#### BALLUFF

## PHOTOREALISTIC PRODUCT PICTURES with eCATALOGsolutions and Maxwell Render



#### WORLDWIDE.

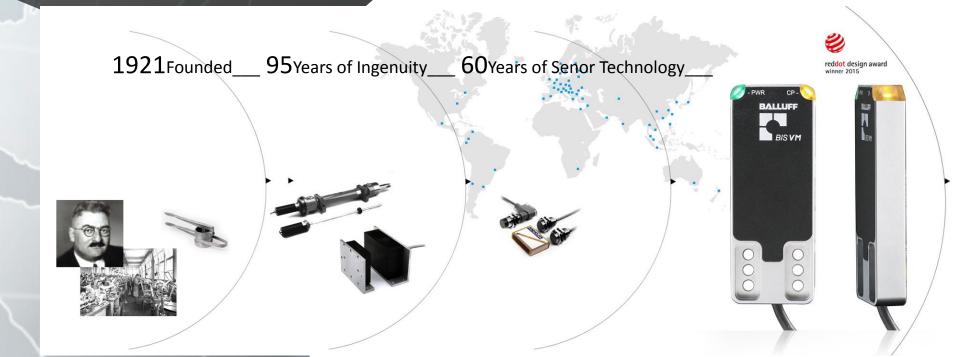




61 BRANCHES AND REPRESENTATIVES AND 9 PRODUCTION SITES IN 68 COUNTRIES, 3000 EMPLOYEES...

# WE SECURE SUSTAINABILITY THROUGH INNOVATION









# WITH EXPERIENCE AND COMPETENCE IN MANY AREAS.

- Automotive industry
- Electric drive engineering
- Energy
- Factory automation
- Semiconductor industry
- Hydraulic drive technology
- Plastic, rubber and tires
- Life-Science
- Metalwork
- Steel industry
- Packaging industry



#### REFERENCES

AMOUNGST OTHERS
WE ARE COMMITTED TO



























Photorealistic product pictures with eCATALOGsolutions and Maxwell Render

Requirements for the rendering of 3D geometrics Implementation and organisation at Balluff Experiences and recommendations

PHOTOREALISTIC PICTURES AND WHERE TO FIND THEM

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REQUIREMENTS FOR THE REDERING OF 3D GEOMETRICS







#### REQUIREMENTS FOR THE REDERING OF 3D GEOMETRICS



#### Drawbacks of photography.

- Unavoidable delays in starting.
- Only finished parts can be fotographed;
- Longer and more costly production cycle.
- Collecting products to create a worklist;
- Lighting, positioning maintainence, to ensure the same results;
- Necessary to have the actual product avaliable on hand to photograph it.
- Additional costs for: order, delivery, storage, product, studio
- Bigger post-processing effort.
- Image editing release, editing of colours, cabel, plugs, etc.

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IMPLEMENTATION AND ORGANISATION AT BALLUFF





#### IMPLEMENTATION AND ORGANISATION AT BALLUFF



Step 1: Product Manager makes the order.

They prepare the package in accordance with company rules and fill out the order form

What belongs with the package: 2D CAD-Product preview, imprints, logos, etc.

#### Order form:

PV ID	Produl ng	dbezeichnu (	Bestell	code	Produktans htsnummer (VIU)	ic Mate		gewünschte Bedru Symbole, Schilder	ckungen,	Werkstoff Gehäuse, Oberfläche	(z.B. G	Werkstoffe riff, aktive Leitungen)
PV175204	BNI IOL-	719-002-Z012	BNI00AJ		53673_00	VS		iehe Datei 53673_00_Bedruckung'		Zink Druckguss	siehe Re	ferenzfoto
auf dem Foto sichtbare Fa z.B. Leitund	rben	gewünschte Positionieru	ıng		ndungszwecl üre, Softwar I usw.)		gewünschte Liefertermir		Projekt	in 3D Katalog		RENDER
iehe Referenz	oto	Standard Positi	on 45°	Web, B	roschüre		10.03.	Daten unten \\ackl	Safety->In	duktive Sicherheits	ssensoren	20170224_BES



- Step 2: The order is checked by the responsible worker, submitted and filed with CADENAS
- Step 3: CADENAS prepares the photos and uploads them to PartProject.

