

	FEATURES	STUDIO	STUDIO EDITOR
I/O	Import	✓	✓
	Export	✓	✓
	Open PiXYZ Scene (*.pxz)	✓	✓
	Save PiXYZ Scene (*.pxz)	✓	✓
Scripting	Scripting (Python)	-	✓ (except IO functions)
	Batch Processing	-	-
Product Structure	Scene tree	✓	✓
	Scene tree functions	✓	✓
Mesh creation	CAD Topology correction (repair)	✓	✓
	Tessellation HQ	✓	✓
UV management	UV projection mapping	✓	✓
	Automatic UV unwrapping	✓ (imported CAD models only)	✓ (imported CAD models only)
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	-	-
	AR Mode	-	-
	Motion groups (kinematics - 6 DOF controls)	-	-
	Cutting Plane	-	-
	Explode Dymanic View	-	-
	Snapshots	-	-
	Scale	-	-

Game engine features	Grabbing tools	-	-
	3D Measurement (basic)	-	-
	Annotation tool	-	-
	Available for Unity 3D and Unreal Engine 4	-	-
	LODs Generation	-	-
	Unity 3D import conformation	-	-
	Unreal Engine 4 import conformation	-	-