	FEATURES	REVIEW PREMIUM
I/O	Import	✓
	Export	-
	Open PiXYZ Scene (*.pxz)	✓
	Save PiXYZ Scene (*.pxz)	✓
Scripting	Scripting (Python)	-
	Batch Processing	-
Product Structure	Scene tree	✓
	Scene tree functions	-
Mesh creation	CAD Topology correction (repair)	✓ (automatic)
	Tessellation HQ	✓
UV management	UV projection mapping	Coming soon
	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	✓
	Modifier stack	-
	Up-axis switch (Y-up to Z-up)	✓
	Explode Dymanic 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	✓ (HTC Vive & Oculus compatible)
	AR Mode	Coming soon (Microsoft Hololens compatible)
	Motion groups (kinematics - 6 DOF controls)	✓
	Cutting Plane	✓
	Explode Dymanic View	✓
	Snapshots	✓
	Scale	✓
	Grabbing tools	✓
	3D Measurement (basic)	✓
	Annotation tool	Coming soon
Game engine features	Available for Unity 3D and Unreal Engine 4	-
	LODs Generation	-
	Unity 3D import conformation	-
	Unreal Engine 4 import conformation	-