

C3D Vision Public Roadmap

Last update: 15.06.2026

	Q2 2026	Q3 2026	Q4 2026	Q1 2027
Interactive tools	Animation of changes of geometric objects position	Adding realistic materials defined with Materials Definition Language (MDL)		
			Support for Walk process	
			Cursor for use with graphic editors	
Architecture and rendering performance	Rendering of geometric representation	Improved performance of selecting geometric objects		
		Integration of the rendering engine version 3.0		
Representations and Geometry			Sketch as a separate geometric object in 3D modeling	
Documentation	UI development for examples			
	Transfer all examples to the basic UI solution (UX/UI/GUI) and the extended model			
	User manual and documentation			

The dates are preliminary and can be adjusted if required