



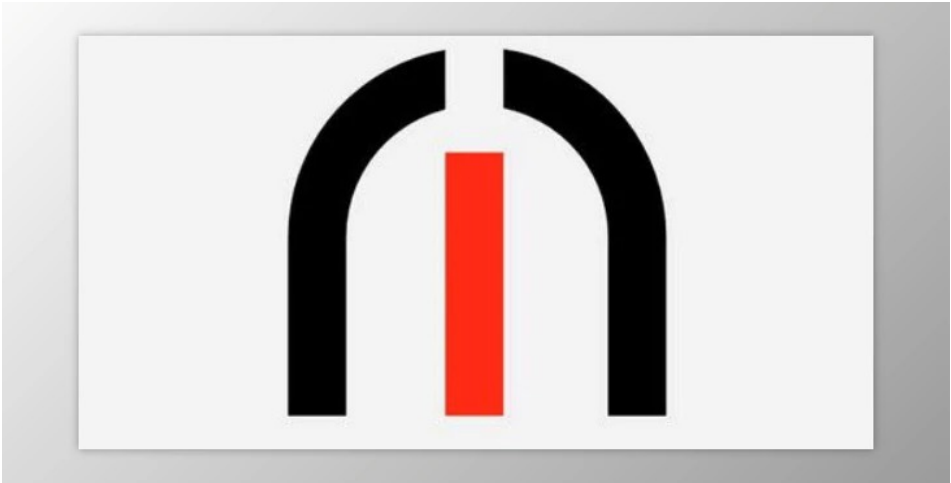
ModelPort 3.1.4 for ArchiCAD 26/27

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ModelPort 3.1.4 for ArchiCAD 26/27: Introducing ModelPort, a comprehensive program designed to elevate your ARCHICAD experience with over 80 new features, enhancements, and updates. This powerful tool not only allows users to seamlessly import, edit, and adjust settings for various objects such as OBJ, FBX, DAE, Revit, and SketchUp, but it also introduces high-resolution graphics and an enhanced editing environment.

Experience a new level of efficiency and precision in your ARCHICAD projects with ModelPort's advanced features and user-friendly interface. Elevate your design process and unlock the full potential of your 3D modeling experience!

- Visualize Materials with Fine Detail: Experience enhanced material visualization with intricate detail.
- Advanced Picture Quality on High-Resolution Screens: Enjoy superior image quality optimized explicitly for high-resolution screens.
- Speed Up Tall Polygon Object Work: Improve efficiency when working on tall polygon objects.
- Manage Multiple Models Simultaneously: Easily handle and edit multiple models concurrently for seamless workflow.
- Bulk Import for Time Efficiency: Save time with bulk import functionality, streamlining third-party model conversion.
- Expanded Input Formats: Access a broader range of input formats compared to ARCHICAD's default options.
- Preview Third-Party Models Before Importing: Preview and assess third-party models before committing to the import process.
- Edit Imported Models from Various Sources: Effortlessly edit models imported from OBJ, FBX, DAE, Revit, SketchUp, IFC, and more.
- Clean Up 2D Icons and 3D Graphics: Enhance visual clarity by cleaning up messy 2D icons and 3D graphics associated with imported objects.
- Add Textures and Edit Materials: Customize surfaces by adding textures and editing materials on any imported object.
- Delete Selected Meshes and Elements: Streamline your editing process by quickly deleting selected meshes and elements in the ModelPort Editor.
- Polygon and File Size Optimization: Reduce the number of polygons and overall file size of imported objects and models for improved performance.



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