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The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Introduction to CATIA V5-6R2024 (V5R34) SP3 and Its New Features CATIA V5-6R2024 (V5R34) SP3, developed by Dassault Systèmes, is a leading computer-aided design (CAD), computer-aided manufacturing (CAM), and computer-aided engineering (CAE) software suite. This release builds upon the robust capabilities of CATIA V5, offering advanced tools for product design, simulation, and lifecycle management across industries such as automotive, aerospace, and industrial equipment. The Service Pack 3 (SP3) update introduces enhancements and new features to improve productivity, usability, and integration with modern engineering workflows. Below is an overview of the key features and improvements in CATIA V5-6R2024 SP3. Key Features of CATIA V5-6R2024 (V5R34) SP3 Advanced Hybrid Modeling Technology CATIA V5-6R2024 SP3 leverages advanced hybrid modeling, combining solid, surface, and sheet metal design capabilities. This unified data platform supports all stages of product development, from conceptualization to maintenance, enabling seamless transitions between design, analysis, simulation, and manufacturing processes. Enhanced 3D Master and Drafting Solutions Building on previous releases, SP3 refines 3D Master and drafting tools for better annotation and dimensioning: Annotation Leader Perpendicularity Control: Designers can precisely control the extremity of annotation leaders, improving readability and accuracy. Annotation Position Control: Enhanced flexibility in positioning annotations to meet specific design requirements. Multi-Selection Propagation: The Tolerancing Advisor now supports efficient selection propagation across multiple elements, streamlining the annotation process. Compliance with Standards: Full semantic support for ASME Y14.5-2018 and ISO 14405-1:2016/ISO 14405-3:2016 standards ensures accurate representation of design intent. Improved Stamping Die Face Design SP3 introduces new commands and enhancements in the Stamping Die Face Design domain, offering advanced tools for die face creation and manufacturing preparation. These improvements enhance efficiency in industries like automotive, where complex sheet metal components are common. Mechanical Design Enhancements The Mechanical Design workbench provides intuitive tools for solid, hybrid, and sheet metal part design, as well as assembly design and integrated drafting. SP3 includes usability improvements, such as better constraint management in the update diagnosis panel, allowing users to identify and deactivate incompatible constraints without editing sketches. Shape Design and Styling CATIA V5-6R2024 SP3 offers intuitive tools for creating, validating, and modifying complex surfaces, from freeform to mechanical shapes. These enhancements are particularly valuable for designing aesthetically appealing and functional components in automotive and aerospace applications. Product Synthesis and Knowledgeware The Knowledgeware solution set transforms implicit design methods into explicit knowledge, enabling optimized designs. Digital Mock-Up (DMU) solutions support complex reviews and simulations, facilitating faster and more efficient engineering decisions. Integrated Simulation and Analysis SP3 enhances simulation tools for structural integrity, fluid dynamics, and electromagnetic analysis. These tools allow engineers to validate designs early, reducing the need for physical prototypes and optimizing product performance. Machining Capabilities CATIA V5 Machining surpasses industry-standard NC manufacturing applications, thanks to its knowledge-based V5 architecture. SP3 improves machining workflows, making them more intuitive and efficient. Compatibility and Collaboration Data Compatibility: SP3 ensures compatibility with CATIA V5-6R2024 data formats, though files created in newer releases cannot be opened in older versions without additional tools. 3DEXPERIENCE Integration: SP3 enhances integration with the 3DEXPERIENCE platform, offering cloud-based collaboration, real-time data sharing, and version control for global teams. Digital Twin Support: The software supports digital twin concepts, enabling virtual testing and predictive maintenance throughout a product’s lifecycle. System Requirements and Support Operating Systems: Certified for Windows 10 (64-bit, version 1507 or later) and Windows 11 (64-bit, version 23H2). Hardware: Requires Intel Xeon or AMD equivalent processors, minimum 4 GB RAM (8 GB recommended), and an OpenGL-compatible GPU (e.g., NVIDIA Quadro). License Management: SP3 supports nodelock licenses for standalone use and provides tools to verify license compatibility with the release year (max release date must be 2024 or later). New Features in SP3 While specific SP3 release notes are not fully detailed in the provided references, Service Packs typically include: Bug Fixes: Addressing issues from previous releases to improve stability and performance. Minor Functional Enhancements: Incremental improvements to existing tools, such as faster processing, refined user interfaces, or expanded compatibility with third-party software. Hot Fixes (HF): Incorporation of minor patches to address specific bugs or compatibility issues. catia 2024 crack Software zur Nutzung der VX1 Lizenz.Nachfolgend finden Sie die Software für die VX1 Lizenz zum Download. Eine Anmeldung ist für den Download nicht erforderlich. Nach der Installation der Software kann die VX1 Lizenz in CATIA V5 verwendet werden.Die Lizensierung der Applikation erfolgt mit DSLS. Dassault benötigt die DSLS ID des Lizenzservers zur Erstellung der Lizenz. Unter folgendem Link finden Sie ein Tool für das Auslesen der DSLS ID: KEY TOOLS)Hinweis: CATIA V5 Applikationen des Volkswagen Konzerns dürfen nur in Projekten des Konzerns eingesetzt werden.Zu verwenden mit der aktuellen VWGRCLite Version.Hinweis: Die Download-Box mit der EULA von Dassault Systèmes ist erst nach dem Anmelden sichtbar.Melden Sie sich an, um auf die Downloads zuzugreifen. VWGRCLite does not include any CATIA software supplied by Dassault Systèmes. For the VWGRCLite 11 you’ll need a CATIA basic installation that consists of CATIA V5-6 R2024 SP03 and Hotfix 010.The VWGRCLite requires a pre-installed CATIA V5-6R2024. The complete P2 or P3 installation media from Dassault Systèmes for CATIA V5-6 R2024 plus VX1 software, the Service Pack 03 and the Hotfix Level 10 must be installed. This basic installation is a prerequisite for the VWGRCLite.The special VX1 software can be found on CATIA VX1 Software.The necessary CATIA software (GA code, service pack and hotfix) can be obtained from your CATIA system house in charge. Volkswagen AG can’t provide this software to you.For the CATIA V5-6 installation, the specifications of Dassault Systèmes must be observed.Note: CATIA PLM Express is officially not supported by Volkswagen AG for the VWGRCLite. JavaScript scheint in Ihrem Browser deaktiviert zu sein. Um unsere Website in bester Weise zu erfahren, aktivieren Sie Javascript in Ihrem Browser. CATIA shifts traditional 3D CAD (computer-aided design) expectations to cognitive augmented design, which fuses modeling and simulation. Leveraging knowledge, know-how and proven technology to automate design and systems engineering, CATIA is helping to shape a connected world by offering all the features for design of connected objects and