WRAPSTYLER ©

3D > 2D flattening software

Wrapstyler is a physically correct flattening software, result of 30 years of research and development by POLYQUARK.

From design to production, optimize your flattening workflow: check feasibility, cut meshes, generate patterns, simulate texture rendering, prepare assembly notices... with one single tool.

+ **Anticipate** wear and tear problems and assembly difficulties

+ Improve your **productivity**

+ **Save** material

+ **Save space** by digitalizing your patterns

+ **Facilitate communication** between the actors of the project, thanks to textured previews and instructions notices

FIELDS OF APPLICATION

Wrapstyler is used in all sectors that require flexible materials to be wrapped around complex 3D shapes, including:
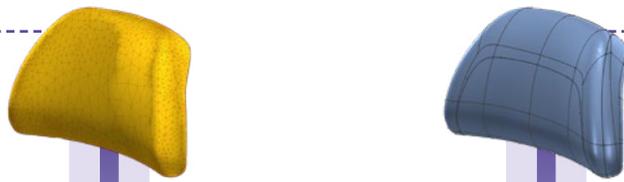
+ Architecture
+ Composite materials
+ Orthopedics
+ Upholstery
+ Inflatables
+ Transportation (aeronautics, automotive, marine...)
+ ...

HIGHLIGHTS

+ Simple, fast and reliable **flattening**
+ Management of fabric **elasticity**
+ Easy to use **cutting tools**
+ Automatic creation of **notches**, **flaps** and **assembly notices**
+ Easy **export** to cutting machines
+ Intuitive 2D/3D **synchronized** visualization
+ Numerous standard 3D/2D **import/export formats**

Meshes

Wrapstyler imports meshes in **OBJ** and **STL** formats, from 3D scanners or 3D modeling software.

CAD shapes

Wrapstyler imports **STEP** and **IGES** formats, and includes several meshers to transform CAD shapes into meshes suitable for 2D template calculation.
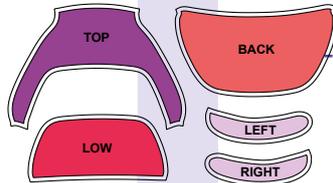
Cutting

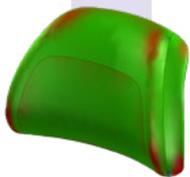Wrapstyler offers powerful and easy to use **cutting tools**.

3D trim parts

Flattening

Wrapstyler takes into account the **physical properties** of the **materials** when flattening.

TOP

BACK

2D patterns

LOW

LEFT

RIGHT

LEFT

RIGHT

TOP

LOW

BACK

BACK

RIGHT

LEFT

TOP

LOW

Feasibility check

Wrapstyler can check the feasibility of the project **without you having to make a prototype**, thus saving time and material.
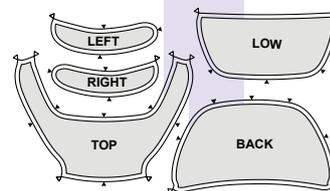
It gives valuable indications on how to improve the patterns: change in the material, adjustment of the shape or displacement of the seams.

Aperçu des textures

Wrapstyler offers **two ways of texturing**: draping 2D images around objects, and creating 3D projectors on one or more trim parts. When they cover several parts, these projectors are automatically cut, mapped and connected on the 2D patterns.

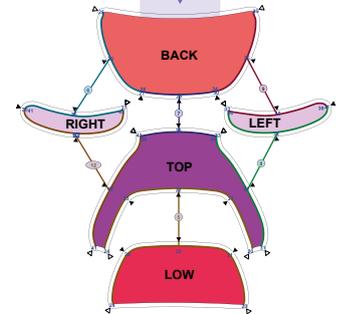The textured models can be exported in FBX, OBJ, and VRML formats.

Cutting patterns

To communicate with the cutting tools, Wrapstyler uses the **DXF AAMA** and **PDF** standards.

Notches and **flaps** (seam allowances) are generated automatically.

Patterns can also be printed and cut with scissors.

Assembly notice

The assembly notice is a **fundamental document** that allows you to easily identify the parts to be sewn together.

For more information :
https://www.wrapstyler.com
contact@wrapstyler.com

Wrapstyler is a software edited by POLYQUARK.