

	FEATURES	PIPELINE
I/O	Import	✓
	Export	✓
	Open PIXYZ Scene (*.pxz)	✓
	Save PIXYZ Scene (*.pxz)	✓
Scripting	Scripting (Python)	- (On Demand scripts including IO functions)
	Batch Processing	✓ (On Demand scripts including IO functions)
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)
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	-
	Grabbing tools	-
	3D Measurement (basic)	-
	Annotation tool	-
Game engine features	Available for Unity 3D and Unreal Engine 4	-
	LODs Generation	✓ (through Python scripting)
	Unity 3D import conformation	-
	Unreal Engine 4 import conformation	-