Project Newton

A unique opportunity to acquire the Intellectual Property Rights and Licensing Rights of an innovative CAE software asset

PANTERA
VALUATION
SERVICES

Opportunity

The opportunity exists to acquire the Background IP – being all information, know-how, and data in relation to the Software Intellectual Property and Licensing Rights.
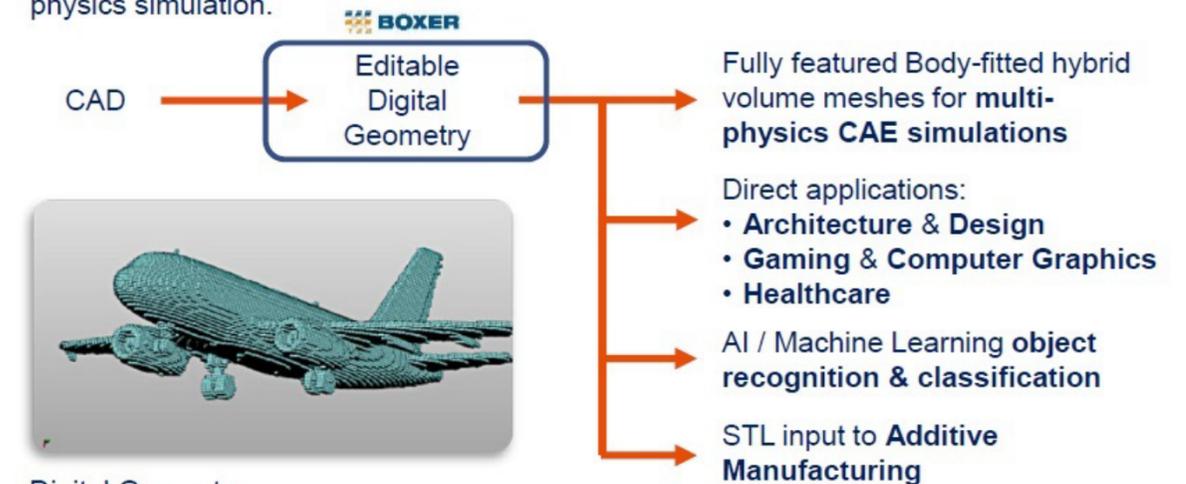
Available in the form of source code and supporting technical documentation

'BOXER' is a CAE software that converts CAD geometry of arbitrary complexity into editable digital geometry that is either used directly, including for applications in additive manufacturing and object recognition, or turned into a body-fitted volume mesh for multi-physics simulation.

2024-2025 Licensing Revenue c$213k

Technical Overview

BOXER is a CAE software that converts CAD geometry of arbitrary complexity into **editable digital geometry** that is either used directly, including for applications in additive manufacturing and object recognition, or turned into a body-fitted volume mesh for multi-physics simulation.
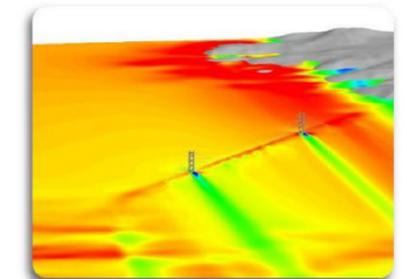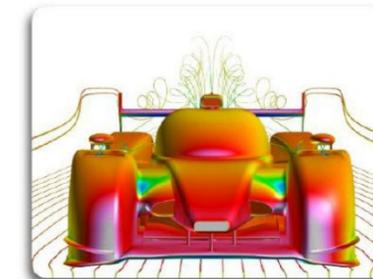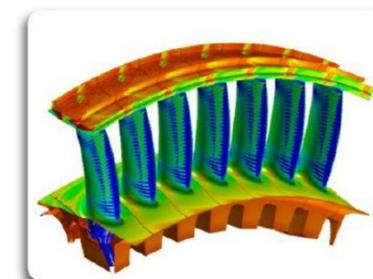

Digital Geometry

The digital representation of real-world objects using volume pixels (Voxels) captured like a 3D image, coupled to a sub-voxel scalar distance field managed as a level-set.

