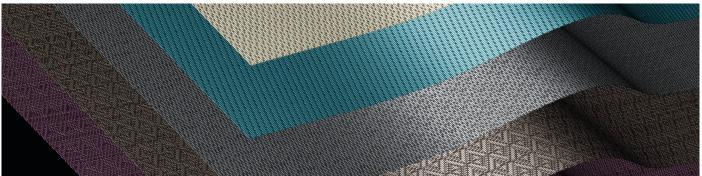
- Connect the different layers with single points and check them directly in the 3D view
- Creating complex weave constructions for 2 or 5 layers, for example, and using also special geometrical diameter of the yarns





3D Fabric Simulation





Based on a Jacquard or Dobby weaving file the 3D Fabric Simulation mirrors the entire complex process of weaving and gives you a realistic impression of your fabrics. It does not matter if you want to use the simulation for the presentation to your clients or just for checking the weaving file for yourself. The result will help you in any case.

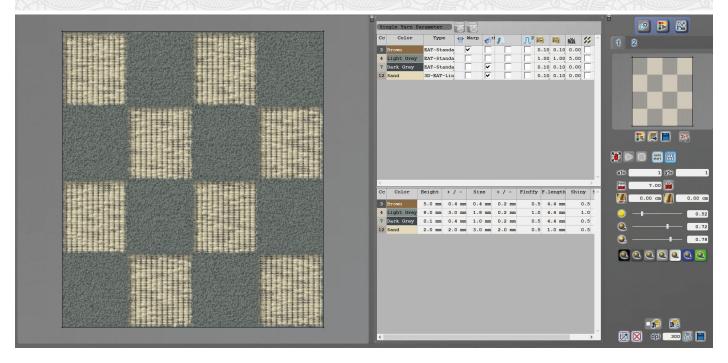
3D Fabric Simulation

- > The 3D Fold Gallery allows the user to show the simulation result in a more realistic way and in some cases the front and back of the fabric at the same time like in this example
- > For using the 3D Photo Simulation afterwards, the simulation result must be flat and repeated and can be saved in different colourways
- > The 3D Fabric Simulation can handle different kinds of fabrics like Terry Towels, Dobby Fabrics or Labels to show just a few examples from a range of fabrics in the big Textile world





3D Yarn Textile Simulation









3D Yarn Textile Simulation

This software enables the user to perfectly display the front side of damask, carpet, velours, plush, terry or knitware. This way of working especially suits the designer since the simulation is derived from a bitmap file and therefore does not need a machine file to operate the display.

- > Depending on the quality which you define in the 3D Textile Simulation you will see the realistic simulation result immediately and you can modify it regarding the specific yarn parameters
- > Also the combination of velour and flat woven areas is no problem
- > To display repeated carpet flooring, modern carpets or classical carpets will easily be done with the Textile simulation



EAT GmbH "The DesignScope Company"

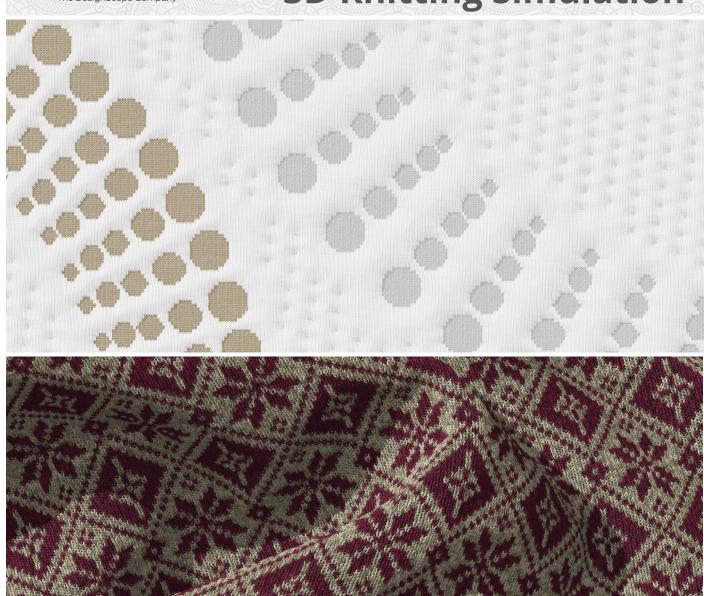
Jungfernweg 40 | 47799 Krefeld | Germany
T +49 2151 4 79 14 0 | F +49 2151 4 79 14 77

eat@eatmail.info | www.designscopecompany.com





3D Knitting Simulation



3D Knitting Simulation

3D Knitting Simulation has been developed especially for the flat and circular knitting technology. This software uses a special EAT yarn library for the process of simulation. The yarn together with the typical 3D movement and bulkiness of the knitting fabric makes the simulation so real.

