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Title            **Browz 3D v1.0**

Size            344 Kb

Comments



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**This program is a quick 3D model browser for Windows 9x/2K/XP which allows to have a 3D preview of models stored in the following file formats :**

- 3DS - 3D Studio binary export format
- ASC - 3D Studio ASCII export format
- DXF - AutoCAD ASCII exchange format
- LWO - LightWave binary export format
- OBJ - WaveFront ASCII export format
- T3D - UnrealEd ASCII brush format

**The following features are available :**

- Four display modes : Vertices, Wireframe, Transparent, Opaque
- Auto fitting model to viewport (auto-center and auto-resize)
- Ability to highlight one of the meshes inside the model
- Vertex and polygon count display
- Auto-rotate and zoom in/out

**Average load times on a Duron 1GHz - GF2 MX400 64MB DDR :**

ASCII files (DXF ASC OBJ T3D) :

- 70 000 polygons / 40 000 vertices : 3 seconds
- 50 000 polygons / 150 000 vertices : 2 seconds
- 15 000 polygons / 60 000 vertices : 0.5 second

(ASCII load time is longer because of additionnal HDD I/O)

Binary files (3DS LWO) :

- 120 000 polygons / 70 000 vertices : 2 seconds
- 50 000 polygons / 30 000 vertices : 1 second
- 16 000 polygons / 30 000 vertices : 0.5 second

**Minimum requirements : Windows 98/ME/2000/XP, 650 MHz processor, 128 MB RAM, 3D accelerated video card.**

NB ! Browz3D will run on a Pentium 133Mhz, 32MB RAM, 2MB video card, but it will just be too slow to use it.

Screenshot

