EXPORT FROM **CATIA**

.3DXML

MESHROOM VR

virtual reality product validation

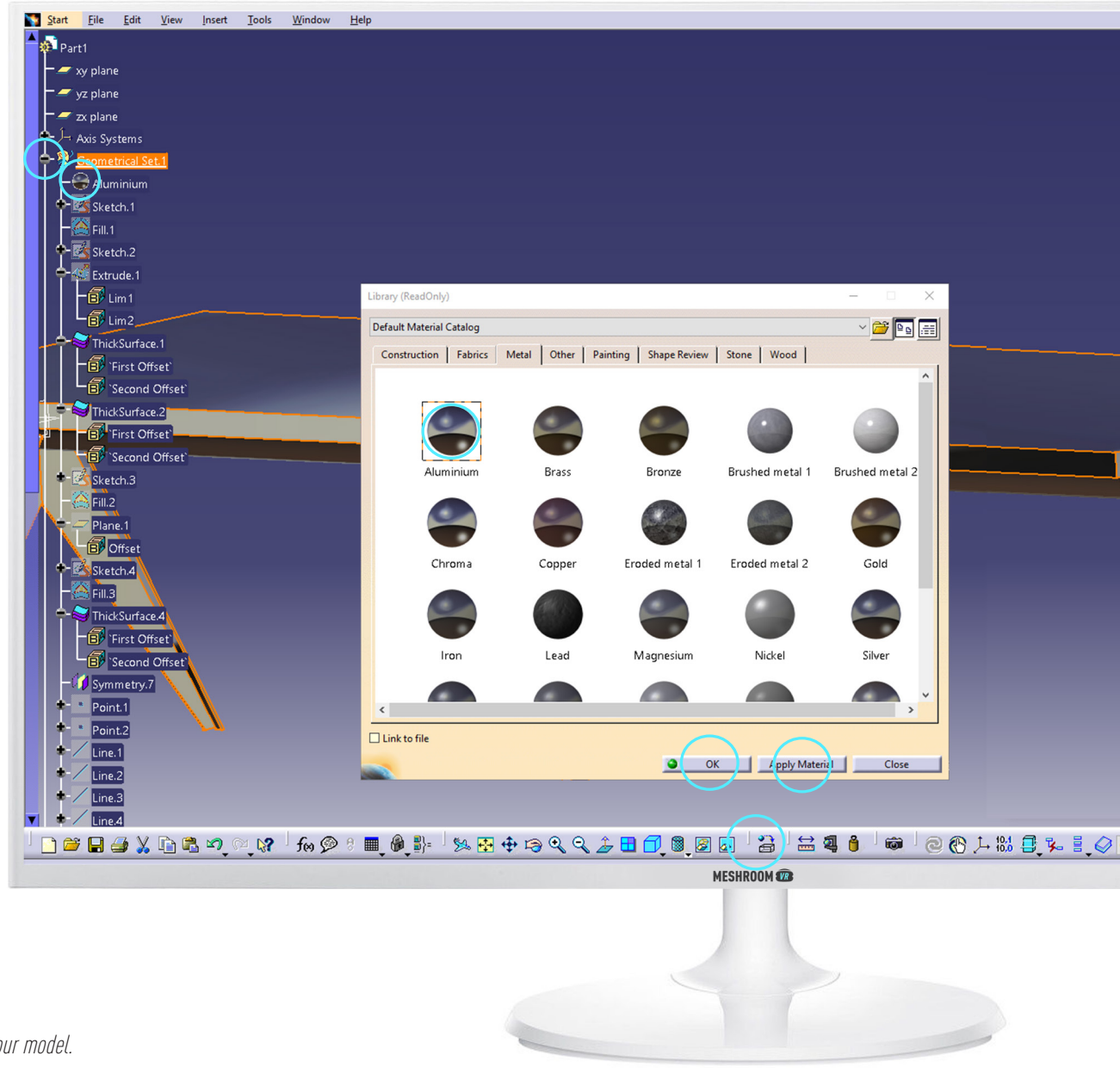
Step 1
APPLY MATERIALS

Add Catia material to differenciate different parts.*

> Meshroom VR uses the different materials applied by Catia to your model to identify the different parts. On each part, you will be able to drag'n'drop a Meshroom VR material.

To identify which parts have material assigned:

Select one part in the tree.
Find **Apply Material icon** in the toolbar at the bottom of your screen.
Click on it.
Select **required material** and click on **Apply material** > **Ok**.
You can see in the tree which material is applied.