experiences powered by cyber-systems.CATIA affords an intuitive user experience, powered by 3D, Web services, and mobile and augmented reality technologies. CATIA ultimately allows innovator social communities to collaborate virtually and co-design experiences. Lastly, through its cyber-physical systems modeling and simulation capabilities, CATIA is integral to 3DEXPERIENCE-based industry solutions for model-based systems engineering, enterprise architecture, concept modeling, and ontologies. These solutions enable global industry leaders to develop the “Internet of Experiences” – the smart and autonomous virtual experiences that digitally connect products, nature and life in the real world.DisciplineConstructionDelivering the Power of Virtual Twin for Architecture, Buildings, Infrastructure, and Urban Planning Projects DisciplineDesign & StylingA Unified Industrial Design Workflow Solution DisciplineElectrical & Fluid EngineeringA Comprehensive Set of Engineering Roles Integrated in a Seamless Design Process DisciplineEngineeringEnabling Rapid Development of High-Quality Mechanical Products DisciplineSystems EngineeringEnd-to-End Model-Based Solutions for Mechatronics & Software-Driven ExperiencesCustomer Stories How Leading Companies are Using our Design & Engineering Solutions FAQ About 3D Modeling & CAD Software3D CAD (Computer-Aided Design) software is a computer program used by professionals like engineers and architects to create detailed 3D models of objects or products. It enables users to digitally design, visualize, and simulate components or assemblies before physical production. This enhances the design process by enabling faster iteration, accurate prototyping, and better communication among team members, ultimately facilitating innovation and efficiency in product development across various industries.Computer-Aided Design tools are used for various purposes across industries such as engineering, architecture, manufacturing, and graphic design. Here are some common uses:Product Design: CAD tools are used to design products, parts, and machinery, allowing engineers to visualize and refine designs before manufacturing.Architectural Design: Architects utilize CAD software to create building designs, floor plans, and structural layouts, aiding in visualization and communication with clients.Mechanical Engineering: 3D CAD software is essential for designing and analyzing mechanical systems, allowing engineers to model complex geometries and optimize designs for performance.Civil Engineering: 3D CAD software helps civil engineers design infrastructure projects like roads and bridges, facilitating detailed planning and project management.Electronic Design: CAD tools are used for creating electronic schematics and PCB layouts, assisting engineers in designing and optimizing electronic circuits.Speak with a CATIA expert to learn how our solutions enable seamless collaboration and sustainable innovation at organizations of every size. Courses and classes are available for students, academia, professionals and companies. Find the right CATIA training for you. Find information on software & hardware certification, software downloads, user documentation, support contact and services offering A unique access point for all the software you are licensed to use, from your first purchase onwards. An easy-to-use interface containing a simplified presentation of the entire Dassault Systèmes portfolio with added filters. Home Photo and Design Autodesk 123D Design 2.2.14 (64-bit) Adobe, Apowersoft, Ashampoo, Autodesk, Avast, Corel, Cyberlink, Google, iMyFone, iTop, Movavi, PassFab, Passper, Stardock, Tenorshare, Wargaming, Wondershare March, 25th 2025 - 371.33 MB - Freeware Latest Version Autodesk 123D Design 2.2.14 (64-bit) LATEST Review by Sophia Jones Operating System Windows 7 64 / Windows 8 64 / Windows 10 64 User Rating Author / Product Autodesk Inc / External Link Filename 123D_Design_R2.2_WIN64_2.2.14.exe MD5 Checksum 55edca8af560264c7893f2c4c398fba3 With Autodesk 123D Design 64 bit you can easily and quickly create detailed 2D or 3D models directly on your Windows PC. Very useful and amazing program for all 2D/3D artists and engineers. Enable users of 123D to create physical objects from their designs using 3D printing technology.⚠ Note: This product is not developed anymore and might not function properly.If you are looking for alternatives, we recommend you to download Fusion 360, ReCap Pro or Meshmixer.Autodesk 123D Design for PC is a robust and versatile 3D modeling software that empowers users to create intricate designs with ease.Developed by Autodesk, a renowned leader in design and engineering software, it caters to beginners and professionals alike, offering intuitive tools and a user-friendly interface for unleashing creativity in the realm of 3D modeling.Highlights Create it - Quickly model your project with precision, so it can be ready for fabrication Shape it - Change a simple shape into something more interesting using smart tools, such as dynamic push-pull, smart patterning, symmetry, shelling, and edge tweaking Get content - Select from a wide variety of free models to start, add details, complete, or visualize your project Make it - Output for 3D printing or deliver your project to fabrication services Learn how - Get up to speed with step-by-step tutorials and movies that teach essential skills Core features of 123D apps now in Autodesk softwareThe 123D suite of applications, renowned for their user-friendly interfaces and versatile functionalities in 3D modeling and design, included standout tools like 123D Design, suitable for both beginners and advanced users. With its intuitive interface, users could effortlessly create and modify 3D models, making it an ideal choice for those venturing into computer-aided design (CAD). Utilizing cutting-edge photogrammetry techniques, 123D Catch allowed users to transform series of 2D photographs into detailed 3D models. Additionally, 123D Make offered a unique feature, allowing users to slice and convert 3D models into 2D patterns for assembly with low-cost materials like cardboard, wood, or plastic.These apps covered various aspects of 3D design, from modeling and sculpting to electronics simulation and fabrication.In response to the evolving needs of its user base, Autodesk strategically transitioned the functionalities of this apps into its broader software ecosystem. This migration ensured that users retained all the valuable features offered by 123D apps, seamlessly integrating them into more robust platforms such as Autodesk Fusion 360 and Tinkercad. For instance, the technology behind 123D Make was refined and expanded in Slicer for Fusion 360, a free tool offering enhanced options and flexibility for slicing and converting 3D models.By consolidating these tools, users gained access to a more comprehensive suite of features and an extended range of capabilities within a unified environment.Main Features Intuitive Interface: The software boasts a user-friendly interface, making it accessible to users of all skill levels. Parametric Modeling: Users can create precise designs by defining parameters and constraints. Extensive Library: Access a vast library of pre-designed shapes and components to expedite the design process. Customization Options: Customize designs with textures, colors, and materials for a polished finish. Collaboration Tools: Seamlessly collaborate