SOLIDWORKS VISUALIZE PRODUCT MATRIX	VISUALIZE PROFESSIONAL	VISUALIZE STANDARD
RENDERING		
Hardware agnostic, unbiased, interactive wysiwyg pathtracing using NVIDIA iray (Accurate Mode)	●	●
Hardware agnostic, biased, interactive wysiwyg raytracing using NVIDIA iray (Fast Mode)	●	●
Hardware agnostic, high quality, interactive wysiwyg 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 Creo / Pro/E / NX (PRT, ASM)	●	●
Autodesk FBX Scene (FBX)	●	●
Animated Autodesk FBX Scene (FBX)	●	
Autodesk 3D Studio Max (3DS)	●	●

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Rhino (3DM)	●	●
Wavefront (OBJ)	●	●
SketchUp (SKP)	●	●
Maya (MB)	●	●
SolidEdge (ASM, PAR, PSM)	●	●
Autodesk (DWG/DXF)	●	●
Inventor (IPT/IAM)	●	●
CATIA V4 (MODEL, EXP, SESSION)	●	●
CATIA V5/V6 (CATpart, CATproduct, CGR)	●	●
ICEM	●	●
Universal 3D (U3D)	●	●
Parasolids	●	●
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)	●	
Realtime turntable	●	
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	●	●

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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 HDRI	●	●
High Dynamic Range Image (HDRI) interaction and control	●	●
HDR 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)	●	
CAMERA OPTICS		
F-Stop, Focal length, Field of view and Perspective settings	●	●
Exchangeable camera files (.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	●	

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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 (offline)One seat included with Visualize Professional	●	●
Visualize PowerBoost streaming raytracing live to Viewport (realtime)	●	●
Queue rendering manager	●	
Configurations	●	
Multiple viewports (Dual, Quad and Orthographic)	●	
Presentation Mode with customizable Toolbar	●	