

3D Model Polygon Reduction Made Better

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Press release from: [VizUp Technology](#)

Users of new VizUp Reducer Professional will benefit from faster visualization and compression of 3D models, improved quality of textures mapping and plenty of other additions and enhancements.

Vancouver, Canada. - April 4, 2007: VizUp Technology today announces the release of version 2.3.3 of VizUp Reducer Professional, an ad-hoc 3D model compression and optimization system. Featuring an advanced compression algorithm, VizUp enables users to import a 3D model from external sources, reduce the number of polygons in it and export the output to a variety of popular 3D file formats. In polygon reduction, VizUp's artificial intelligence automatically chooses a perfect balance between size and details and produces a fantastic fine-looking result. Thanks to this, users of 3D modelling software will never again spend hours on tuning a model manually.

What is Unique in VizUp Reducer Professional?

The program is unique thanks to its ability to retain good visual fidelity of a 3D model, regardless of the chosen compression level. Even at 80-90% compression ratios, distortions are minimal since VizUp Reducer Professional does not change the coordinates of the vertices. Let's say, for example, you have imported a high-poly 3D model, which renders too slowly. Polygon reduction in VizUp Reducer Professional can compress it from 6 Mb to 1 Mb with absolutely no difference in appearance. After reduction, this model can be used for real-time visualization, for example, by a designer, who would like to evaluate his concept or present it to other people.

Another unique feature in VizUp Reducer is its ability to compress a 3D model for all possible ratios at once. Prior to actual compression, users can see how the model will look at any level of compression instantly without the need to restart polygon reduction each time for 10%, 20%, 30% and other ratios. Users can examine a model from different perspectives and in different visualization modes. A model can be displayed as a set of textures, a set of smooth surfaces colored according to the material, as an object consisting of flat polygons, etc. This will help to choose the best compression ratio that will meet the users' requirements.

What's New in Version 2.3.3 ?

Poser .obj files reduction is now done more correctly.

Wavefront OBJ file format is open and has been adopted by other 3D graphics application vendors and can be imported/exported from e-Frontier's Poser, Autodesk's Maya, Blender, Misfit, 3D Studio Max, Newtek Lightwave, etc.

Find a full list of additions and enhancements in version 2.3.3 at www.vizup.com

Download and try the new version: www.vizup.com/load/vizup.exe

Pricing and Availability

VizUp Professional 2.3.3 runs under Windows 98/Me/NT/2000/XP/2003/Vista, \$595 (USD). Registered customers are entitled to discounts on future updates and premium technical support. Additional information on VizUp Reducer, as well as its evaluation copy (with minor limitations) is available from VizUp's internet website at www.vizup.com.

About VizUp Technology

Founded in 2002, VizUp Technology specializes in 3D and CAD/CAE polygon reduction and visualization technologies. The goal of the company is to develop software that will make the quality level of automatic polygon reduction equal to that of a human designer. VizUp is the author of a highly successful family of polygon reduction tools that has thousands of users worldwide. For more information, visit www.vizup.com.

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Product page link: www.vizup.com

Direct download link: www.vizup.com/load/vizup.exe (1.03 Mb)

Company website: www.vizup.com

Contact form: www.vizup.com/contact.html

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