with team members by sharing designs and working on projects collaboratively. Export Options: Export designs in various formats, including STL for 3D printing and OBJ for further editing in other software. How to Use Creating a New Design: Start by selecting the desired project template or creating a new design from scratch. Modeling Tools: Utilize an array of modeling tools to shape, manipulate, and refine your design. Adding Components: Access the library of pre-designed components or import custom components to incorporate into your design. Customization: Fine-tune your design by adjusting parameters, applying textures, and experimenting with different materials. Exporting Designs: Once satisfied with your design, export it in the desired format for further use or 3D printing. FAQIs Autodesk 123D Design suitable for beginners?Yes, it offers an intuitive interface and beginner-friendly tools, making it an excellent choice for users new to 3D modeling.Can I collaborate with others using Autodesk 123D?Absolutely, the software provides robust collaboration tools, allowing users to share designs and collaborate on projects in real-time.What file formats does Autodesk 123D Design support for export?It supports various file formats, including STL for 3D printing and OBJ for further editing in other software.Are there any tutorials available for learning Autodesk 123D Design?Yes, it provides comprehensive tutorials and documentation to help users get started with the software and master its features.Does Autodesk 123D Design offer any advanced modeling capabilities?While primarily aimed at beginners, it does offer advanced modeling features such as parametric modeling and precise geometry control.AlternativesFusion 360: A professional-grade 3D CAD/CAM software offering advanced features for product design and engineering.Blender: An open-source 3D modeling software with powerful features for animation, rendering, and visual effects.SolidWorks: A leading CAD software used in industries such as engineering and manufacturing, offering robust modeling and simulation capabilities.PricingThe program is available for FREE, making it an accessible option for hobbyists, students, and enthusiasts. However, some advanced features may require a subscription to Autodesk Fusion 360, which offers additional functionality and integration with other Autodesk products.System Requirements Operating System: Windows 11, 10, 8 or 7 Processor: 64-bit multi-core processor RAM: 4 GB or more Graphics: DirectX 11 compatible graphics card Storage: 1 GB free disk space PROS Intuitive interface suitable for beginners Extensive library of pre-designed components Robust collaboration tools Free to use with optional subscription for advanced features Seamless integration with other Autodesk products CONS This product is not developed actively anymore Limited advanced features compared to professional-grade software Some users may find the interface simplistic for complex projects Requires internet connectivity for account creation and certain features Why is this app published on FileHorse? (More info) The images below have been resized. Click on them to view the screenshots in full size. Home Photo and Design Blender 4.5.0 (64-bit) Adobe, Apowersoft, Ashampoo, Autodesk, Avast, Corel, Cyberlink, Google, iMyFone, iTop, Movavi, PassFab, Passper, Stardock, Tenorshare, Wargaming, Wondershare July, 15th 2025 - 344.11 MB - Open Source Latest Version Blender 4.5.0 (64-bit) LATEST Review by Sophia Jones Operating System Windows 8 (64-bit) / Windows 10 (64-bit) / Windows 11 User Rating Author / Product Blender Foundation / External Link Filename blender-4.5.0-windows-x64.msi MD5 Checksum 4e5d729872b62e0690b9b4fb74f381b0 Blender 64-bit is a free and open-source 3D animation suite software. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation.The latest open movie by Blender StudioBlender is a powerful open-source 3D creation suite that encompasses a wide range of functionalities, from 3D modeling and sculpting to animation, rendering, compositing, video editing, and more. Developed by the Blender Foundation, this software is known for its versatility and robust feature set, making it a go-to tool for 3D artists, animators, game developers, and filmmakers. The app is available for FREE, which is a significant advantage considering the capabilities it offers.Advanced users employ the tool’s API for Python scripting to customize the application and write specialized tools; often these are included in Blender’s future releases. The app is well suited to individuals and small studios who benefit from its unified pipeline and responsive development process. Blender Studio 64-bit is cross-platform and runs equally well on Linux, Windows, and Macintosh computers. Its interface uses OpenGL to provide a consistent experience. It has no price tag, but you can invest, participate, and help to advance a powerful collaborative tool: The software is your own 3D software.HighlightsPhotorealistic RenderingThe tool now features a powerful new unbiased rendering engine called Cycles that offers stunning ultra-realistic rendering.Fast ModellingThe app’s comprehensive array of modeling tools makes creating, transforming, and editing your models a breeze.Realistic MaterialsWith the product’s new rendering engine, the possibilities for materials are endless.Fast RiggingTransforming a model into a poseable character has never been easier!Animation toolsetWhether it’s simple keyframing or complex walk-cycles, the tool allows artists to turn their still characters into impressive animations.SculptingExperience the joy of sculpting organic subjects using the built-in sculpting feature set of the program.Fast UV UnwrappingEasily unwrap your mesh right inside the app, and use image textures or paint your own directly onto the model.Full CompositorThe software comes with a fully-fledged compositor built right in. That means no more exporting to third-party programs, you can do it all without leaving the program.Amazing SimulationsWhether you need a crumbling building, rain, fire, smoke, fluid, cloth, or full-on destruction, the app delivers great-looking results.Game CreationIncluded in the app is a complete game engine, allowing you to create a fully-featured 3d game right inside the app.Camera and Object trackingThe software now includes a production-ready camera and object tracking. Allowing you to import raw footage, track the footage, mask areas, and see the camera movements live in your 3d scene. Eliminating the need to switch between programs.Library of ExtensionsWith a large community of enthusiasts and developers, the program comes loaded with a vast array of extensions that you can turn on or off easily.Flexible InterfaceNovice and advanced users will love the ability to customize their layout completely. From simply splitting their viewport, to fully customizing it with Python scripting, the tool works for you.File FormatsThe app comes packed with import/export support for many different programs. Image: JPEG, JPEG2000, PNG, TARGA, OpenEXR, DPX, Cineon, Radiance HDR, SGI Iris, TIFF. Video: AVI, MPEG, and Quicktime (on OSX). 