

## 4Dcom – Softwaretools for the 4D Communication

### 4DC Manager



**The control center for the 4Dcom software  
start your 4D presentation with a single click!**

- » Project management
  - Build and change of visualisation projects
  - Adjustment of projectspecific configurations like units, lighting etc.
  - Animation settings, sensitivity of input devices
- » Desktop player settings, resolution, graphic card driver.
- » Virtual Reality player settings: single or multichannel display, stereoscopic setup etc.
- » The 4DC Manager can manage any number of 4DC frameworks per network connection

### dp4D



**“Data preparation” automatic data preparation and optimizing.  
The perfect fusion of of diverse data in one model!**

- » Data import from more than 40 data formats  
Catia V4/V5, SolidWorks, AutoCAD, Pro E, UGS, MicroStation, SolidEdge, etc.
- » Import of standard formats as 3D XML, VRML, JT, 3DS, etc.
- » Virtual Reality data optimisation: automatic alignment of faces, normal Unification, Mesh Substitution for cleaning from redundant Geometry
- » Batch handling for overnight jobs
- » Data format: \*.nmo

### vc4D



**“We see 4D“ – interactive flexible visualization of 4D content.  
See more, understand better, decide quicker!**

- » Intuitive navigation with mouse, spacemouse or flightstick
- » Framerate-Controller: Top-Performance for big datasets through automatic detail-culling
- » Kinematics: complete dynamic scenes
- » Realtime integration of simulation or process control systems
- » Measurement and manipulation of objects in the scene
- » Display of various material or “color sets“
- » “Projection plane“ – free placeable 2D view in the scene
- » Metastructure: display of connected object attributes

Display on desktop, stereoscopic system or multichannel-powerwalls.



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