

# CADfix Viz *Optimize 3D CAD Model Assets for VR/AR/MR*



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.

## MCAD Imports

- CATIA
- Creo
- DXF/DWG
- Inventor
- JT
- NX
- Parasolid
- SAT
- Solid Edge
- SOLIDWORKS
- STEP

## Mesh Imports

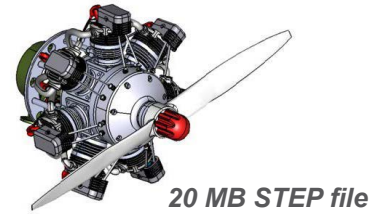
- FBX
- glTF/GLB
- OBJL

## Mesh Exports

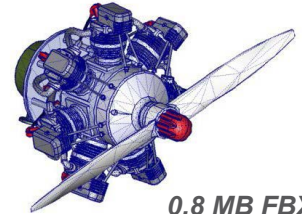
- FBX
- glTF/GLB
- JT
- OBJ
- Unity Software (FBX)
- Unreal Software (FBX)
- USD
- VRML
- XGL/ZGL

### *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
- Generate and optimize assembly hierarchies



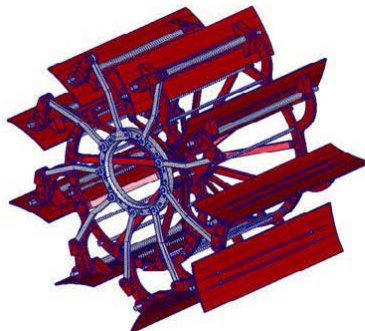
20 MB STEP file



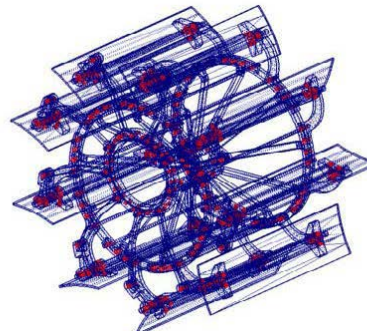
0.8 MB FBX file  
9494 Triangles

### *CADfix Viz Benefits:*

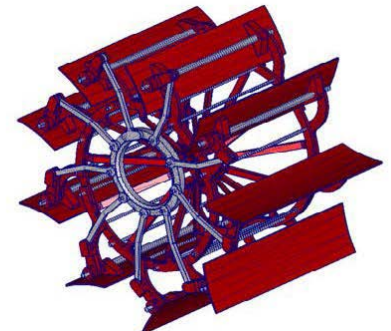
- Significantly reduce file size
- Generate low triangle count mesh
- Improved display speed in VR/AR/MR
- Reduce lead time
- Eliminate import failures
- Avoid CAD rework
- Produce legible models
- Eliminate system hangs



7694 Triangles



Automatically remove holes



2736 Triangles

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