Photos are released by Balluff (upon request they enter the correction loop), and are filed in the "Product Information Management," System and are also connected to the product.

From this moment onwards the photo is on the web and in the media data bank and can be used for presentation and publications.

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#### Photo rendering vs traditional photos

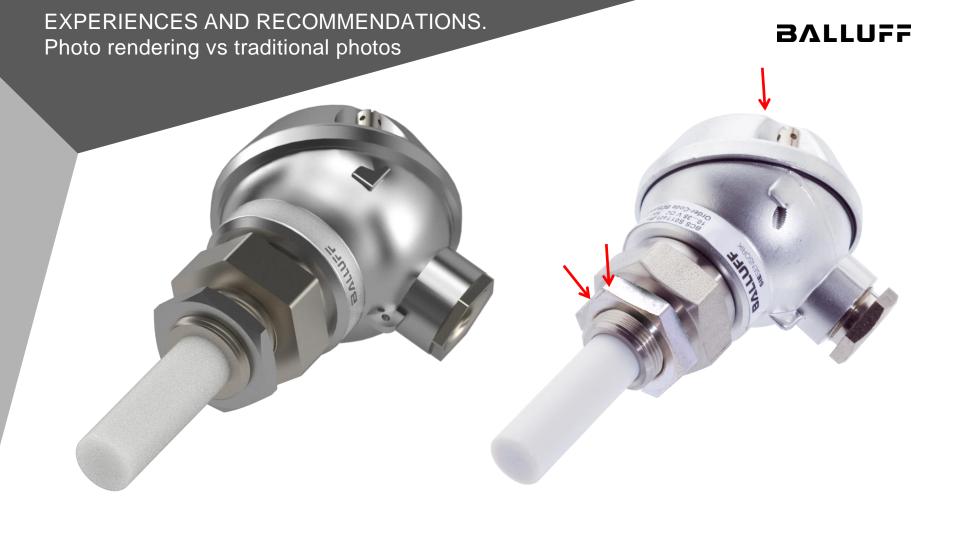
Photography	Rendering
Delays in starting, only when product is finished	Is possible during the design stage
Longer preparation (concept, delivery, storage), additional costs	Does not apply
Bigger post-processing effort	Does not apply. Some exceptions due to the rendering capacity
For every postion/usage at a later time the entire process must be repeated	Once prepared, the model can simply and quickly be changed to a different position for another purpose and then "re-photographed"
Photography and 3D-catalog-creation are two seperate processes	The same ordered packet for the 3D PARTcommunity-Catalog is also used for rendering