3D: 3D Studio (3DS), COLLADA (DAE), Filmbox (FBX), Autodesk (DXF), Wavefront (OBJ), DirectX (x), Lightwave (LWO), Motion Capture (BVH), SVG, Stanford PLY, STL, VRML, VRML97, X3D.Key Features3D Modeling: Create intricate 3D models using a wide range of modeling tools, including sculpting, polygonal modeling, and NURBS modeling.Sculpting: Sculpt high-detail organic shapes and characters with dynamic topology and brushes.Animation: Animate objects, characters, and cameras with a powerful and intuitive animation system, including rigging and keyframing.Rendering: It offers advanced rendering engines, including Cycles and Eevee, that produce stunning visual results with realistic lighting and materials.Video Editing: Seamlessly edit video footage within the same software, complete with effects, transitions, and audio mixing.Simulation: Create simulations for smoke, fire, fluids, and more, enabling realistic physics-based animations.VFX and Compositing: Blend 3D elements with live-action footage using a node-based compositing system.Scripting and Add-ons: Extend Blender's capabilities through scripting with Python and a vast library of community-created add-ons.UV Unwrapping: Efficiently unwrap 3D models for texturing and painting.Game Development: Develop interactive 3D games using the built-in game engine.What`s New Now, crafting intricate and stylish hairdos has become more effortless than ever before. The Geometry Nodes project has also taken a significant step forward, offering initial support for simulations. You can now create a wide range of hair, fur, or grass effects, all thanks to the incredible flexibility of Geometry Nodes. What's more, simulations can be manipulated in real-time; simply hit the play button and freely move your objects around! Additionally, support for hardware ray-tracing acceleration has been integrated for both AMD and Intel graphics cards. Say goodbye to the default cube's limitations – if your artistic goal involves character sculpting, the Human Base Meshes bundle is now at your disposal. And that's just the beginning of what this release has to offer! There are more improvements New Retopology overlay FBX: Faster import/export FBX: Export active color layer first New add-on: 3DS import/export New C++-based PLY importer/exporter Faster object linking and unlinking Support for more nodes and features Support for sub-types in float custom properties Quick tooltips for Properties Editor tabs Cancel drag & drop with Esc/RMB Custom subtypes for group sockets Highlight list elements on hover Widen search boxes when needed VDM Brush Baker Increased length of Open Recent menu New emojis in fallback font Fixed Color Picker position Alt-click support to edit multiple string properties Better positioning of text in Measure/Ruler Quick Favorites: Support operator enums Many operator confirmations can now be disabled Set Proportional Size in the Proportional Editing popover New: Transparent Pass Major improvements to the resyncing process Custom Script Directories Adjust the Last Operation panel in Mesh/Color Filters List mode items can now be dragged by the name Auto-focus child windows on hover Installation and SetupInstalling the program is straightforward. Users can download it for Windows, macOS, or Linux from the official website. Blender's installation package is relatively small, and setup is a breeze. It doesn't require any complex configurations, making it accessible to users of all skill levels.How to UseUsing the program effectively involves a learning curve, but there are extensive learning resources available online, including tutorials, documentation, and a dedicated community. Here's a basic overview of how to use the app:Navigation: Learn how to navigate the 3D viewport using the mouse and keyboard shortcuts.Modeling: Start with basic shapes and progress to more complex models using various modeling tools.Animation: Animate objects by setting keyframes and using the animation timeline.Rendering: Configure render settings and use Cycles or Eevee for rendering.Video Editing: Import video clips, arrange them on the timeline and apply effects and transitions.FAQIs Blender really FREE?Yes, Blender is open-source software and completely free to use for both personal and commercial purposes.Can Blender be used for professional work?Absolutely. The program is widely used in the industry for everything from 3D modeling to visual effects and animation production.What are the system requirements for Blender?The software is relatively lightweight. It runs well on most modern computers with at least a dual-core CPU, 4GB of RAM, and a compatible graphics card.Are there any official Blender training resources?Yes, it offers extensive official documentation, tutorials, and a vibrant community where you can seek help and guidance.Can I export Blender files to other 3D software formats?Yes, it supports various file formats for import and export, ensuring compatibility with other 3D software.AlternativesCinema 4D: Known for its user-friendly interface, Cinema 4D excels in motion graphics and 3D animation.3ds Max: Another Autodesk product, 3ds Max is widely used in architecture, engineering, and game development.Houdini: A powerful procedural 3D software, favored by visual effects artists for complex simulations and dynamics.ZBrush: Focused on digital sculpting and character creation, ZBrush is indispensable for artists who need intricate organic models.PricingThe app is FREE and open-source, which means it doesn't cost anything to download, use, or distribute. This is a significant advantage compared to many other 3D software solutions that can be quite expensive.System RequirementsMinimum Windows 8, 10 or 11 64-bit quad-core CPU with SSE2 support 8 GB RAM 1920×1080 Full HD display Mouse, trackpad, or pen+tablet 2 GB VRAM Graphics Card that supports OpenGL 4.3 Recommended Windows 8, 10 or 11 64-bit eight-core CPU 32 GB RAM 2560×1440 display Three-button mouse or pen+tablet 8 GB VRAM Graphics Card Supported Graphics CardsAlways make sure to install the latest drivers from the graphics card manufacturer website. These requirements are for basic operation, Cycles rendering using the GPU has higher requirements.NVIDIA: GeForce 400 and newer, Quadro Tesla GPU architecture and newer, including RTX-based cards, with NVIDIA drivers.AMD: GCN 1st gen and newer. Since Blender 2.91, Terascale 2 architecture is fully deprecated, try using Blender 2.90 (albeit not supported, it might still work).Note: Since Blender 2.93 LTS Windows 7 is no longer supported. Microsoft discontinued Windows 7 support in January 2020.PROS Powerful and versatile 3D creation suite. Extensive feature set for modeling, animation, rendering, and more. Active community and wealth of learning resources. Open-source and free of charge. Cross-platform support. CONS Steeper learning curve, especially for beginners. User interface may seem overwhelming initially. Less industry-standard than some paid alternatives. ConclusionBlender is a remarkable 3D creation suite that punches well above its weight, considering it's free and open-source. Its wide range of features, robust community, and extensive documentation make it a valuable tool for 3D artists, animators, and content creators of all kinds. While the learning curve may be a bit steep, the rewards in terms of creative possibilities and cost savings are well worth the investment. Whether you're a hobbyist or a professional, it deserves a place in your toolkit for 3D content creation.Also Available: Blender (32-bit), Blender for Mac and Blender Portable Why is this app published on FileHorse? (More info) The images below have been resized. Click on them to view the screenshots in full size. What's new in this version: Compatibility:- Big Endian platform & blendfiles are deprecated and will be removed in Blender 5.0. Learn more.