



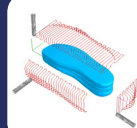
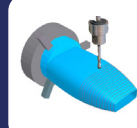
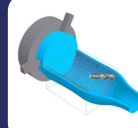
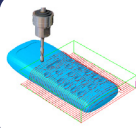
**MayKa**  
Version 5

# 3D milling Software

**Complementary tool to any CAD & CAM solution**

For designers, modellers, model makers, mould makers, sculptors and anyone manufacturing 3D parts

**SUBTRACTIVE RAPID PROTOTYPING**



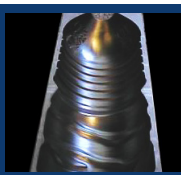
## Professional and innovating



### *Mayka brings solutions to you.*

Whether you are modellers or sculptors, product evaluation and method analyst, creative or productive, equipped with or without CAM; Mayka offer's innovating tools, effective and specific to your trade.

- Preparation of models
- Machining methods
- Tool path visualisation
- Tools for engraving
- Producing 3D decorations
- Visualisation and ergonomics
- CAD compatibility
- CAM compatibility



## Compatible



**Mayka's advantage of machining STL, DXF-3D, Bitmaps and point clouds increase your productivity.**

### *Mayka saves you time thanks to:*

- Reduced the preparation of your machining files, whether they are in 3,4 or 5 axis, is easy with Mayka storable production methods.
- Behind the simple user interface are built-in powerful calculation algorithms, which produce the clean and reliable NC machining files.
- Logical tools for conversion and compatibility between very different geometrical entities like photo: Bitmap files, point clouds and CAD models.

### Mayka machines 3D files from the likes of:

#### **Professional CAD with STL format:**

Rhino™	Pro/Engineer™
Alias™	Autocad™
Catia™	Microstation™
Solidworks™	Unigraphics™

#### **Digitised point cloud files:**

Scanner 3D	Picza™	Minolta™
Cyberware™	Renishaw™	Cartography 3D ...

#### **CAD design with DXF 3D "polymesh" format:**

3D studio™ max	AMAPI™
Lightwave™	Maya™ ...

#### **Images in Bitmap format:**

Illustrator™	Corel™ ...
Photoshop™	

### Compatible and complementary to other CAM software:

Mastercam™	Surfcam™	AlphaCAM™
Gibbs™	Missler™	Visio™
Hypermill™	WorkNC™	Delcam™...

### **Mayka exists in several versions:**

**3 axis, 4 axis & 5 axis**

**Options: Projection, Contouring**

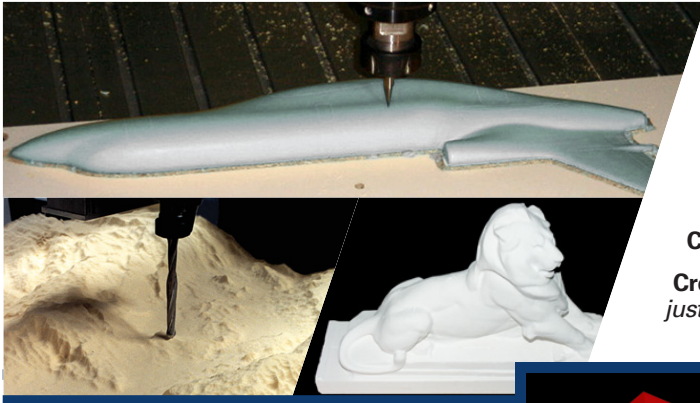


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## Powerful and ergonomic



### Main functionalities:

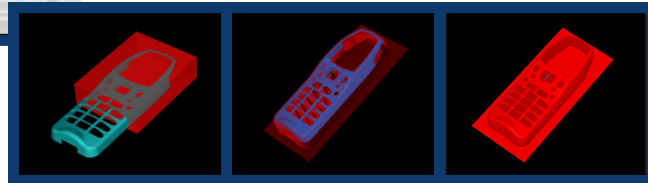
**Geometric transformations of models:** *duplication, translation, rotation, scaling globally or by separate axis, symmetry, inversion, alignment, shift and offset...*

**Geometric transformations of tool path:** *duplication, translation, rotation, symmetry...*

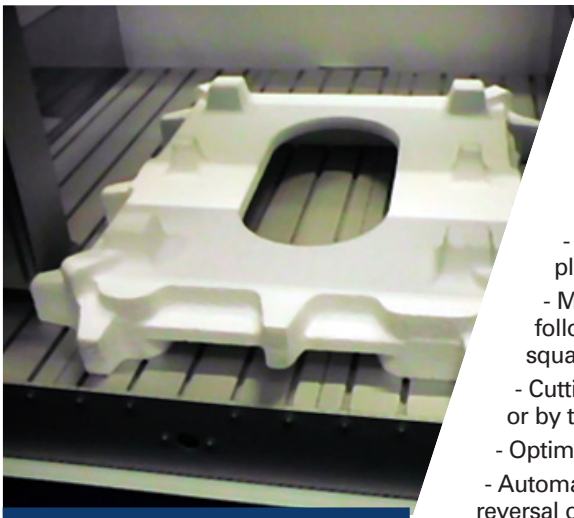
**Parameters for machining strategies and a record of the cutting processes are stored in the user definable scenes.**

