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编程

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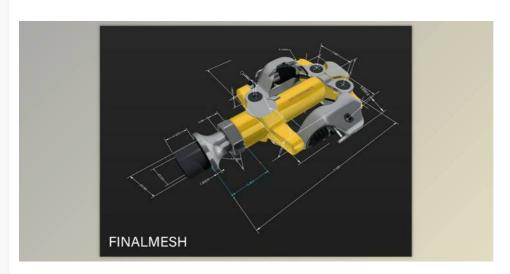
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帮助

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FinalMesh Professional v6.0.2.660 (Win)

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FinalMesh PRO v6.0.0.650 (Win):

FinalMesh includes a number of special tools to create an annotation or description and highlight areas or even measure a portion of a 3D model. It is possible to measure the distance between two locations, the thickness or angle, as well as the radius and the diameter. Snapping can be used to determine the distance between particular areas of the model. Each dimension can be adapted by changing the lines' width, color style of text background, etc.

How to use Snapping to determine the distance between certain areas of the model?

You can use "FinalMesh PRO".

Where can I download the product?

After subscription, You can download it for free from here.

FinalMesh is the ideal solution to convert and publish your 3D images, and technical files to PDF, the latest WebGL application, or any other 3D format.

PDF

The PDF publishing platform built with FinalMesh permits the conversion of complex technical information such as 3D models into common PDF documents. These are well-known and widely used.

It is easy to choose an ideal initial view and render mode, as well as lighting and other options in PDFPublish mode. All changes can be seen directly at the top of your screen.

Multiple viewports from the same model are available each with its individual setting.

Everything is as easy as pressing the saving button, but additional options, including encryption of PDF files, are a single click away.

WebGL

WebGL can be described as OpenGL within the browser, and that means it's feasible to display 3D triangles on the page by using advanced shaders. This is awesome however it can sound a bit complex already. This may be true, however, thanks to FinalMesh the creation of WebGL applications is just as simple as selecting the Save option in the File menu.

In the end, geometry, HTML textures, javascript, and geometry files will be created. Next, the file could be uploaded to a server and viewed. Alternatively, you can alter it and include additional logic for the regular part or 3D component.

View

- Browse and browse your 3D files using thumbnails
- View 3D in 3D, with textures, intricate materials
- Examine the internal 3D object's topology Apply or alter the materials.
- OpenGL and a Software renderer for devices with limited hardware
- Modern and fast UI

Convert

Convert 3D content into another 3D format, such as STL format to enable 3D printing.



- Render 3D model to image using a built-in raytracer
- Create vector graphics from 3D files in SVG format.
- Batch Processing

Geometry

- · The powerful engine for geometry is powerful.
- · Instancing a whole tree or only geometry
- Meshes that use in-memory compression technology. allows loading of huge 3D assets
- Procedural primitives, including splines cubes, spheres, and texts
- Modifiers (deformers) such as Booleans Sub-D, Mirror, Extrude, and many more
- Mesh healing, polygon reduction Removing Internal Parts
- Arrays
- NURBS

Markups, Measurements

- · Callouts, Notes
- Point coordinates
- Linear Dimensions
- Radius, Diameter, Angle
- Detail Views

Mesh Editor

- · Select Face and Vertices
- · Move. Rotate, Scale
- Extrude faces
- Delete, Create vertices
- Divide and combine polygons
- Make Chamfer
- Reduce Polygon

Animations

- Multiple animations
- Animation editor
- · Animation curve editor
- Animation of disassembly and explosion
- · Animations with Copy Paste

System Requirements

- Video card OpenGL
- Windows XP, Vista, 7, 8, 8.1, 10,11
- · Other components and modules aren't necessary

Professional Features

- Ambient Occlusion
- UV Unwrap
- · Vector Illustration Output
- Create disassembly animation and explode
- Geometry Randomizer

What is FinalMesh Pro?

FinalMesh Pro is a 3D file conversion and optimization software designed to streamline the process of preparing 3D models for various applications such as rendering, animation, 3D printing, or web publishing. It provides tools for converting 3D models between different file formats, optimizing geometry and textures, and preparing models for efficient display or distribution.

资源列表

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