- Collada import/export has been deprecated since Blender 4.2 LTS, Blender 4.5 LTS will be the last release to support it, and it will be removed in Blender 5.0. Learn more.- Cycles: The minimum driver version required for OptiX has increased to 535. (0add3f31a2)- Add-ons that use built-in shaders should use POLYLINES_* or POINT_* shader variants to support Metal and Vulkan.Fixed:Fixes for issues present in previous versions:Animation & Rigging: 54:- Some Bone properties ("Display as", "Hide", ...) do not update the viewport after Copy to Selected in Pose Mode (Edit Mode is fine)- Light Probes not integrated into Animation Editors- Anim Channel Pinning: object data pinning only accessible for cameras (leaves blank/empty space for other object data types)- Animation Channel Pinning on object data lost when object action is added- Animation Key handle moves on its own, stays moved even when pressing ESC (can't be undone)- Crash when using poly build while animation is playing- Graph Editor Smooth functions create steps with subframe keys- Removing Constraints using Python crash blender- Joining armature objects that share their data fails assertion- Viewing "Item" in the sidebar on a bone with a custom shape crashes blender- Box selection selects wrong summary keys in Action/Timeline editor- Proportional editing in graph editor creates loads of glitched (reset to zero) keyframes on the whole action.- Deleting an F-Curve from NLA strip in tweak mode crashes- Bone selection in blender treats active but unselected bone as if its selected leading to incorrect selection behavior- Creating armature constraint on a bone with ctrl-shift-C leaves an empty in the scene- When hiding an object and its children only the parent gets a keyframe- When hiding an object and its children only the parent gets a keyframe- Animation Keyframe position is wrong when pasting after changing clip start in the NLA- Applying a pose asset no longer auto keys- Copy pasting keyframes, pastes them away from the cursor, instead of starting from the cursor.- Select Columns on Selected Keys in Dope Sheet/Graph Editor doesn't work when editing action strips that don't start at frame 1- Insert Keyframe Menu hotkeys change if there are no keyframes set in armature- Data Path Missing for the Bezier Handles in the Graph Editor!- Blender Crashes after adding custom properties to Pose Markers and after a restart.- Some drivers remain active after deletion- Auto Keying isn't working with Lock Camera to View when using trackpad- Moving bones up or down in the Dope Sheet moves by random increments- Moving bones up or down in the Dope Sheet moves by random increments- Crash - Moving shapekeys down in the Dope Sheet on an object with the Armature modifier 4.4.1- Armature Rotation Reports Incorrect Dimensions- Crash/Freeze when having multiple drivers on vertices positions- Moving bone resets tail joint radius- Action Constraint without Action produces invalid result- Auto Key Inconsistencies in Reset (All) to Default Values & Interactive Light Track to Cursor- Rigify spline_tentacle fails to generate after changing the bone that holds the type- Next/Previous Keyframe breaks when "Show Only Selected" is disabled- Assigning Action without assigning slot crashes the Dope Sheet when the NLA is involved- Motion Paths don't auto-update- Auto Key Inconsistencies in Reset (All) to Default Values & Interactive Light Track to Cursor- Bugs with Slotted Actions and the Available Keying Set- Pasted curves on multiple selected objects only visible after deselecting- Slotted Actions - Duplicate Slot doesn't duplicate animation data- Crash on Merge Animation when Slot has no Channelbag- Name Filter/Search in Dope Sheet and Timeline editors do not hide channels properly- 4.4 Graph Editor. copy/pasting a single keyframe pastes on unselected curves when channels are collapsed- Anim Converting bone rotation with Rigify crashes Blender- Anim Keying slotless NLA strip does not update the strip's slot- Move slots to new action not maintaining animation data- Keyframe interpolation behavior changed for BoolProperty- Copy Global Transform (Fix to Camera Operation) - Will not work if "only active keying set" is on- Influence keyframes not appearing in 4.4 during tweak mode- Influence keyframes not appearing in 4.4 during tweak mode- Crash clicking on the marker-region in the time line- Library Overrides break action constraintsAsset System: 13:- Blender crash when "Adjust Pose asset" comand from Asset browser- 'Current File' asset library catalogs are overwritten by pre-existing blender_assets.cats.txt instead of merged- Asset shelf icons do not update when a thumbnail is edited- Mac version blender crashes when Asset Libraries path contains BACK SLASH ""- Shade Auto Smooth returns No Asset Found at Path- EXCEPTION_ACCESS_VIOLATION crash error when adding brush asset through Python from the commandline- Blender crashes to desktop when renaming newly created Brush Asset image datablock to already existing name- Grease pencil materials duplicating on custom brushes- Assets Reload After each Save which makes it Invisible in the Search List for a second- When marking multiple objects as assets, only the last asset automatically generates a preview thumbnail- Assets Preview images can be generated from objects that produce no usable output- Missed Update when node Tool is removed- Blender Crashes when renaming an Asset Browser catalogCore: 8:- Crash when changing scene- Duplicate collection while some object in edit mode makes instances.- Deleting a model with a parent causing it to crash (when deleting from the Outliner)- Reading mmap'ed images from network drives may crash Blender when the file is not valid- Blender freezes occasionally freezes on dense meshes- Blender freezes occasionally freezes on dense meshes- When you make local a nested override collection, the data inside it gets out of sync and is automatically deleted.- Crash when saving file in edit mode from python load_post handlerGrease Pencil: 65:- Blender crashes when a bake is attempted on a grease pencil object with two line art modifiers- Grease Pencil 3 : Weight paint is using strokes original position instead of the current one- GP Strokes duplicated when joining strokes from different layers- Grease Pencil: Brush Strength is not equals in top bar and context panel- Crash enabling material name overlay on Grease Pencil without material- Grease Pencil Outline Modifier No Longer Works With Single Points Strokes- Gpencil stroke yellowish color shift caused by framebuffer attached with GPU_R11F_G11F_B10F texture.- Grease Pencil: Darkened outline on texture stamp brush when layer use multiply blending mode- Grease Pencil: Interpolate Sequence operator causes unwanted vertex group weight changes- GPv3 Make new strokes selected after operators (copy/paste etc.)