

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



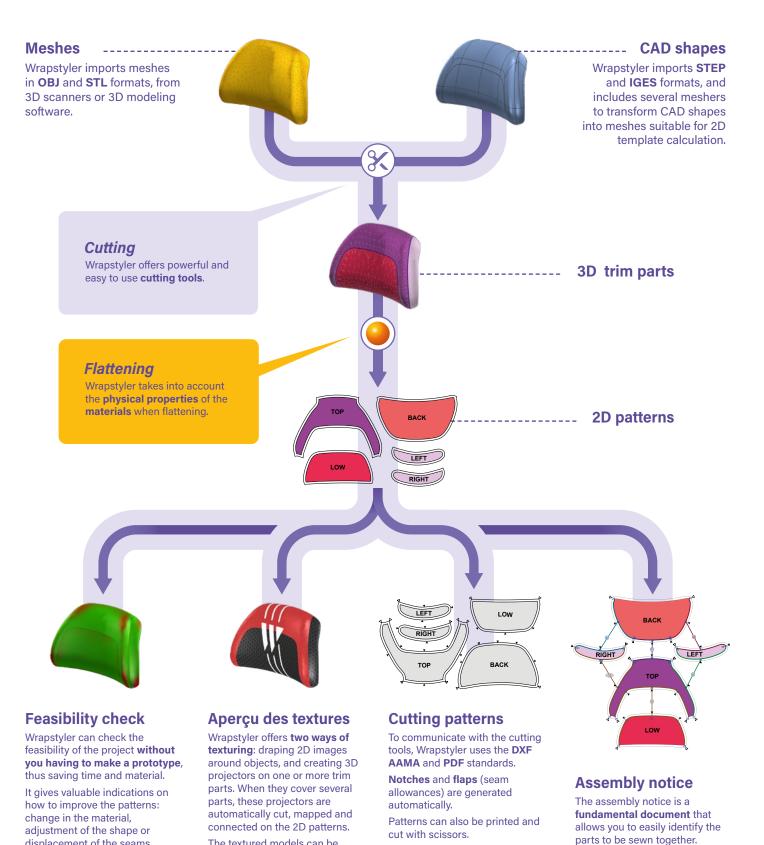
FIELDS OF APPLICATION

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





displacement of the seams.

For more information:

https://www.wrapstyler.com contact@wrapstyler.com

formats.

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

Wrapstyler is a software edited by POLYQUARK.