It is those colors and textures that Meshroom VR will use to identify the different parts of your model.

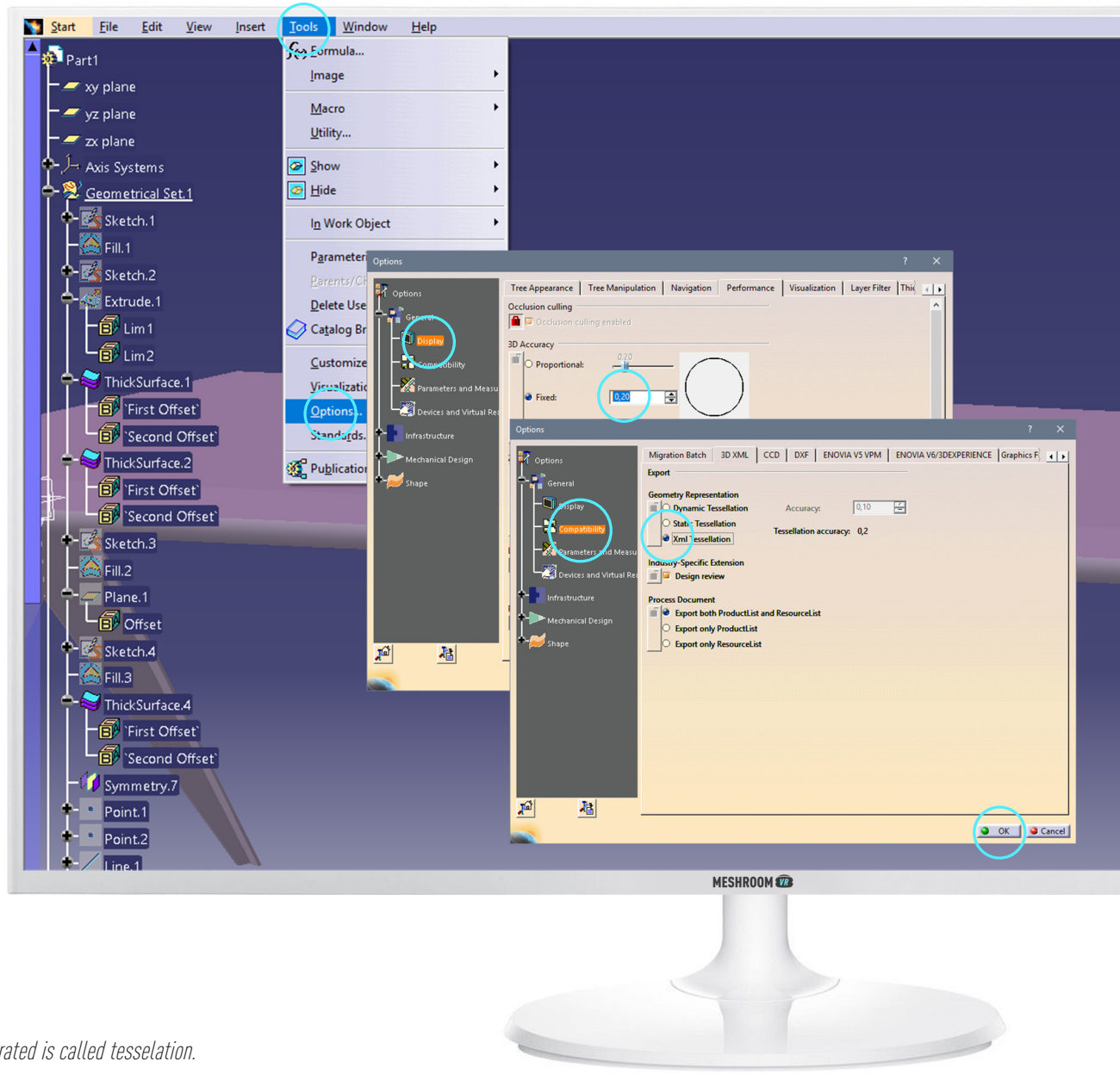
Step 2
EXPORT QUALITY

Do not triangulate too much!

> Unlike in rapid prototyping, low tesselation* provides the best results in VR.

To set the tesselation level:

Go to > **Tools** > **Options**.
In the window opened, go to **General (left side)** > **Display.**
Select the tab **performance**.
In 3D accurancy, **check «fixed»** and insert **your tessallation value**. (ex: 0,20)
Then, go to **General** > **Compatibility**.
Select the tab **3DXML**.
Check **Xml Tesselation**.
Click on **OK**.