- Grease Pencil - Lasso Erase does not delete single points- Grease Pencil: Brush overlay radius not accurate for perspective projection- Gp3 Strokes with Locked Materials can receive weight value- Layers in linked grease pencil objects can be modified- Blender 4.4.3 Grease Pencil Conversion Loses SVG Material and Applies Thick Stroke on Imported Circle- Mesh to Grease Pencil object conversion does not handle vertex groups- Grease Pencil - Transfer Mesh Data not working (Essential for Weight Transfer)- Cannot Paste strokes to every keyframes selected in Multiframe mode. (Grease Pencil)- Blender 4.4.3 Crash when Fill Curve converted to Grease Pencil- Weight Painting Auto Normalize doesn't work on Grease Pencil- Grease Pencil Image Sequence Tracing Crashes- Grease Pencil: Face Project and Face Nearest snapping mode not working- Move 'use_transform_data_origin' only moves Grease Pencil Bézier Handles, not control points- The use of bone position as a driver to control GP layer visibility is invalid- Grease Pencil proportional editing in connected mode doesn't use topological distances- Grease Pencil: Grease Pencils from Geometry Nodes don't render without other Grease Pencil Objects- Broken wireframe of Grease Pencil object- Grease Pencil Add Operator Ignores 'Show In Front' and 'Use Lights' for Empty, Stroke, and Monkey Types- Baking Multiple Lineart modifiers crashes Blender- Lineart crash during viewport playback- Crash Blender 4.4.1 when I Fill converted "Text" to Grease Pencil- Grease Pencil 3 strokes loses bone influence after Re-Arrange (Back to Front)- Grease Pencil: Messed up drawing with time stretching- Numpad * hotkey toggle doesn't isolate GP layer- Grease Pencil Crushes Blender when saving SVG when not in Camera View- Grease pencil cursor radius doesn't match drawn line if grease pencil object is not at world origin- GPv3 Join Command Reverses Bézier Handles- Grease Pencil/UI: No arrow cursor in dialogs and context menus, cursor is hard to see- Regression Orbit around Selected in Grease Pencil Draw mode when not at origin- Grease Pencil - Applying modifiers changes Layer order- GPv3 GreasePencilDrawing.set_types BEZIER causes crash- Grease Pencil: Thickness modifier affects strokes that are not part of the vertex group- GP Tint Modifier not working using Gradients- Gp3 "AutoMerge" Destroys weight paining on strokes- Grease Pencil: Crash when using selection tools in edit mode.- GreasePencil Layer visible when loading in Blender 4.5- GPv3 Join and Copy and Join operating on hidden layer- Grease Pencil Edit Mode does not apply low Multiframe Falloff properly- Inconsistent Bézier Curve to Grease Pencil Conversion and Stroke Thickness Issue- Grease Pencil corrupted strokes turn black and can't be colorized any more- Collection Line Art is distorted- Grease Pencil SVG export - wrong export resolution (should be Output > Resolution X,Y)- "Merge Group" on empty grease pencil layer group will crash- Crashed while using Interpolate tool in Grease Pencil- Grease Pencil Tint Brush don´t erase color attribute when pressing Control Key (working in 4.2)- Grease Pencil: Assert when weight painting rigged GP object and some layers hidden.- GPv3 Interpolation changing static strokes- Blender 4.4 crashes when deleting tools Measure.- Crash calling grease pencil active layer operator with out-of-bounds index- Grease pencil: SVG export with bezier curves looks wrong- Grease pencil: Dot-dash modifier material influence removes strokes of non-selected material- Crash calling "grease_pencil.layer_group_color_tag" operator on an empty grease pencil- Export -> Grease Pencil as SVG crashes Blender with procedurally generated GP object- Blender 4.3 has incorrect SVG Export resolution- Grease Pencil: Crazyspace handling broken for bezier strokes (e.g. Weight painting a posed stroke doesn't take armature deformation into account, many other tools as well)Modeling: 39:- Bézier Curve Tilt values not interpolated when using "Segments > Subdivide"- Wrong dashed line displayed when rotating and scaling camera from camera view- Rigged Curve Crashes Animating Root Scale to Zero with Geometry Nodes Mesh Boolean- Blender becomes unresponsive when adding a metaball under specific conditions- Non-consistent auto-selection after vertex bevel in edit mode- Weightpainting Smooth Operator does not respect locked vertex groups- Lamp gizmos allow editing linked data- Metaball Cube could not be selected- Knife tool not locking to axis- Bevel modifier in Blender 4.4: drastic change in Clamp Overlap behaviour comparing to the previous versions- Bevel modifier disconnects vertices in the UV map- Crash when converting mesh to curve, back to mesh, then to instance and selecting vertices in edit mode- Bevel Modifier creates unwanted geometries that have seemingly undefined location- Major performance regression in 4.4 with meshes that have nonsensical face material IDs- Proportional editing with "connected only" ignores some parts of a mesh- Crash entering edit-mode for 3D text objects referencing curves- Crash entering edit-mode for 3D text objects referencing curves- "Set Origin > Geometry to Origin" can be inaccurate- Weightpainting Smooth Operator does not respect locked vertex groups- Setting text object font to None using python causes Blender to crash- Applying rotation on an object with a scale value of (0,0,0) will prevent "Clear Scale" from working correctly- Regression Knife Tool bug with axis constraint- Pick Shortest Path selects extra edges on corner with narrow Bevel- Switching Lattice to Edit Mode Crashes Blender- Custom modal operator that passes through leftmouse and mousemove events crashes Blender- Converting camera doesn't do anything- Dissolve can create duplicate faces / invalid geometry (leading to crashes on further modeling operators such as Subdivide Edges)- Undoing the removal of a vertex group in edit mode changes other vertex groups and doesnt bring the removed vertex group back- Regression Broken tabulation character- Splitting by material on linked duplicates can result in a UI list with no materials, while the object still has materials.- Crash while using knife + GN setup- Knife Tool Cut through not working after enabling Angle Constraint- Crash with Select "Shortest path" in the UV editor- Regression 4.4 Opening large files from older versions, such as 4.3.2.blend, is very slow and results in crashes- Blender crash when entering a number in remesh modifier- QuadriFlow Remesh gets stuck in a specific case- "Apply Transform" applies transform inconsistently to empties- Crash 'Select Linked' after 'Select Boundary Loop' in multiobject editmode- UI Edge slide and Mesh Shear Status Bars Incorrectly OverriddenNodes & Physics: 62:- Regression ASAN heap-use-after-free crash when pasting node group after undoing or opening a new file- Switching Fluid Type to Flow Crashes Blender- Geometry node group doesn't strip panel name prefix from sockets when displayed in the modifier stack- Nodes Bake node output disappears on mute / unmute- Geometry Nodes: "Group ID" in link-drag search for Merge Layers node not working- Geometry Nodes: Curve to Points in Length mode is incompatible with multiple values- Subdivision level looks limited to 11 for the subdivide mesh node- Cannot drag and drop external assets onto material sockets- Geometry doesn't update when source For Each Element source is changed.- Geometry Nodes: Menu Switch Reset to Default Value Working for Modif

