
Subject: Choosing a Mac-based CAD program
Posted by [ahncinema](#) on Wed, 03 Aug 2011 18:28:36 GMT
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So, I'm in the market for a new Mac-based 3D CAD program. AutoCAD 2001 Mac is useful for 75% of my 3D printing projects, but it's missing too many features and has too many bugs for me to stick with it.

I'm looking for an industrial design or engineering CAD program in the sub-\$300 range. I'm less interested in the ability to model wild organic shapes than I am in having precise control over dimensions. Solidworks sounds great, save for the \$3k price tag. How have people found TurboCAD? The CAD selection for Mac users is slim, but I'm hoping there's a solution out there.

Subject: Re: Choosing a Mac-based CAD program
Posted by [BillBedford](#) on Wed, 03 Aug 2011 19:28:11 GMT
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Have a look at ViaCAD <http://www.punchcad.com/p-9-viacad-2d3d-v8.aspx>]

It a good solid modeller, with a intuitive interface and a good price.

Subject: Re: Choosing a Mac-based CAD program
Posted by [Eric1180](#) on Tue, 09 Aug 2011 19:53:51 GMT
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i have turbocad will this work? Has any one used it before?

Subject: Re: Choosing a Mac-based CAD program
Posted by [ahncinema](#) on Wed, 10 Aug 2011 17:08:54 GMT
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I've been looking at TurboCAD, and it seems like I'll probably end up with that. I'm still on the fence over whether to buy the Deluxe version, or the Pro version. I'm not sure what exactly the extra \$200 buys.

Subject: Re: Choosing a Mac-based CAD program
Posted by [stuartar](#) on Mon, 29 Aug 2011 14:58:49 GMT
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@ albasicdude, did you make a decision on a mac based CAD app?.
I'm also on the look-out, but don't want to spend too much as it's only
for personal use.

@ Bill, your punch-cad suggestion looks very promising. Do you use this app yourself?.
Have you ever looked at Alibre?, and if so, how do the two compare?. As I said above,
I'm just looking to use it for personal projects, and I don't want something too complicated
to learn. Punch-cad looks too good to be true, for the cost. It would be good to know the app
can handle more complicated projects as I gain experience.

Regards,

Stuart.

Subject: Re: Choosing a Mac-based CAD program
Posted by [BillBedford](#) on Mon, 29 Aug 2011 15:24:24 GMT
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I've seen Alibre, but not used it since it doesn't run on a Mac. I the main difference I can see
between it and ViaCad is that Alibre uses component/assembly drawings which, If I have
understood the architecture correctly is not likely ever to come to the Mac. As for complications, I
think that the triangle limits imposed by Shapeways will be more of a limit than anything you can
do in CAD. But, feel free to look though my uploads to see what is possible with the software.

Loco
Tender

Subject: Re: Choosing a Mac-based CAD program
Posted by [stuartar](#) on Tue, 30 Aug 2011 13:55:18 GMT
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Thanks Bill, looks like I will be taking the plunge with viacad.

Subject: Re: Choosing a Mac-based CAD program
Posted by [ahncinema](#) on Sat, 10 Sep 2011 13:00:03 GMT
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I hadn't seen ViaCAD in my previous searches, but it looks quite good. I'm starting to think running Boot Camp with Windows 7 on my Mac might make the most sense. There are far too many CAD options for Windows users for me to limit myself to what has trickled down to Mac.
