

FEATURES		PLUGIN (all editions)
I/O	Import	✓
	Export	-
	Open PiXYZ Scene (*.pxz)	✓
	Save PiXYZ Scene (*.pxz)	-
Scripting	Scripting (Python)	-
	Batch Processing	-
Product Structure	Scene tree	✓
	Scene tree functions	✓ (when importing)
Mesh creation	CAD Topology correction (repair)	✓ (automatic)
	Tessellation HQ	✓
UV management	UV projection mapping	✓
	Automatic UV unwrapping	Coming soon
Mesh optimization	Normals & faces correction	✓
	Healing (mesh repair)	-
	Decimation	✓
	Defeaturing	-
	Hidden Removal	-
	Smart Hidden Removal	-
Desktop UI	Graphic User Interface	✓ (Embedded plugin)
	Modifier stack	-
	Up-axis switch (Y-up to Z-up)	✓
	Explode Dynamic View	-
	Real Time Cutting Plane	-
	Snapshots	-
	3D Measurement (basic & advanced)	-
	Show / NoShow Mode	-

Engineering data	FTA	
Performance	Render engine optimized for Desktop Mode	-
	Render engine optimized for Immersive Mode	-
Immersive features	VR Mode	If game engine VR Ready
	AR Mode	If game engine AR Ready
	Motion groups (kinematics - 6 DOF controls)	-
	Cutting Plane	-
	Explode Dynamic View	-
	Snapshots	-
	Scale	-
	Grabbing tools	-
	3D Measurement (basic)	-
	Annotation tool	-
Game engine features	Available for Unity 3D and Unreal Engine 4	✓
	LODs Generation	✓
	Unity 3D import conformation	✓ (PiXYZ PLUGIN for Unity 3D)
	Unreal Engine 4 import conformation	✓ (PiXYZ PLUGIN for UE4)