From Vision to Visualization-

-We are your Reliable Development Partner

Corporate Presentation

ProtoTech Solutions

Corporate Overview

Fact Sheet

Founded with the Mission of Enriching People's Lives by Simplifying Engineering Technology

60+ High-skilled Engineers

Successfully Delivered 100 Engineering Application Development Projects

50+ Marquee Customers From 10+ Countries

Value Differentiators

Developing Challenging & Cutting Edge Engineering Applications is in our DNA

- ***Software R&D House*** for our clients.
- ***Consultancy on 3D Visualization technology*** trends and solutions
- ***Unparalleled partner eco-system*** consisting of CAD/PLM ISVs, Visualization Technology Providers, SDK/Toolkit providers, Industry veterans
- ***Round-the-clock*** support by making best possible use of the time-zone difference

Global Clientele

Our Differentiated Offerings

CAD/CAM Customizations & Plugins

Web-Based 3D Visualization

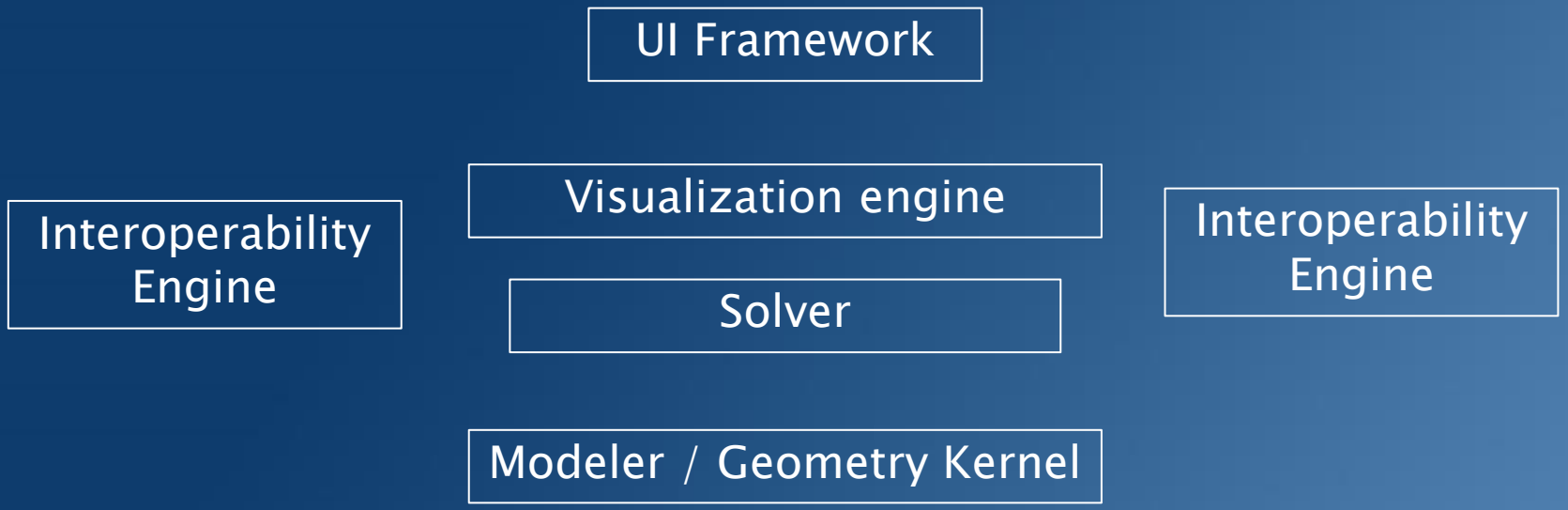
3D Mobile Application

Desktop-Based 3D Visualization

Manual & Automation QA

Engineering Interoperability

Components of Engineering application



C3D provides all the major components

How to evaluate these components?