By exporting your model, you will convert it to a triangle mesh. The quantity of triangle generated is called tesselation.

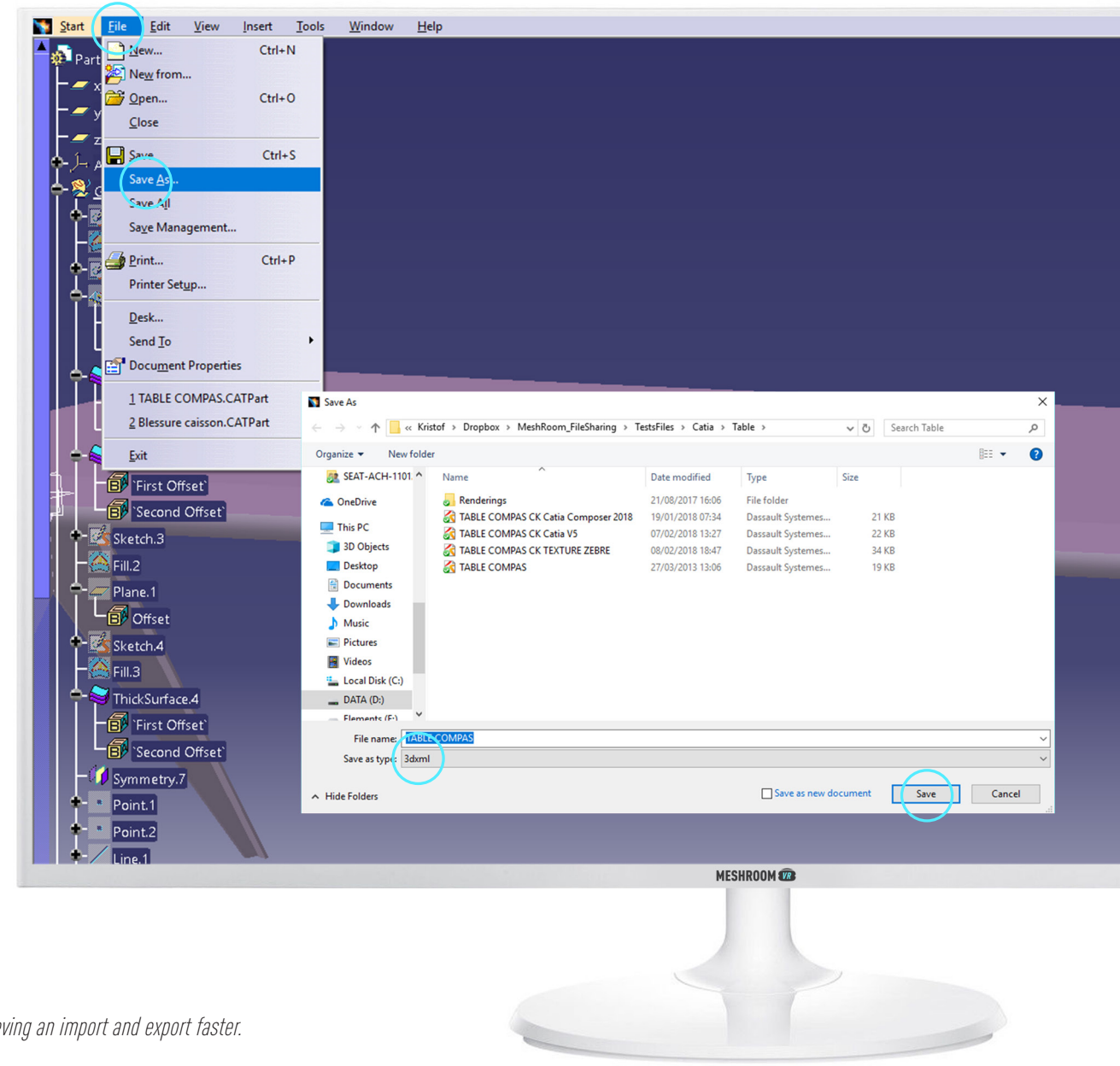
Step 3
FORMAT EXPORT

Export only what you need!

> Remove all useless objects from your export. If you want to validate the exterior shape of a design, it would be useless to import all the machinery hidden inside!

To export your 3D project:

Go to > **File** >**Save as**.
Select **3DXML***.
Click on **Save**.



We have selected 3DXML because this is a polygonal format with materials included achieving an import and export faster.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