

The following is an introduction to noteworthy features of APEXFiz Design software version V-04.

For other new features, please refer to the Help menu in the Design software for details.

Improved processing speed of 3D Fitting Simulation

■ Supported Plans: [Design-Standard](#) [Design-Knit](#) [Design-Weave](#) [Design Pro](#) [3D \(option\)](#)

High-speed engine now enables speedy fitting simulations of patterns.

Real-time 3D View > Update Fitting

■ Supported Plans: [Design-Knit](#) [Design Pro](#) [3D \(option\)](#)

Fabric Stretch due to knitting structures can now be taken into account while evaluating 3D product images.



V-Ray rendering support

■ Supported Plans: [Design-Standard](#) [Design-Knit](#) [Design-Weave](#) [Design Pro](#) [3D \(option\)](#)

V-Ray rendering has been supported to create photorealistic 3D virtual sample images.

Texture maps can now be created for flat knitting simulations, and these data are reflected in rendering to create more realistic images. In addition, fur can be added to express realistic texture of material.

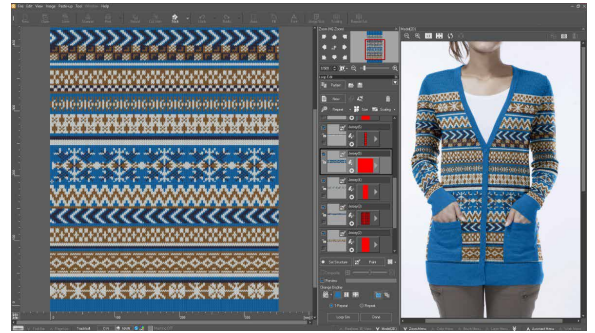


Mapping Editor / Flat Sketch Mapping > [Edit Material], and [Stick All] for material with layers

■ Supported Plans: [Design-Standard](#) [Design-Knit](#) [Design-Weave](#) [Design Pro](#)

You can now edit material while viewing the preview image of mapping. Edits are shown in the preview image in real time, allowing more efficient design work.

In addition, when the material image contains layers, a combined image can now be draped on a model. It is no longer necessary to exit the Mapping Editor/Flat Sketch Mapping menu in order to combine layers with the background and return to the mapping menus to drape it onto models. With this, work efficiency has been improved.



Weave Simulation > changing size for [Wrinkle], and saving the settings of [Raising]/[Wrinkle]

■ Supported Plans: [Design-Weave](#) [Design Pro](#)

When adding a wrinkle effect to woven fabrics, the size can now be adjusted. In addition, the settings of [Raising] and [Wrinkle] can now be saved and loaded, and with this, fabric simulations with the same settings of raising and wrinkle are now available for different weave designs.