RGB value indicator glitch- Color management settings can't be animated in 4.4- Blender 4.4 - crash on hovering file browser's execute button if operator has no description- The Exposure and Gamma values do not match in Color Management (Render Properties) and Compositor- ASAN error (invalid read) when clicking Menu socket button in modifier- UI Extra chevron on Particle context data breadcrumbs- Drag and drop does not work on Windows 10 from P4V, but does in other DCC Tools- UI Division by zero exception opening a enum menu- Text moving in status bar- Tool with Dragmenu is hard to select using Stylus- The presence of a hidden panels affects the text weight of sided tabs- Front Face Orientation Color overrides previous theme color on preference copy- Datablock selector icon drawn too bigVFX & Video: 23:- Starting playback with Time Stretching and Sync To Audio enabled causes weird offsets- VSE Some strips wrongly occlude strips below, when render resolution scale is small- VSE Proxies have distorted colors for certain files- Regression Crash when deleting a node group after undoing and redoing it in the compositor- Crash after undoing "Set as Background" in video tracker- Movie Distortion Node Does Not Redistort Properly with Overscan Renders- Cryptomatte not loading correctly // New Report for 4.5 (similar to: #137644)- Proxy Generator doesn't create last frame- Compositor Switch Node cropping images- VSE doesn't refresh automatically with scene strips- VSE Dragged images into the Preview may end up in a muted/locked channel- Alpha visible Sequencer Clip- File output node crash in eevee when in preview mode and without connections- Blender crashing when changing the frame if the render resolution percentage has just been changed following a render, and there's an image editor open that's set to render result- Cryptomatte node only works with first viewlayer- VSE Inconsistent retiming key UI over audio waveform (and a crash)- My blender is crashing randomly when I change the glare in the composition- VSE Strip cannot be hidden/unhidden if locked and offset is changeable- Python API labels for Compositor Crop node Y parameters are reversed- The Cryptomatte node does not work when loading an image sequence.- Blender 4.4 can crash with certain compositor setups- Unreachable code executed: van_vliet_gaussian_coefficients.cc in find_scale_factor- VSE Manually setting the Strip Offset Start to negative is either impossible or cut the stripViewport & EEVEE: 65:- "Show Overlays" toggle does not update the viewport mesh visibility with retopology overlay enabled- White fullscreen boot on vulkan- Vulkan Crash with 9 lvl of multiresolution on default sphere- Vulkan Crash uploading a object with many vertices to the GPU- Vulkan UV Display Issues When Selecting Specific Mesh Regions- Curve doesn't display Bevel Preview in Edit Mode when Retopology Overlay was enabled on another Mesh Object- Particle Weight Overlay Broken in 4.4- Vulkan Zooming in and out with specific viewport settings results in a curve intermittently disappearing- EEVEE Volume viewport renderpass requires volume- Crash when undoing adding camera background movie clip- Wire armatures are invisible in pose mode- Vulkan Crash with subdiv 12 cube due to out of GPU memory- WoA Vulkan: Unsupported Image format- Mesh analysis crashes blender when there are instances- Vulkan 'Red dot' during edge slide is invisible- WM Lock interface option causes corruption or black framebuffers when resizing the window while rendering- Vulkan Garbage collection doesn't happen when main thread is blocked- Vulkan Depth too large errors when using Zoom Region- UI Some buttons are black when Blender has a secondary window and animation is playing- GPU module, custom shader has a compilation error in 4.4 on macOS- Vulkan UV Display Issues When Selecting Specific Mesh Regions- Resizing render region in EEVEE can cause a crash- Vulkan Visual artifacts when resizing floating window- Vulkan Using compositor results in artifacts- Face dots visible outside Clipped Region- Vulkan Crash changing area size- Sculpt mode crash with certain mesh- Edit Mode Curves display in front of meshes in 4.4- Geometry Nodes / Eevee - crash when rendering points with volume shader and no geometry- Vulkan Camera Background Image Movie Clip Not displaying- Orthographic Scale Adjustment Incorrectly Affects Background Image Offset in Camera View- Vulkan Line and Point Size Not Applying in GPU Module- EEVEE Difference in Lightprobe Volume Bake between macOS version- Transparent meshes hide overlays in Cycles- Vulkan Missing Anti-Aliasing on the RGB Wheel- Vulkan CPU Memory usage climbs with each render- Cycles ignores occlusion when drawing Grease Pencil objects in the viewport- Regression GPU subdivision - Mesh does not immediately count viewport statistics- Zooming in on object cause crash- Mesh Selection Visibility when using the Solidify Modifier- When using "Holdout", the material mode is adjusted to "Render Method" -> "Blender", and the color still exists during rendering.- Vulkan CPU Memory usage climbs with each render- Vulkan Crash due to slow memory leak- Regression Curve sculpt overlay viewport shading issue- Vertex Flickering in X-Ray View- Vulkan Crash due to slow memory leak- Vulkan Blender does not start with Wayland in GNOME- Vulkan memory leak while resizing view-port- Intel OpenGL: Camera gizmo can not be shifted with gizmo while Drag Select box is active- Blender 4.4 crash on Mac arm64 trying to draw an empty batch for shader- UV maps can render incorrectly in certain situations- Missing Thumbnails in Image Selector When Switching to Workbench Engine- Vulkan - Reopen the Prefrences window when it is minimized crash the Blender- wireframe_color_type in a new window- Edges become occluded in Edit Mode when they line up with the viewport grid- Motion path keyframe number not showing on bones- Shadow Loss on Non-manifold Meshes in Solid Viewport Mode with Backface Culling Enabled- Cannot select objects inside View Clipping Region (ALT+B)- Orbit & Pan Auto Depth affected by transparent geometry when Viewport Shading is set to Material Preview or Rendered- ERROR (gpu.shader): gpu_shader_2D_widget_base FragShader- Difficulty to select pose bones when in Weight Paint mode- Blender 4.4.0 Reference images draw in front of meshes while render engine is set to Cycles- Vulkan Incorrect display of lines in Polyline Trim tool in Sculpt mode- EEVEE reflection plane renders incorrectly in a specific file with specific settings Adobe, Apowersoft, Ashampoo, Autodesk, Avast, Corel, Cyberlink, Google, iMyFone, iTop, Movavi, PassFab, Passper, Stardock, Tenorshare, Wargaming, Wondershare September, 4th 2024 - Trial CATIA (Computer-Aided Three-Dimensional Interactive Application) by Dassault Systèmes is one of the most robust and versatile 3D modeling, CAD (Computer-Aided Design), CAM (Computer-Aided Manufacturing), and CAE (Computer-Aided Engineering) software platforms on the market. Originally developed for the aerospace industry, CATIA for PC now serves industries as diverse as automotive, architecture, shipbuilding, and consumer goods.Its ability to handle large-scale, highly complex projects makes it the go-to solution for engineers, designers, and architects requiring detailed precision and multifaceted capabilities. CATIA is designed for professional use and emphasizes collaborative design and integration with other Dassault Systèmes solutions.Main Features3D Modeling and Design: It offers a highly sophisticated set of tools for surface and solid modeling, allowing for detailed parametric designs that can be modified quickly as specifications evolve.Product Lifecycle Management (PLM): It integrates tightly with PLM systems, allowing for seamless collaboration, version control, and lifecycle management