**Choice of Tools:** *cylindrical, ball-end, conical flat or radius, bull-nose, disc.*

**Create a complete method (template) for all your similar jobs:** *just change your model and you are ready to cut.*



## Rapid and Effective



### OpenGL graphic Interface

*Allows you to easily handle all your objects in 3D, to create attachments and the working material block to fixture your part and and precisely visualise the interference between machining zones.*

#### Operations:

- Sweep milling in 3, 4 and 5 axis
- Roughing by sweeping or successive plunge drilling
- Milling along an axis, following a direction, in round, square or helical spiral
- Cutting limited to a user zone or by the contour of the object
- Optimisation of roughing tool path
- Automatic management of the reversal of part with drilling of the location pins
- Parameter setting of the scallop values or increments
- Projection of 3, 4 and 5 axis tool path
- Milling of grey scale pictures and files of points: BMP, PICT, Pix, RLF, Bdalti, PTS...
- Simulation and visualisation of the machining results
- Calculation of the estimated machining time and distance travelled
- Definition of the machine tool axis configurations
- Postprocessors: Fanuc, Heidenhain, Num, Roland..., more than 100 post processors included
- Integrated post processor generator
- Protected with dongle

### Required configuration:

**PC: Win 98/ME/2000/XP 256 Mb Ram  
17" display, OpenGL™**

**Mac: G4, OS 9, 256 Mb Ram  
17" display**

### DEALER CONTACT



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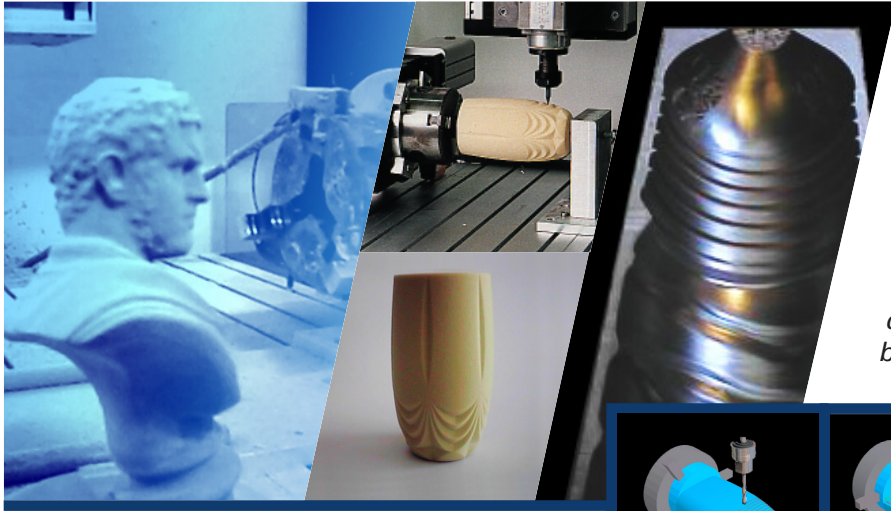




## 4 axis & 5 axis Versions

### 4 axis Versions

#### Machining interior and exterior



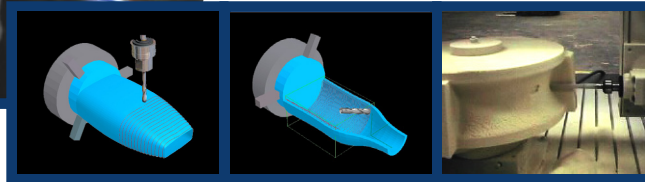
*The powerful algorithms compute exactly the position of the tool in contact with the model.*

#### Its technology allows:

**Milling with precision** very small details on **complex models**.

#### To use the following tools:

*cylindrical, ball-end, conical flat or radius, bull-nose, disc.*

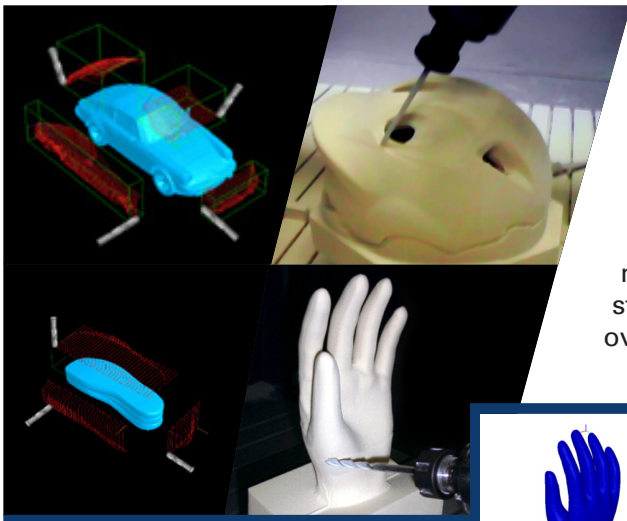


#### The Main functionalities:

- Machining by sweeping longitudinally or radially.
- Helical machining.
- Roughing and finishing processes.
- Management of the scallop or increment values.
- Projection of tool path on CAD models.
- Interior or exterior coaxial milling.
- Postprocessor generator which allow's configuration of rotary indexer tables.