EXPERIENCES AND RECOMMENDATIONS. Photo rendering vs traditional photos











EXPERIENCES AND RECOMMENDATIONS.
Photo rendering vs traditional photos





### EXPERIENCES AND RECOMMENDATIONS. Photo rendering during product design







EXPERIENCES AND RECOMMENDATIONS. Flexible positioning







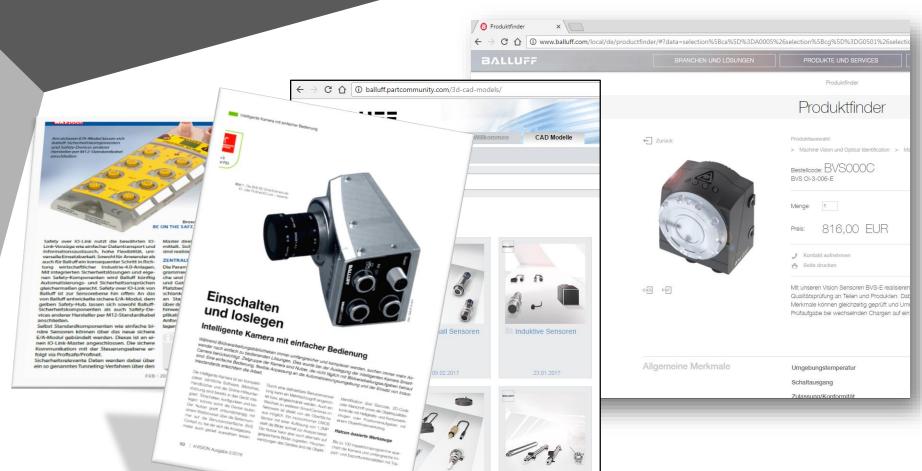


EXPERIENCES AND RECOMMENDATIONS. **B**ALLUFF Group photos



# EXPERIENCES AND RECOMMENDATIONS. Used for various purposes

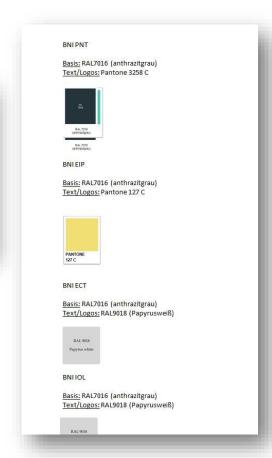


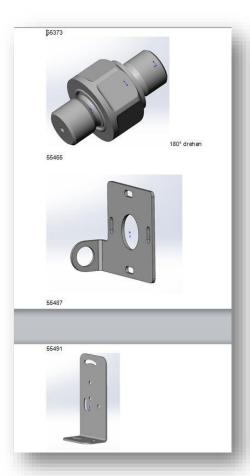


### EXPERIENCES AND RECOMMENDATIONS. Standardised rules



Umspritzung Kopf	RAL
gelb	RAL1018
rot	RAL3000
violett Profibus	RAL4001
violett CAN-Bus	RAL4001
grün	RAL6018
grau PVC	RAL7000
grau PUR	RAL7040
schwarz	RAL9005



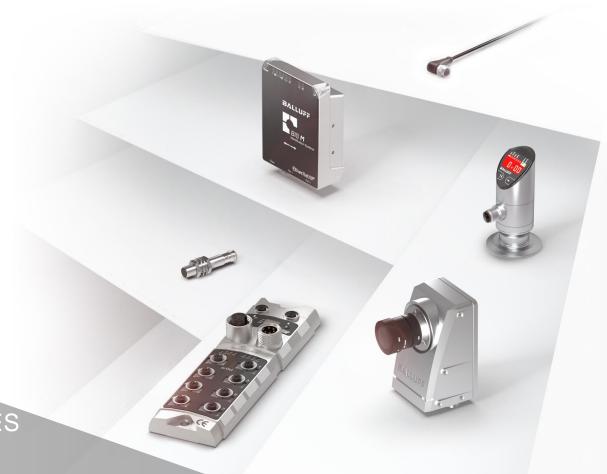


# EXPERIENCES AND RECOMMENDATIONS. Record in the PartProject-Table



	<b>BC</b> Bestellcode	AB Artikelbezeichnung	RENDER Render	PX Produktansicht			
	BOD0023	BOD 24K-LI04-S92	Q_20161208_BOD24	55612_00			
Т	BOD0021	BOD 24K-LA02-S92	Q_20161208_BOD24	55612_00			
Т	BGL0023	BGL 80A-001-S49	Q_20161111_BG_Optoelektronische_Sensoren	41895_01			
Т	BLA0001	BLA 50A-001-S115	Q_20161111_BG_Optoelektronische_Sensoren	50947_00			
Т	BOS01KL	BOS 18E-PA-PR20-S4	Q_20161111_BG_Optoelektronische_Sensoren	49053_00			
Т	BOS021J	BOS R01E-PS-KD20-00,2-S49	Q_20161111_BG_Optoelektronische_Sensoren	52710_00			
T	BOS020K	BOS R020K-PS-RF11-02	Q_20161111_BG_Optoelektronische_Sensoren	53543_00			
T	BWL000F	BWL 4040D-R011-S49	Q_20161111_BG_Optoelektronische_Sensoren	41884_00			
Т	BOS01H4	BOS 08E-PS-KH22-S49	Q_20160705_BOS08HGA\Q_20160715_BOS08HGA_NEW	55281_00			
g	BOH005C	BOH FR-Z007-01-S49F	Q_20160705_BOH005C	51975_00			
T	BOS01MN	BOS 6K-PU-LK10-S49	Q_20160503_BOS01	51489_0			
Ť	BOS01FN	BOS 23K-PA-RR10-S4	BOS_renderpng	47467_0:			
Ť	BOS01Z8	BOS 21M-PA-RH22-S4	BOS\BOS21_renderpng	54678_00			

#### BVLLnee



WE LOOK FORWARD
TO FUTURE CHALLENGES

