

---

## Michelle Rousset

### 3DESIGN contest winner: 2<sup>nd</sup> prize winner

---



Michelle Rousset, second prize winner 3DESIGN contest

Mrs. **Michelle Rousset** is one the five second prize winners of the 3DESIGN contest; she won a 6-month 3DESIGN license. M. Rousset worked for Ballet, a company specialized in combo die. Between 1995 and 1996, her company discovered Type3 solutions through the "Machine outil" trade show in Paris. The solution was a perfect match for their need at the time and they acquired TypeEdit in 1996.

In April 2005, M. Rousset learned about **3DESIGN** through its website. It seemed really interesting as the company was looking for a new tool to promote new creations in front of customers. Regularly up-dated about current and up-coming Vision numeric events with the newsletter, M. Rousset was impatient to participate to the 3DESIGN contest.

After downloading the software, she was eager to start using 3DESIGN right away. At first, she was impressed by how the volumes appeared. **Volumes** are represented in 3D with such accuracy and they are easy to turn and move around. Then the **parametric** aspect of 3DESIGN took over on her impressions. This technology allows a better and more rapid object creation. The user can go back, modify, develop a complete line all in a few clicks with the parametric construction tool. M. Rousset draws a parallel with PhotoShop and its more simple version of the historic saying it truly is essential when designing jewelry pieces. The software must leave space for human error and creativity; that is what 3DESIGN does.

As far as the creation she submitted for the contest is concerned, M. Rousset found her inspiration from a little piece of twisted cardboard. *After completing an exercise she downloaded from the website, she felt comfortable enough to design her piece directly in 3DESIGN, without using a paper sketch to begin with.* M. Rousset says she found the software **extremely intuitive**, she worked using the many views available and did not waste time getting used to this new tool.

She enjoyed many of the **Special effects**. **Boolean operations** are a favorite along with Scale and Warp following a curve. The components library proved itself really useful for M. Rousset, especially for her contest creation upon which she placed various sized diamonds. But she appreciated as well the convenience of the Fillet function.

Overall, the working environment is what M. Rousset is the most impressed about. She felt immediately at ease and explains how she intuitively started to create all kinds of jewels: *"It is very easy to transfer what we have in mind into a full 3D object. 3DESIGN is very good at translating our ideas and does so rapidly; it's really magic!"* Much success to you M. Rousset using 3DESIGN!



The idea



The winning piece