



Native CAD to Low Poly 3D Assets...in minutes

The secret to creating 3D assets for real-time rendering is finding the right balance between visual quality, density and development cost.

Finding the ideal balance is precisely where ONU 3DLite excels. Whether for AR, VR, web or mobile environments, digital content creators build the perfect asset with an incredible 99% reduction in asset creation time.

When content designers load native CAD data onto our cloud-based ONU 3DLite platform, it is automatically converted to a high quality polygonal mesh in minutes—with up to 100x density reduction. Our Level of Detail Adjustor and Defeature Detector tools allow content designers to precisely reduce additional density while instantly viewing the impact on asset quality. Infinite adjustments and multiple levels of detail. The best part? All part numbers and hierarchies are retained, so they can be referenced in your 3D experiences and integrated into other backend systems.



3D CAD MODEL



LOW POLY ASSET



REAL-TIME EXPERIENCES

CONTACT US TODAY

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STOP THE RETOP

NO MORE MANUAL CONVERSION AND RETOPOLOGY

	ONU 3DLite	Manual Retopology
Free Your Workstation	Tessellate CAD files on the ONU cloud while you work on your workstation	Wait and wait while your high-end workstation processes
Convert My CAD	Convert any native CAD files to poly in minutes.	Buy third-party software to convert each CAD format
Decimate With Quality	Automatically reduce density up to 100x and maintain visual quality	Decimate density AND visual quality with your 3D modeling tool
Stop The Retop	Create lightweight meshes in minutes with our second-pass optimization tools	Spend days doing manual retopology
Retain Assembly Info	Retain part numbers and assembly hierarchies for 3rd-party system integrations	Lose all valuable assembly information during conversion
Create Multiple LODs	Automatically create multiple Levels of Detail (LODs) and choose the one that works best	You get one LOD. Choose wisely...
Share Easily	Share your work any time with anybody via a web link viewable on any browser	Peers or customers need your software to review your work in progress
Centralize and Store Safely	All of your assets in one place, the secure ONU cloud	Files are safe on artist workstations, until they're not...

ONU 3DLITE KEY FEATURES

CONVERT ANY CAD to POLY

Drag and drop native CAD files into ONU 3DLite to convert them into high-quality polygonal meshes. Use any CAD format, including STEP, IGES, SAT, Parasolid, Solidworks, JT, ProE/Creo, AutoCAD, CATIA, Rhino, NX.



OPTIMIZE TO YOUR SPECIFIC NEEDS

AUTOMATIC REDUCTION

As your CAD is converted, it is automatically optimized by our proprietary algorithms. Identical parts are automatically instanced to reduce geometry and draw calls. The result: high-quality, lightweight meshes with up to 100x reduction in density.

AUTOMATED 1ST-PASS OPTIMIZATION

Control the level of decimation to meet your precise needs. Merge meshes based on common materials and create multiple LODs to find the lightest weight for your real-time rendering application while retaining great visual quality.

ADVANCED 2ND-PASS OPTIMIZATION

Easy to use tools, helping you identify which parts are the most dense and the most likely to impact performance. Once parts are identified, you can hide or raise/lower the resolution on a part by part, or mesh by mesh, basis.

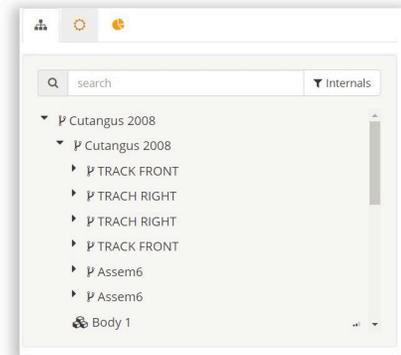
- Tree View – Displays the assembly hierarchy using original part names. Search by part name or limit the view to isolate only non-visible inside parts that increase density.
- Sunburst - Visually organizes parts by CAD hierarchy and classifies subassemblies by density level.
- Pie Chart - Identifies similar part groupings, regardless of hierarchy, that hog your polygon budget.



ONU 3DLITE KEY FEATURES

RETAIN PART NUMBERS

ONU 3DLite retains all part numbers and hierarchies which can be referenced in your 3D experiences and integrated into other backend systems. Product management, merchandisers and ecommerce sites can display the real-time asset and link individual parts to their catalog.



EXPORT AND CENTRALIZE SHARING

Export to FBX format files for use in tools like Blender, Maya, 3DS Max, Modo, ZBrush, Keyshot, Unity and Unreal. You can even retain instancing on export. Share a link with colleagues in product management or merchandising so they can review it on their desktop or mobile. Then send to your agency to enhance the image.

CLOUD-BASED

No need for high-end workstations and PC-based software. ONU 3DLite is the only cloud-based, CAD conversion and optimization tool on the market. Manage and host all your visuals in one place with accessibility from any web browser. Our AWS infrastructure ensures the ultimate in uptime, redundancy, and security.

CONTACT US TODAY

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