

3DSi: adapt large industrial 3D models to mobile web use

The use of 3D technologies is becoming more popular. However, the transition of 3D objects from the industrial world to a web/mobile context is slowed down by the large size of the models and the limited bandwidth. Display and handling times become prohibitive.

DESCRIPTION*

- The 3DSi library significantly reduces 3D file size with no degradation of the external visual rendering
- Enable viewing of complex 3D models on web/mobile apps
- Based on a fully automated and customizable backface culling approach, whatever the 3D object shape
- No resolution decrease (as opposite to 3D mesh decimation)
- Benefit from GPU acceleration
- Well suited to automatic batch processing
- Accept any industrial CAD 3D model (OBJ file)

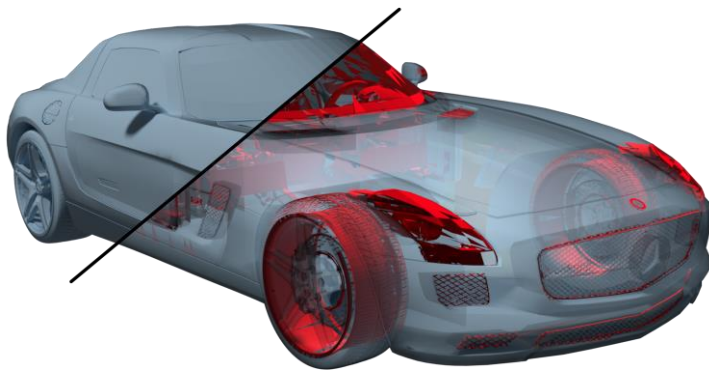


Photo: ©IRIT.

TECHNICAL SPECIFICATIONS

OS	Windows
Language/API	C++, OpenGL
Interface	Command-line interface, C++ SDK

*Technology requiring license rights.

TTT_122. Non-contractual document. All rights reserved. December 2018.

COMPETITIVE ADVANTAGES

- Preserve optimal visual rendering
- No resolution decrease
- Customizable
- Well suited to batch processing

APPLICATIONS

- Mobile/web applications dealing with complex 3D objects
- CPQ, CRM, BIM, ERP...
- WebGL
- Real-time 3D rendering software

INTELLECTUAL PROPERTY

- Copyright

DEVELOPMENT STAGE

- Technology validated in relevant environment



LABORATORY

- Team: Structural Models and Tools in Computer Graphics (STORM)



CONTACT

T. +33 (0)5 62 25 50 60
 numerique@toulouse-tech-transfer.com
 www.toulouse-tech-transfer.com