of design projects.Multidisciplinary Approach: Whether it's mechanical design, fluid dynamics, or even systems engineering, it provides a wide variety of specialized workbenches to meet the needs of any industry.Rendering and Simulation: It includes advanced tools for rendering high-quality images of designs and running simulations, such as stress tests or fluid flow simulations, ensuring the product's performance before manufacturing.Collaboration Tools: The program connects with the 3DEXPERIENCE platform, enabling remote teams to collaborate in real-time on design projects and improving productivity.CATIA is an important CAD software program that is used in various industries, including the aeronautical industry for designing planes and the automobile industry for designing cars. Some known brands which use this software include Porsche, Renault, Peugeot, Daimler AG, and Volkswagen. Premium Design QualityItstarted out as an expensive software program that only commercial clients could afford. Now there are free versions of the program which can be downloaded by students who want to learn how to design cars, buildings, ships, etc. The latest version features the newest and most innovative 3D design technology yet.The software can be utilized for the following industries and sectors: Fluids Systems Architecture Creating Industrial Equipment Constructing Ships Automobile Industry Aeronautical engineering Since the software is quite complex to use, there is no need for it by laypeople or residential homeowners. The primary function of the software is to create professional and accurate designs. User InterfaceCATIA’s interface is complex but highly customizable to meet the needs of its professional users. The main workspace is structured around a series of workbenches, each providing tools and options relevant to a specific function, such as part design, assembly, or analysis.For new users, it can seem overwhelming, with numerous panels, toolbars, and menus that provide access to its powerful features.However, professionals can streamline the interface by configuring the toolbars and customizing the environment to display only the necessary tools. The workspace is navigable, with the central 3D viewport allowing users to work on models, simulations, or analyses. It also provides quick-access menus and keyboard shortcuts to improve workflow efficiency.Installation and SetupInstalling this program is straightforward but can be resource-intensive. The software is typically installed via the Dassault Systèmes platform or can be provided by the organization’s IT team for business deployments.For individual licenses, a Dassault Systèmes account is required for activation and licensing.Steps: Visit the official Dassault Systèmes website and download the installer. Run the installer, follow the on-screen prompts, and select the appropriate license (educational, business, or individual). After installation, you will need to configure the environment, including adding necessary libraries, setting up your workspace, and, if needed, connecting with PLM systems. A stable internet connection is essential for activation and setup, especially for collaboration features like 3DEXPERIENCE. How to Use Creating a Project: Start by selecting the appropriate workbench based on your needs (e.g., 3D modeling, simulation). The software will adjust the available tools accordingly. Designing: Use the tools within the workbench to design parts or systems. It supports both parametric and non-parametric design, offering flexibility in how designs evolve. Assembly: Once individual parts are designed, they can be assembled into larger systems. CATIA’s tools allow for detailed tolerance and interference checks between components. Simulations: For engineering-focused projects, simulations can be run to analyze factors such as thermal dynamics, stress, or fluid dynamics. Collaboration: Teams can collaborate in real-time using the 3DEXPERIENCE platform, allowing changes to be made in one area and automatically reflected across the project. FAQIs CATIA suitable for small businesses or individual users?This program is designed for large-scale projects and organizations, though it offers options for smaller businesses or individuals. However, its price and complexity may be overkill for basic modeling tasks.How does CATIA compare to other CAD software like SolidWorks?The software is more powerful than SolidWorks, offering greater capabilities in complex surface modeling, large assemblies, and integration with PLM. SolidWorks, also by Dassault Systèmes, is more user-friendly and better suited to smaller projects.Can CATIA be used for architectural design?Yes, CATIA is highly versatile and is used for architectural projects, particularly where complex surfaces or advanced engineering integration is required.How steep is the learning curve for new users?It has a steep learning curve, especially for users unfamiliar with high-end CAD tools. Training and experience are essential to unlock its full potential.Is there a cloud-based version of CATIA?Yes, Dassault Systèmes offers CATIA on the cloud through its 3DEXPERIENCE platform, allowing users to access the software remotely and collaborate in real-time.AlternativesSolidWorks: While also developed by Dassault Systèmes, SolidWorks is a more accessible and user-friendly solution for 3D modeling and design. It's ideal for small- to mid-size projects.Autodesk Inventor: Known for its ease of use, Autodesk Inventor is a popular alternative for mechanical design, offering solid 3D modeling tools and simulation features.PTC Creo: Creo is known for its robust parametric modeling capabilities and is widely used in product design and manufacturing industries.PricingIndividual license: Starts around $11,000 per user per year.Enterprise pricing: Custom pricing based on the number of users and required functionality.Educational licenses: More affordable options exist for students and educators, starting at around $120 per year.System Requirements Operating System: Windows 7, 8.1, 10, 11 (64-bit) Processor: Intel Core i5 or AMD equivalent Memory: 8 GB RAM (16 GB or higher recommended) Graphics: Dedicated graphics card (NVIDIA or AMD) with OpenGL support Storage: 30 GB available disk space Network: Broadband internet for cloud-based collaboration PROS Comprehensive toolset for diverse industries Excellent collaboration features via 3DEXPERIENCE Robust simulation and analysis capabilities Handles large, complex projects with ease CONS Very expensive compared to other CAD tools Steep learning curve High system requirements ConclusionCATIA by Dassault Systèmes is an industry-leading platform for 3D design, modeling, and simulation, used in some of the most demanding industries globally. Its integration with the 3DEXPERIENCE platform enhances its collaborative capabilities, making it essential for large-scale design teams.While its price and complexity may not make it ideal for small businesses or individual users, it remains unparalleled in its capabilities for engineering, automotive, aerospace, and architecture. The steep learning curve is a hurdle, but the depth of features justifies its dominance in the CAD world.Note: 30 days trial version. Why is this app published on FileHorse? (More info) The images below have been resized. Click on them to view the screenshots in full size.

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