BOXER Benefits

- Imports common CAD formats & tolerates CAD defects
- Digital geometry can be created or combined together from different sources
- Digital geometry can be edited within BOXER: manually, Boolean operations, adjoint derivatives, shape morphing & scaling, deformation driven by simulation results
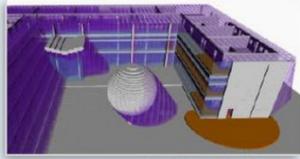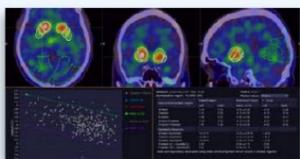- BOXER is fully scalable, end-to-end parallel software

Assets Available For Acquisition

- **Background Intellectual Property, data, source code, libraries & technical documentation in relation to the BOXER software.**

- **Licensing rights and existing agreements.**

- **Website, domains and all forms of IP brand / marketing channels**
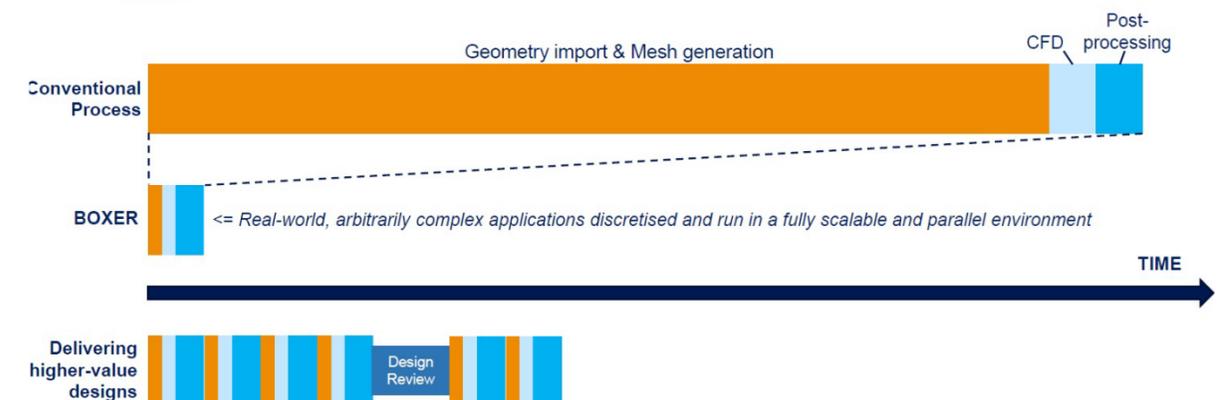
Additional Information

Demand for Digital Geometry is growing rapidly

- Digital geometry underpins large market sectors beyond CAE and Industry

ARCHITECTURE & BUILT ENVIRONMENT
R&D depts @ Major practices Arup

Visualisation, Building Analysis, Simulation, Design

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FILM & GAMING
Epic Unreal Engine
Mojang
Unity

CGI

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HEALTHCARE
GE Healthcare
Siemens Healthineers

Diagnostic scans, analysis, simulation, bio-3Dprinting.

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3D-printed Rocket Engines
Designed entirely using digital geometry by LEAP71 (www.leap71.org)

3D-printed by AMCM & Univ. of Sheffield

Hot fired at Airborne Engineering Ltd, UK in July 2024

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Value

- Corporate users report 20x to +100x speed-up in overall simulation times for applications ranging from complex internal turbine cooling systems to external flows around ships and trains

Conventional Process — Geometry import & Mesh generation — CFD — Post-processing

BOXER — <= *Real-world, arbitrarily complex applications discretised and run in a fully scalable and parallel environment*

TIME

Delivering higher-value designs — Design Review

Contact us

🌐 www.panteravaluations.com

Kevin Counihan

✉ kc@panteravaluations.com

📞 0330 118 6610

Tom Williams

✉ tw@panteravaluations.com

📞 0330 118 6610