- > Depending on the quality which you define in the 3D Knitting Simulation you will see the realistic simulation result immediately and you can modify it regarding the specific yarn parameters
- > It does not matter if you want to simulate a mattress or a pullover in the typical Burlington style
 - The result will be perfect





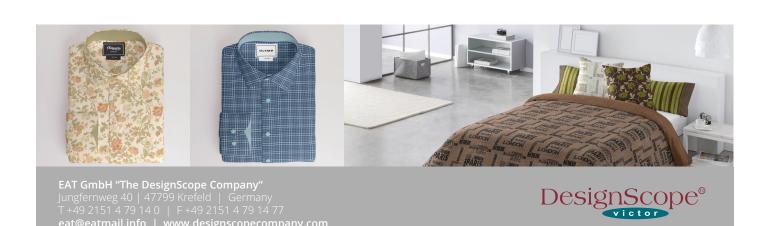
3D Mapp



3D Mapp

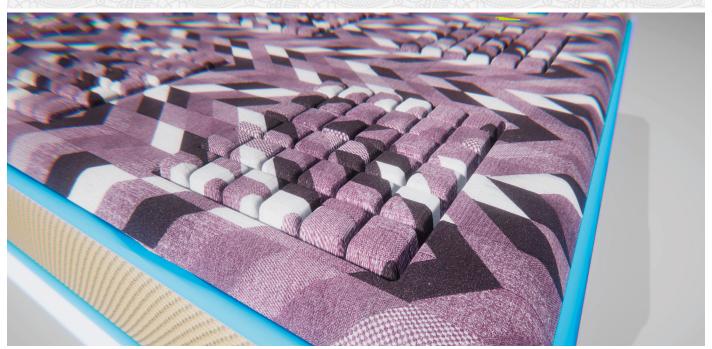
3D Mapp is a textile simulator software which enables you to visualize your fabrics like a real showroom. It offers a high-performance environment and professional-quality tools to help you create highly photo-realistic images.

- > Efficient Elements Grouping: Don't repeat working steps. Group all the elements in one, to play with same texture or color
- > Organize your textures by layers. Add Logos, stripe lines, etc.
- > The software can generate simulations larger than the original model with a high DPI resolution. This option allows to show all the yarns details in the fabrics, like a real photo!
- > Lights and shadows are handled separately. The software algorythm does it all automatically
- > Change texture's color directly from our texture editor, define transparent colors, resize, rotate, stretch, move textures. Everything is possible
- > 3D Mapp accepts .aco files to import color libraries from Photoshop, Pantone files, etc.
- > Work your textures in photoshop and send directly to 3D Mapp with one single click. View the results in 3D Mapp while you work in Photoshop





3D Go



3D Go

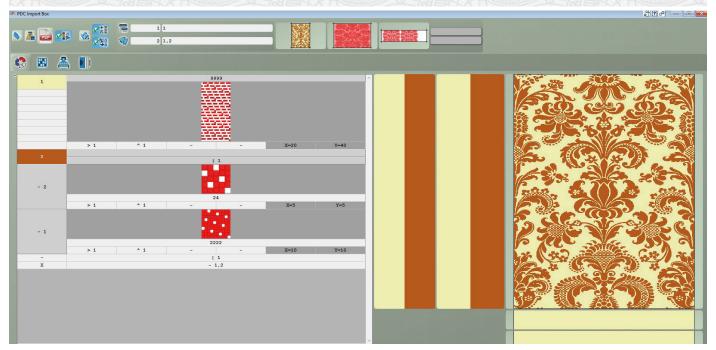
3DGo Software – Show your fabrics in a real 3D environment!
3D Go Software operates on
Windows, iOS, Android and OSX
devices and creates simulations
in almost any material – given
the PBR data is provided. Use
3DGo's functions of NormalMap,
SpecularMap or DisplacementMap to get realistic results.

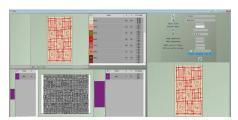
- > Drag and Drop Your PBR Material or Zip Files from EAT 3D Simulator. 3dmapp is 100% compatible with EAT Simulator Export Files and delivers true reality reasults immediately
- > Augmented Reality 3DGo lets you virtually place true-to-scale 3D models in your very own space. It is 100% compatible with DESIGN BASE by EAT "The DesignScope Company". To add details, 3DGo works on two texture levels. One is used for the main texture and another one to add small details to the results
- > Displacement Map A great tool for quilting effects. Displacement mapping is a powerful technique that allows a texture input, either procedural or by an image to manipulate the position of rendered faces. View your Quilting Volume for example on a mattress directly on 3DGo from your quilting design

