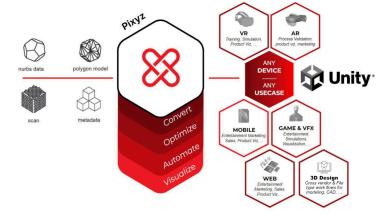


Transform, Optimize and Prep Large CAD, Mesh, and Point Cloud 3D data



Meet Pixyz by Unity, the best tool for professionals to streamline their 3D data workflows with fast and high-quality results!

No matter the origin: (CAD, CAM, modeling software, or 3D scanners like Lidar)

Or destination: (AR/VR, mobile apps, other CAD software, 3D printers,)

Pixyz can lighten, convert, and prep 3D data to create application-ready assets with ease.



Prep from 45+ formats while maintaining layers, hierarchy, and meta data. CAD (Autodesk, CATIA, NX, SolidWorks, Creo, SKP, STEP, IGES...) Tessellated/mesh/point cloud file types(FBX, OBJ, JT, USD, gITF...)



VISUALIZE

Visualize 3D models no matter the size, source and complexity! Live-link 3D assets and ensure automatic updates and real-time

collaboration!



Lighten and reduce file sizes by decimating triangles or removing hidden layers.

Create LODs and UVs, merge and explode meshes, change pivots, and more to build readyto-use assets.



PUBLISH

Bring data into Unity where you can create immersive real-time 3D apps for over 25+ platforms like mobile, desktop, and AR/VR!

Or convert models between various CAD environments!







data with our standalone and interactive data prep tool! Automate tasks via Python APIs!



A free import only version embedded in the Unity editor. This is exclusive to Unity industry subscriptions.



Scale your data prep pipeline with batch processing, and integrate into existing infrastructure with Pixyz SDK!

Develop, test, and deploy optimization strategies and automated tasks in one place.

Scripting available in multiple development language APIs and IDEs.

Available on prem or in private cloud. Min qty of 2 nodes.

Meet Unity, the leading developer tools for creating real-time apps like AR/VR, Mobile, and 3D experiences across multiple platforms for all industries!