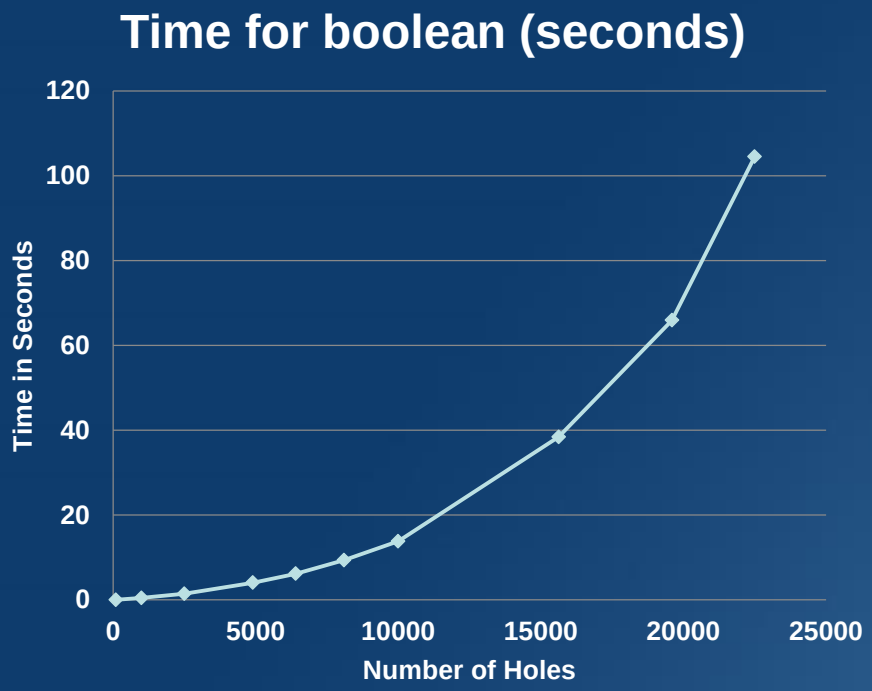
- Performance and multi-processor support
- Bridges for flow of data from one system to other
- Code Architecture
- Platform supported and language
- Precision level
- Documentation and support
- Direct3D / OpenGL
- Custom Shaders
- Animation support
- Optimization

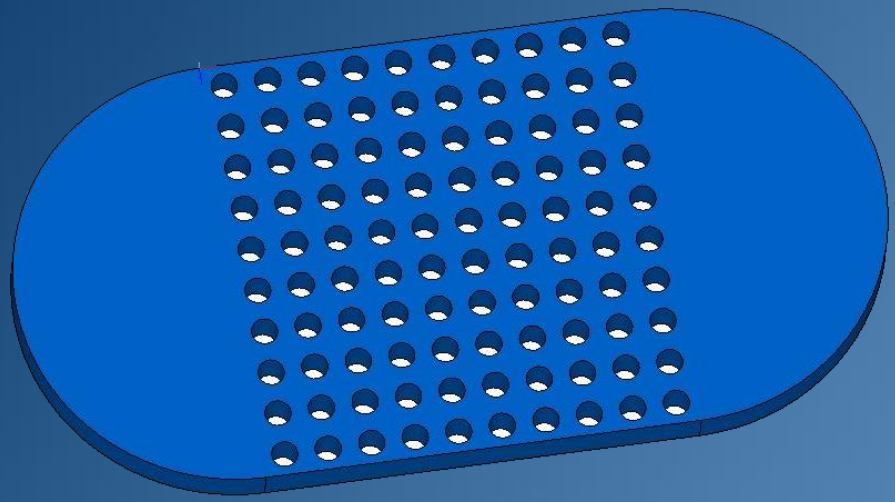
Our experience with C3D

C3D Modeler

- C3D API is much simpler to understand
- Bridges (Teigha)
- Sheet Metal design in the Kernel is a plus.
- The topology is much easier to understand and create using C3D APIs.
- Recognize surface of analytical type
- Accuracy range 10^{-6} to 10^{-8}
- C3D kernel supports multi-threading for some operations

