

Optimize 3D Digital Assets for VR/AR/MR

CADfix Viz

Import

- CATIA
- Creo
- Inventor
- NX
- SOLIDWORKS
- Solid Edge

- ACIS SAT
- DWG/DXF
- JT Open
- Parasolid
- STEP
- FBX
- glTF
- OBJ

Export

- FBX
- glTF
- JT Open
- OBJ
- Unity Software (FBX)
- Unreal Software (FBX)
- VRML
- XGL/ZGL

CADfix Viz streamlines integration processes and maximizes the reuse of 3D Digital Assets in VR/AR/MR applications. Large and complex 3D mechanical CAD assemblies can be automatically converted into optimized lightweight, low triangle meshes, utilizing robust mesh generation, powerful defeaturing tools, and intelligent decimation algorithms.

Orders of magnitude in file size and triangle count reduction can be achieved ahead of integration of models into visualization systems and staging applications.

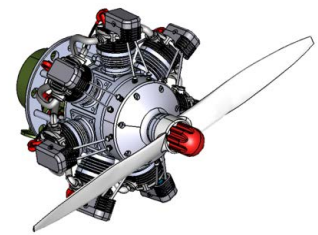
VR/AR/MR application designers, with no MCAD modeling experience can quickly and easily:

- Generate mesh models at multiple LODs
- Remove unwanted small parts and invisible internal parts
- Remove unnecessary CAD features such as holes, protrusions, logos and text
- Decimate dense meshes in complex areas
- Wrap complex parts while retaining key features (Box, Convex Hull & Shrink wrap)
- Generate and optimize assembly hierarchies

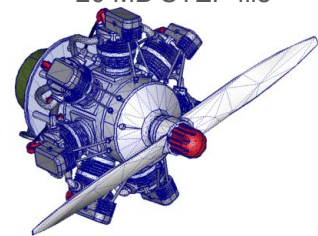
Save days of non-productive geometry handling, increase efficiency and integrate optimized MCAD models more rapidly by employing CADfix Viz automated processes.

CADfix Viz Benefits:

- Significantly reduce file size
- Generate low triangle count mesh
- Improved frame rate in VR/AR/MR
- Reduce lead time
- Eliminate import failures
- Avoid CAD rework
- Produce legible models
- Eliminate system hangs



20 MB STEP file



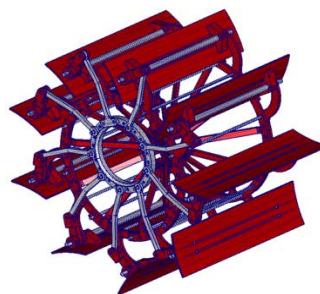
0.8 MB FBX file
9494 Triangles

About ITI, a Wipro company

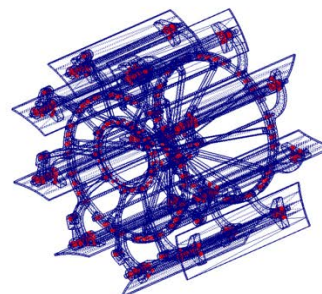
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ITI solves complex product data interoperability problems so the world's leading manufacturers can focus on making great products.

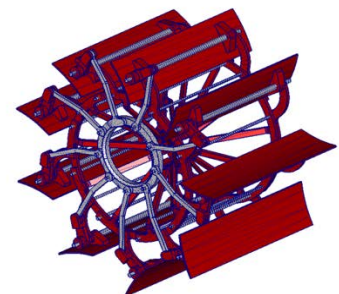
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7694 Triangles



Automatically remove holes



2736 Triangles

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