

3DCT SDK™



the industry's best 3D mesh compression for your application

3DCT SDK™ allows you to easily embed 3DCT Helixx, the industry's best 3D mesh compression/decompression engine and technology directly into your application. The primary benefits of 3DCT SDK:

- Dramatically reduces object size allowing fast transfer over any internet or intranet connection as well as more efficient storage
- Enables everyone to accurately view and interact with the 3D objects without requiring the original authoring application

3DCT SDK routines are designed to be called from C++.

Unmatched Compression

3DCT SDK provides the industry's best lossless compression of 3D objects. Object file sizes are typically reduced by 95%. With 3DCT SDK, your application can shrink a 6MB 3D object file to just 100k for quick and efficient communication or collaboration.

Fine control is offered via both the SDK's compression tools:

- Lossless Compression - Specify the floating point precision of the compression based on the level of accuracy desired
- Lossy Compression (polygon reduction) - redundant mesh data is eliminated with easy to use parameters for reduction and feature retention

Levels of detail (LOD) is supported by creating several lossy versions of the mesh for delivery to the client before the lossless version.

Expand Collaboration

3DCT SDK enables your application with the 3DCT compressed 3D object data format. This allows you to distribute in the .3dc file format, which in conjunction with the free application 3DCT Viewer, allows anyone to easily view and manipulate 3D objects from your application. The optimized 3DCT format is also embeddable within your application's file format allowing secure distribution with your viewer.

Only 3DCT SDK™ provides:

	95% 3D Mesh Compression
	Free 3DCTViewer™ Application
	3DCTHELIXX™ Technology

SDK API Features

Compression Control - Specify lossless and lossy rates for optimal compression

Healing - Repair meshes with incorrect topology and flipped normals

Polygon Reduction - Reduce file size of an over-sampled 3D object

Feature Detection - Preserve important shape information

Color & Texture - Compress color & environmental texture to make 3D object more informative

Normal Compression - Allows Compression of multiple normals per vertex thus preserving important information for engineering and rendering applications

Embeddable - Embed compressed data and decompress in your viewer

API Outline

3D Meshes

Compression

- Plain meshes
- Meshes with per-vertex color information
- Meshes with texture mapping

Decompression

- Plain Meshes
- Meshes with color or texture information

Generic Data

- Compression
- Decompression

Administrative

- Memory freeing
- License test

Data Structures



3DCT HELIXX™ is the power behind the entire 3DCT product family. It's our proprietary compression and content engine for 3D meshes with best in class compression and functionality.

For more information, please visit: www.3dcompress.com

3DCT Product Family

3DCTProfessional

3DCTEnterprise

3DCTSDK

3DCTShare

3DCTViewer

3Dmesh
compress
& share