



Geomagic Design X

Geomagic Design X Editions

Geomagic Design X offers two editions to best fit your reverse engineering needs.

Feature	Design X Essentials	Design X
Import neutral file formats	•	•
Extract sectional polylines or silhouette polylines from mesh or point cloud	•	•
Create sketch entities based on extracted polylines	•	•
Create 3D sketch entities	•	•
Mesh processing tools	•	•
Create reference geometry	•	•
Create solid bodies	•	•
Create surface bodies	•	•
Basic modeling features	•	•
Manual region creation tools	•	•
Align meshes or point clouds to other meshes or point clouds	•	•
Interactively align mesh using multiple methods	•	•
Measurements between entities	•	•
Real-time deviation analysis to compare bodies, curves, sketches or meshes with a base entity	•	•
Basic selection tools	•	•
Automatically create curve networks on the mesh and fit surface patches	•	•
Native CAD Importer/Exporter		•
Automatically create sketch entities from section of meshes and point clouds		•
Create 2D sketch independent of a section of meshes and point clouds		•
Create more types of 2D and 3D sketch entities		•
3D Sketch on the Mesh		•
Wizard for creating mesh models from multiple raw 3D scan data		•
Advanced mesh processing tools		•
Wizard to align a mesh to a desired set of coordinates		•
Automatic alignment methods		•
Transfer design and feature tree to standard CAD software products		•
Plan a series of commands with parameters and run them		•
Execute a series of jobs on a computer without manual intervention		•

Selection techniques based on model properties		•
Automatically create features from a mesh using Modeling Wizard		•
Reform features on an existing design based on reference scan data		•
Advanced surface modeling tools		•
Body/Face editing tools		•
Create surface for a specific portion of the mesh using Auto-Surface		•
Extract a high-quality freeform surface body from a complex mesh		•
Portable metrology device support and tools		•
Direct plugin scanning		•
Automatically classify feature regions by recognizing 3D features from scan data		•
Automatic region modification tools		•
Process point clouds and convert them to a mesh		•
Edit and manage colors and textures on a mesh or point cloud		•
Detect defects on solid and surface bodies		•
Check deviation between meshes and point clouds		•

Get In Touch

Contact us for a demo at hello@oqton.com

