SOLIDWORKS VISUALIZE
PRODUCT MATRIX

	VISUALIZE STANDARD	VISUALIZE PROFESSIONAL
RENDERING		
Hardware agnostic, unbiased, Interactive wyslwyg pathtracing using NVIDIA lray (Accurate Mode)	✔	✔
Hardware agnostic, biased, Interactive wyslwyg raytracing using NVIDIA lray (Fast Mode)	✔	✔
Hardware agnostic, high quality, Interactive wyslwyg rasterizer (Preview Mode)	✔	✔
Supported techniques such as global Illumination, ambient occlusion, screenspace shadows, IBL, color bleeding, dispersive caustics, unlimited raybounces, refraction, rough reflections and more.	✔	✔
Automatic "Blending" between rendering modes	✔	✔
HDRI lighting	✔	✔
Light emission from geometry	✔	✔
Ground reflectivity and roughness	✔	✔
Visualize Boost network rendering (offline) One seat Included with Visualize Professional		✔
Visualize PowerBoost streaming raytracing live to Viewport (realtime)		✔
Rasterized baked lighting		✔
Rasterized accumulation		✔
INPUT		
Solidworks (SLDPRT /SDLASM)	✔	✔
Autodesk Alias (WIRE)	✔	✔
3D PDF	✔	✔
3DXML	✔	✔
ACIS(SAT)	✔	✔
IGES	✔	✔
STEP	✔	✔
STL	✔	✔
Collada (DAE)	✔	✔
PTC Crea / Pro/E / NX (PRT, ASM)	✔	✔
Autodesk FBX Scene (FBX)	✔	✔
Animated Autodesk FBX Scene (FBX)		✔
Autodesk 3D Studio Max (3DS)	✔	✔
Rhino (3DM)	✔	✔

SOLIDWORKS SALES
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INPUT		
Wavefront (OBJ)	✔	✔
SketchUp (SKP)	✔	✔
Maya (MB)	✔	✔
Solid Edge (ASM, PAR, PSM)	✔	✔
Autodesk (DWG/DXF)	✔	✔
Inventor (IPT/IAM)	✔	✔
CATIA V4 (MODEL, EXP, SESSION)	✔	✔
CATIA VSN6 (CATpart, CATproduct, CGR) ICEM	✔	✔
Universal 3D (U3D)	✔	✔
Parasollds	✔	✔
JT	✔	✔
NX	✔	✔
VDA-FS	✔	✔
Live Update from CAD	✔	✔
OUTPUT		
Unlimited resolution offline rendering	✔	✔
Alpha Channel	✔	✔
Early Image save	✔	✔
Threaded offline renderings	✔	✔
JPG, BMP, PNG, TIFF, HDR and PSD output Built In Image viewer tab	✔	✔
Render Profiles	✔	✔
Preview (raster) output	✔	✔
Render all Cameras	✔	✔
Render all Configurations		✔
Render Passes		✔
Turntable rendering		✔
Automatic movie (.mp4, .mkv, .flv) output		✔
Browser based VR output		✔
Browser based Panoramic output		✔

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SCENE PREPARATION		
CAD Live-Update	✔	✔
Auto-Paint	✔	✔
Direct manipulation of parts	✔	✔
Surface/Part Splitter	✔	✔
Cut Planes of objects (multiple)	✔	✔
Control object opacity per part/model/group	✔	✔
Group and reorganize parts In the tree view	✔	✔
Model/Part reset and freeze	✔	✔
Automatic pivot point snapping	✔	✔
Formation tool		✔
Part re-tessellation		✔
Multiple model sets		✔
Simple vehicle wheel building		✔
ANIMATION		
Import SOLIDWORKS CAD Motion Studies (Geometry, Camera, Appearance) Proprietary		✔
"3D graph editor" Ribbon		✔
Turntable Animations		✔
Sun Study Animations		✔
Keyframe animations of Models, Groups and Parts		✔
Keyframe animation of Materials		✔
Keyframe animation of cameras		✔
Keyframe animation of Environments		✔
Keyframe animation of Lights		✔
Keyframe animation of Cut Planes		✔
Keyframe animation of object opacity (fading object transparency)		✔
Realtlme turntable		✔

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MATERIALS		
Scientifically accurate preset and adjustable materials	✔	✔
Supported techniques such as fresnel reflections, absorption, transmittance, anisotropy (mappable), emission.	✔	✔
Color/texture, opacity, specular, anisotropic, bump and normal mapping	✔	✔
Advanced materials: Subsurface, Thin Film, Backscatter	✔	✔
Flexible local or cloud based asset storage	✔	✔
Sharable material definition files (.svap)	✔	✔
Drag and drop materials/textures from desktop or any folder	✔	✔
Unique In and out of app color picker/dropper	✔	✔
Save favorite colors	✔	✔
Texturable and paintable decals	✔	✔
Layered decals	✔	✔
Decal projection	✔	✔
Controllable decal depth	✔	✔
Multiple part decals	✔	✔
LIGHTING		
Lighting, shadow and reflection casting from HORI	✔	✔
High Dynamic Range Image (HORI) Interatlon and control	✔	✔
HOR Light Studio compatible	✔	✔
Prop creation for additional light sources	✔	✔
Time of day (Sun and Sky) lighting model		✔
Photometric lights (Point, Spot and Directional)		✔
Raster object reflections (Preview Mode)		✔
Raster culling (Preview Mode)		✔

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CAMERA OPTICS		
F-stop, Focal length, Field of view and Perspective settings	✔	✔
Exchangeable camera flies (.svcm)	✔	✔
Interactive depth of field with focal point selection	✔	✔
Multiple cameras with individual aspect ratio and settings	✔	✔
SOLIDWORKS CAD camera navigation	✔	✔
Orthographic camera	✔	✔
Walk-around camera	✔	✔
Rule of thirds overlay	✔	✔
Preset photographic camera filters	✔	✔
Real world camera positioning	✔	✔
Real-time customizable photographic camera filters		✔
Follow and aim cameras and objects		✔
Motion blur		✔
Region rendering		✔
FBX camera export		✔
PRODUCTIVITY		
Highly optimized parallel architecture	✔	✔
Hybrid Based CPU and GPU rendering	✔	✔
Near Linear performance scaling with added CPU's and GPU's	✔	✔
3D Connexion device support	✔	✔
Context sensitive Help Menu	✔	✔
SOLIDWORKS Visualize cloud community connection	✔	✔
Visualize Boost network rendering (off line)One seat Included with Visualize Professional	✔	✔
Visualize PowerBoost streaming ray tracing live to Viewport (realtime)	✔	✔
Queue rendering manager		✔
Configurations		✔
Multiple viewports (Dual, Quad and Orthographic)		✔
Presentation Mode with customizable Toolbar		✔

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