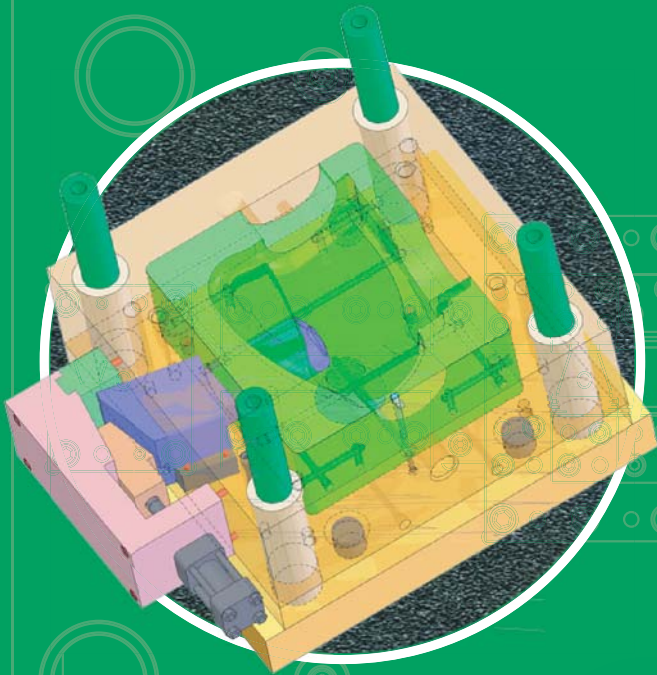




Professional Plastic Mold Design



3DQuickMold is a high-performance mold design program that enables engineers to create and test complex molds within SolidWorks®. As a complete mold-design solution, 3DQuickMold provides advanced modeling capabilities and unique time-saving tools to boost productivity. Containing the richest trade specific functions, mold designers can gain significant design speed to accomplish the most complex mold design projects.

Unique mold-splitting capabilities

- ◆ Solids-based parting
- ◆ No core/cavity face searching
- ◆ No need for surface knitting

Exclusive undercut processes

- ◆ Support side-core creation on product directly
- ◆ Support insert creation on product directly

Flexible workflow alternatives

- ◆ Top-down or bottom-up approach
- ◆ Streamline the design workflow
- ◆ Improved communications

The power of 3D design

- ◆ Fully associative
- ◆ 100% integrated with SolidWorks® software
- ◆ Developed by engineers with rich CAD programming and plastic mold design experiences



Solution
Partner

To Enable Tooling Engineers To Use The Power of 3D Design

www.3dquicktools.com

Features



Product Assembly

- ◆ Focus on core/cavity separation
- ◆ Based on new SolidWorks® multi-body technology
- ◆ Use Solid Parting to speed core and cavity creation
- ◆ Create very complex cores/cavities with ease
- ◆ Support of family and multi-cavity molds
- ◆ Build side cores and sub-inserts on parts directly
- ◆ Automate pocketing for side cores and sub-inserts
- ◆ Mold is fully associated with product model
- ◆ Cores/cavities update automatically



Layout Manager

- ◆ Quickly layout multi-cavities w/ runners and gates
- ◆ Preview all layouts
- ◆ Control dimensions parametrically
- ◆ Edit cavity orientation, location and alignment
- ◆ Edit layouts as needed



Mold Base Manager

- ◆ Use standard mold base or home made
- ◆ DME, LKM, FUTABA, HASCO and others
- ◆ User-customizable libraries
- ◆ SolidWorks features used in all modeling
- ◆ Open-GL preview is used for selection
- ◆ Edit all mold base dimensions and positions
- ◆ Add and remove mold plates to mold base



Ejector Manager

- ◆ Supports blade ejectors, stepped ejectors, and ejector sleeves
- ◆ Quick search for suitable ejector in libraries
- ◆ Automatically locate holes in all plates
- ◆ Automatically trimmed to plastic part



Libraries Manager

- ◆ Native SolidWorks® models
- ◆ Customize libraries to meet your standards
- ◆ Quickly add parts and sub-assemblies to the mold



Cooling Manager

- ◆ Create pattern-based cooling paths
- ◆ Parametrically constrain their position and connection
- ◆ Instantly subtract from core/cavity and view changes
- ◆ Design channels oriented for machining



Undercut Manager

- ◆ Simplify and standardize slide and lifter design
- ◆ Intelligent slide creation with minimum inputs
- ◆ Edit parameters directly on the screen
- ◆ Easily release undercuts with adaptable lifter and slide mechanisms



Sub-insert Manager

- ◆ Quickly cut sub-inserts from core/cavity using multiple approaches
- ◆ Easily handle drafted sub-inserts
- ◆ Parametrically design heels and preview
- ◆ Save individual sub-insert components immediately



Feed Manager

- ◆ Automated creation of full round, half round, trapezoidal and U-shape runners
- ◆ Supports pinpoint gate, side gate, submarine gate and tunnel gate
- ◆ Open-GL preview and parametric design



Electrode Manager

- ◆ Built-in module, at no extra cost
- ◆ Create electrode bodies quickly and easily
- ◆ Quick holder design
- ◆ Automatically create assembly

