

C3D Vision Public Roadmap *

Last update: Dec. 15, 2023

QUARTERS (start - end)



RENDERING QUALITY

Improved rendering performance (multilayer transparency, anti-aliasing, lighting)

Adding realistic materials defined with NVIDIA Materials Definition Language (MDL)

INTERACTIVE TOOLS

Position widget

Support for Walk process

Markup Tool

OBJECT SELECTION

Integration of the new object selection tool

Multi-threaded object selection

CATEGORY

ARCHITECTURE AND RENDERING PERFORMANCE

Improved rendering performance

Frustum Culling multithreaded operation mode

Do not render invisible objects. Occlusion Culling

Restore and refine the level of detail

Partial model loading with embedded body detection

DOCUMENTATION

C3D Vision library user manual

Translation of library source code documentation

* - The dates are preliminary and can be adjusted if required