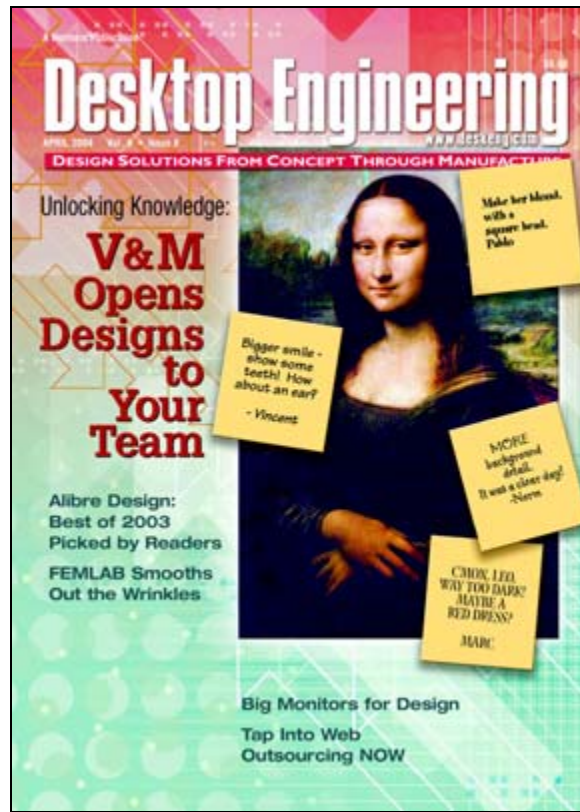


Excerpts from the Cover Story published in Desktop Engineering Magazine April 2004 Issue.

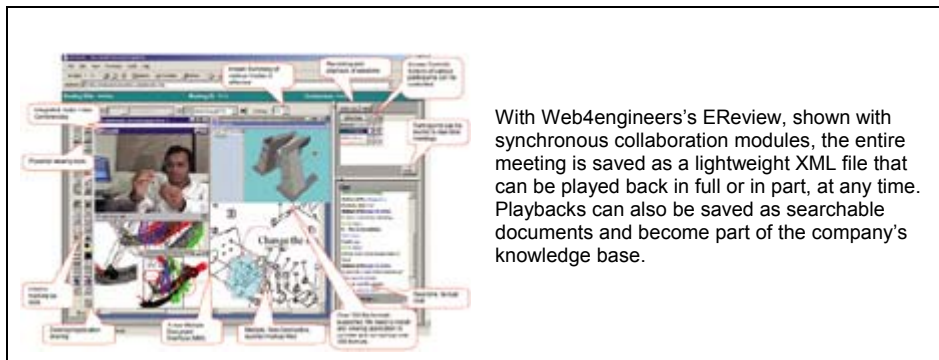


## Through the Looking Glass with View & Markup

Mark Devlin

*Now here, you see, it takes all the running you can do, to stay in the same place. If you want to get somewhere else, you must run at least twice as fast as that!"*

This quote, from Lewis Carroll's Red Queen, is almost 150 years old, yet prophetically describes the state of view and markup (V&M) today. As for looking glasses, V&M applications reflect value, organization, sharing, and productivity. If you squint—just the right way—you'll also see reflections of the creativity and dedication of many people in the engineering chain.....



With Web4engineers's EReview, shown with synchronous collaboration modules, the entire meeting is saved as a lightweight XML file that can be played back in full or in part, at any time. Playbacks can also be saved as searchable documents and become part of the company's knowledge base.

## **We Can Talk, When There's Anyone Worth Talking To**

Collaboration continues to be a point of very mixed and contrary approaches in the manufacturing industry. Some say that asynchronous collaboration works just fine and will continue as a viable option. Others see synchronous as the future. Still others believe that a combination of the two approaches is best, as summed up by Koushik Dutta, CTO of Web4engineers. "About 80 percent of our customers use asynch, while 20 percent use synch; yet that 20 percent is very important.

Typically, our customers use asynchronous early in the process. Most often, however, you also need a meeting, so the virtual team is the way to go," explains Dutta. "For example, manufacturing may be in China, design is being done in India, marketing is on the East Coast, and the home office is on the West Coast. In synchronous, this is not the first time the team has seen the model. People in these locations have already viewed and marked up the document. Coming together to review the model again—using chat, audio/video, whiteboarding, and other tools—at some point is extremely...

*Note: This is not full article as published in Desktop Engineering Magazine, but just some excerpts from the above mentioned article and Web4 is not responsible and assumes no responsibility for the contents*