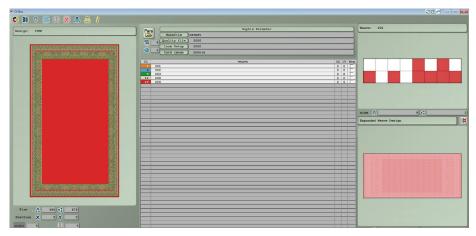




Format Boxes







Import data formats of foreign systems

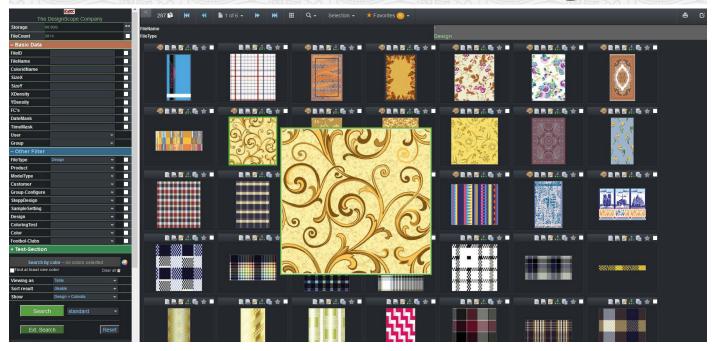
Simply use your existing data formats of foreign systems in the EAT program by using the EAT import boxes.

- PDC Box for importing PDC files from the NED system
- > Ci Box for importing ci files from the Sophis system
- > Jac Box for importing jac files from the Fractal system
- > Display all relevant files like design, weaves, boxmotion, cardfiles etc. in these boxes and take them over into the EAT system for your running process





Designbase







Designbase Victor Database System

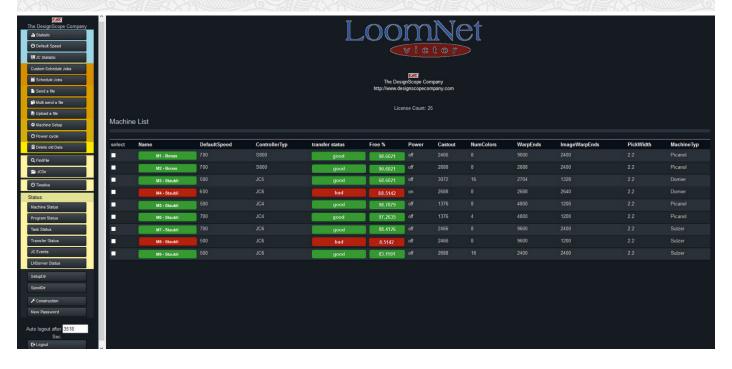
DesignBase victor is an image/archive multiuser database software system made by EAT. The system – in addition to the EAT format – is able to administrate the standard formats TIFF, BMP, JPEG and the main design formats of other textile CAD/CAM systems.

- > Data access can be granted on different levels, categories, attributes and with different restrictions for specific users or groups
- > The designs can be displayed in different forms, like overview, detail view or repeated view for example
- > Colouring the files in the DesignBase without reopening them in the design system
- > Customized input masks or documentation sheets with all necessary information of the design are no problem





Loomnet



Loomnet Victor Network System

LoomNet victor is a server software-system created by EAT. It serves the transfer of JC files to Stäubli and Bonas controllers. Also a transfer of Dobby files to the Dobby looms of Dornier, Itema and Picanol is possible.

- Minimum access times
- Individual configuration of LoomNet by the user
- > Easy organisation of your production related to weavers, shifts, machines etc.
- Access can be granted on different levels with different restrictions for single users or user groups
- The system will combine JC files and the respective loom setups immediately upon input and before transfer
- > Individual JC-Controller dialog for Stäubli
- Horizontal name weaving for labeling the woven orders
- Interfacing for PPS/ERP systems
- > Statistics for evaluation of controller-registered machine downtimes













Jungfernweg 40 | 47799 Krefeld | Germany Phone +49 2151 4 79 14 0 | Fax +49 2151 4 79 14 77 eat@eatmail.info

Contacts

Mr. Richad Nazari

Managing Director Sales
Phone +49 2151 4 79 14 45
nazari@eatmail.info
Mobile +49 160 7484260

Mr. Erol Bekan

Manager International Sales Phone +49 2151 4 79 14 51 bekan@eatmail.info Mobile +49 179 3929309

USA

Mrs. Kelly K. Hopkin Phone +1 828 230 0369 hopkin@eatmail.info

KOREA

Mrs. Elin Eun Kyung Kim Phone +82 10 7271 0877 texjain_eat@naver.com

BRASIL

TabatexPhone +55 19 3462 7777
info@tabatex.com.br

ITALY

Mrs. Arianna Onofri Phone +39 340 414 2549 eat.italia@eatmail.info

INDIA

Mr. Amit Mital
Phone +91 9313 7497 10
amit@texcad.com

SPAIN

Mr. Pedro Romero Phone +34 636 49 12 07 promero@3dmapp.com

TURKEY

Mrs. Didem Acay Baykal Phone +90 216 443 5444 didem@fabricconcept.com

Pakistan

Mr. Sadiq LatifPhone +92 3212111751
sadiq@cubestex.com

CHINA

Mr. Wang Hua (White) Phone +86 139 163 14406 wang@eatmail.info