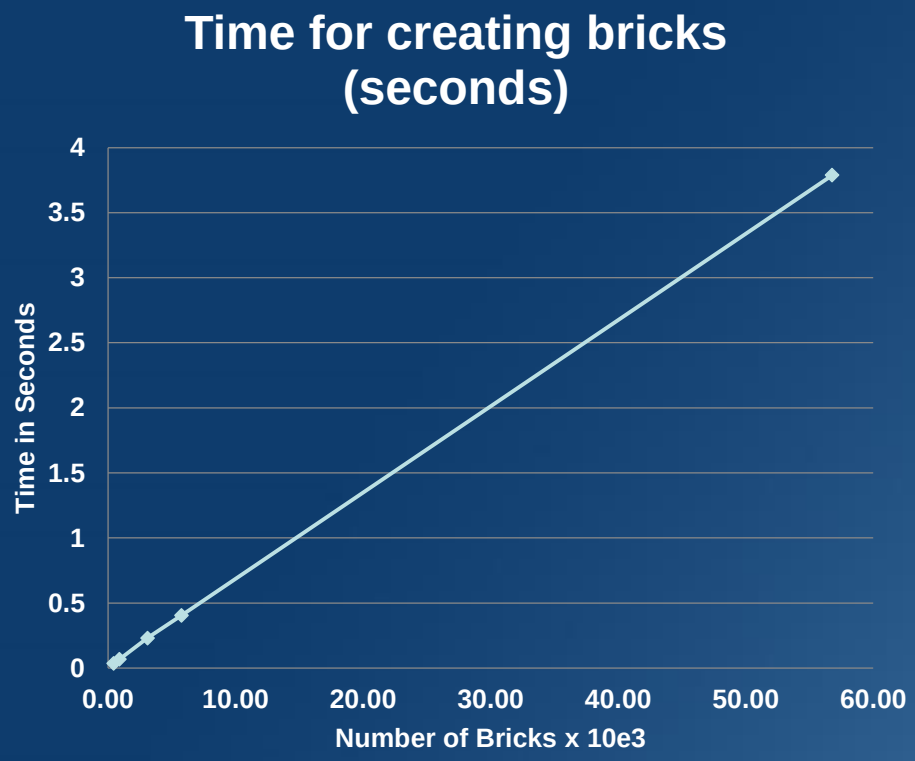
Some sample studies



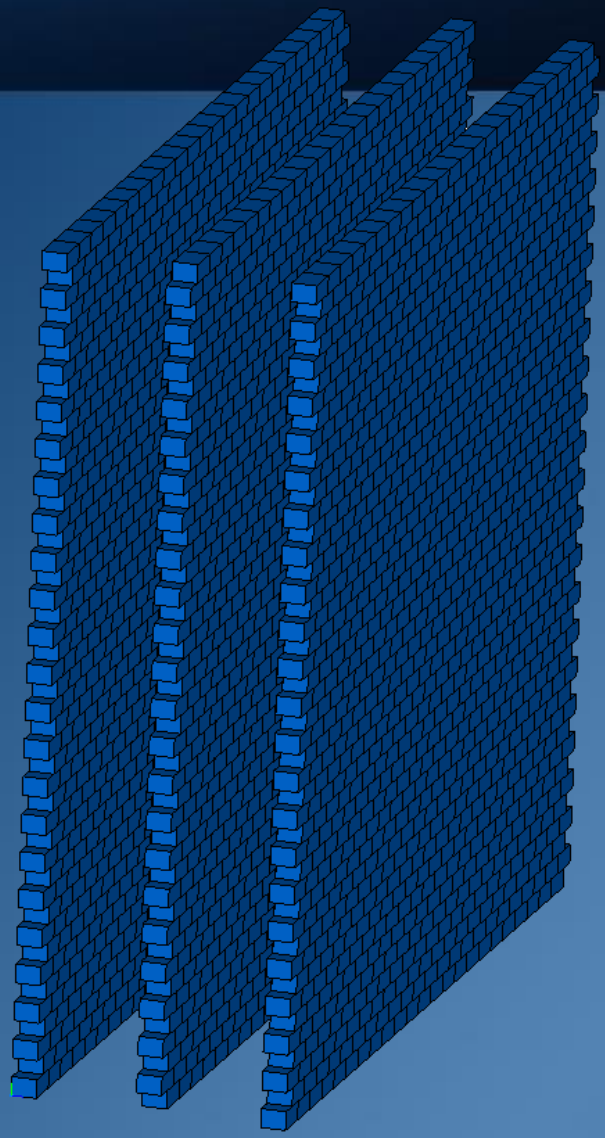


Boolean for Holes in plate

Our experience with C3D



Brick creation

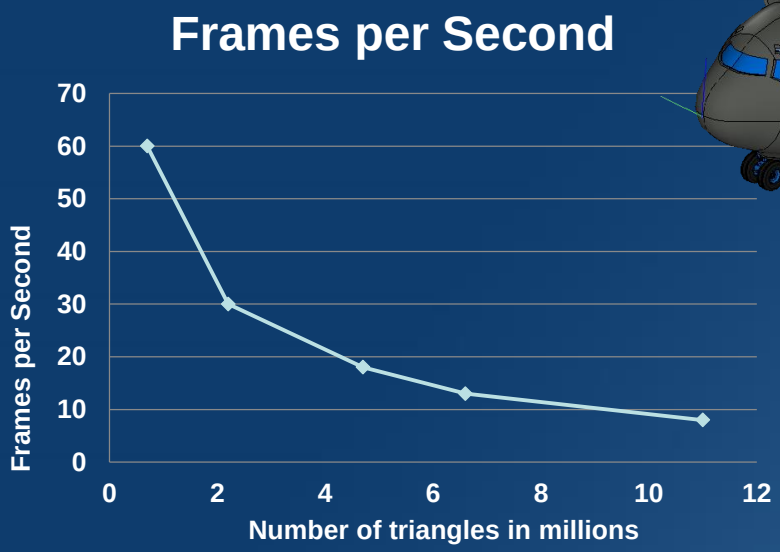


Our experience with C3D

C3D Vision

- C3D API is much simpler to understand
- Custom shaders are supported
- Optimization for large models (Partial loading, culling, LODs)
- Future plans to support
  - Animations
  - Point cloud

Our experience with C3D



Good performance seen upto 3-4 million triangles. Frustum culling and other optimizations help in better user experience

Our Contact

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Thank You!

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Extra slides

Machine configuration used

- Machine Config : Processor : Intel(R) Core(TM) i7-3770 CPU @ 3.40GHz.
  RAM : 8.00 GB.
- System : 64- bit, x64 based processor.
  Graphics card : NVIDIA GeForce GT 610.
- Video Memory : 2GB

Selection response in C3D vision