

VR4CAD

GATEWAY TO PROFESSIONAL VR

VR4CAD is entry-level VR software designed to make it quick and easy for CAD engineers and designers to view, investigate and annotate their CAD models using PC-based HMDs or 3D screens.



Easy to Use, Plug-and-Play with direct CAD file readers

VR4CAD is a low-cost VR viewer based upon the industry-leading Visionary Render software from Virtalis. **VR4CAD** directly reads the 3D CAD file to quickly import and build a VR scene for viewing in low-cost PC-based HMDs such as the Oculus Rift or HTC Vive or on a zSpace or other 3D screen.

Unlike games engines that require considerable know-how to make a VR experience, **VR4CAD** adopts a plug-and-play approach, instantly recognising which VR viewing device you have installed and presenting you with a start window that directly reads the 3D CAD file.

VR4CAD supports an impressive list of CAD packages and formats, including:

- **CreoView**
- **Solidworks**
- **Autodesk Inventor**
- **FBX**
- **Collada**
- **Unigraphics NX**
- **CATIA V5**
- **Open JT**
- **STEP format**

“With the rise of low-cost, consumer HMDs like Oculus Rift and HTC Vive, plus desktop VR devices like zSpace, VR is finally moving to everyday use in CAD Engineers’ personal workspace - something Virtalis predicted over a decade ago.”

David Cockburn-Price, Virtalis MD

KEY BENEFITS:

- Plug-and-Play viewing device support
- Directly reads 3D CAD files
- Wide range of CAD formats supported
- View, Move, Annotate and Slice objects
- Save scene data for rapid re-importing
- Cost-effective licencing
- Editable materials library

INDUSTRY GAME CHANGER...



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Like its high-end sibling, Visionary Render, VR4CAD speedily transforms CAD models into full 3D VR, ready to go. Users can save viewpoints, annotations and snapshots and VR4CAD boasts ambient occlusion and shadowing.

Upgrading to Visionary Render gives users access to the full feature set including collaboration, clustering, iRay, point clouds, terrain module and gallery capabilities.

Proven Technology

Our blue chip clients, like Rolls-Royce, Siemens, BAE Systems and Raytheon, acknowledge that our VR technology saves them money right across the product lifecycle, with other engineering firms, like CNH, using VR for market research and marketing too. Now, for the first time, these advantages come within the grasp of the SME.

Supported Hardware

- Oculus HMD, Oculus Tracking, software version 1.3 and above
- Vive HMD, Lighthouse tracking, controllers, software version 1.0 and above
- ZSpace, software version 3.1 and above
- 3D Screens (Nvidia 3D Vision / Generic Stereo)

Hardware Requirements

- 8GB Ram
- 4 processor cores (including Intel Xeon / Core i5 / Core i7)
- NVidia Quadro Graphics (M or K series with minimum 1GB graphics memory)
- 1GB disk space



“Until now, CAD engineers faced the challenge of either figuring out how to use a game-engine or using a high-end, high-priced, full functionality VR software to view and interact with their 3D CAD models. With the release of VR4CAD, we have given them easy to use, low-cost VR. We see VR4CAD as the ideal companion to a 3D CAD seat.”

Steve Carpenter, Virtualis Sales Director

VR4CAD

For more information about VR4CAD contact us at vr4cad@virtualis.com