### 5 axis version

#### Positioning or Simultaneous

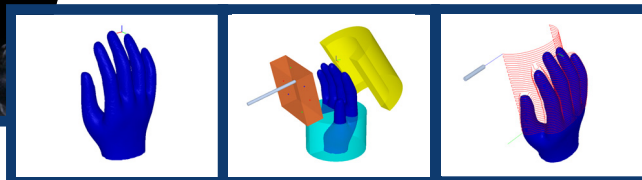


*Powerfull, user-friendly graphic interface offers an easy to use 5 axis solution.*

#### • User defined local milling strategy:

5 axis simultaneous or 5 axis positioning.  
Cartesian, cylindrical, polar, conical, spherical.

• **The OpenGL graphic interface** allows easily defined milling methods around the model to be milled. You can move, rotate, stretch them. Tranparency mode allows you to precisely see the overlap of the milling zones.

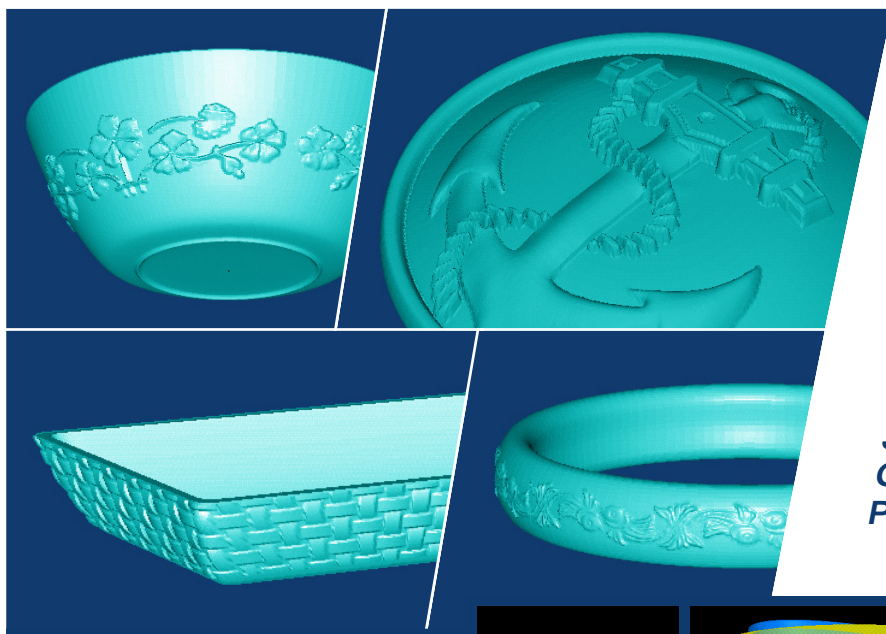


• **Postprocessors** are available for the most frequently used machine tools, to manage the speed, tool length, pivot length, no coaxiality and angular limitations of the rotary axis.

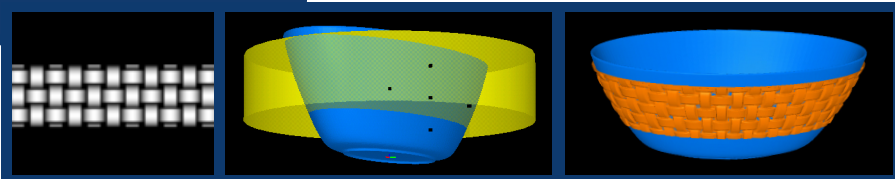
• **Custom Postprocessors** are available on request



## The universal solution



*Powerful and easy to use features are ideally suited for:*  
**Design, Porcelain, Ceramics, Jewellery, Glassware, Goldsmithing, Engraving, Packaging, Medical, Art ...**



## Projective characteristics



- **Your textures or the low relief that can be placed on any CAD models are:**  
 Bitmap pictures, Digitising files, CAM files.
- **Interactive OpenGL interface to position picture to project.**
- **Conversion of grey scale bitmap files into 3D models (included into all version of Mayka).**
- **Projection and Mapping (directly or fit to the projection area).**
- **remeshing of the projected model.**
- **Export of model in STL or DXF 3D file formats.**

