An online platform for creating and managing interactive 3D designs that inspire, educate and solve problems

vectary.com
MEET VECTARY

8 years in development
40 avg. team
3.3 M projects created
150k/m exports
5k schools
FREE
FOR CREATORS

- ACCESSIBLE TO EVERYONE
- CREATE AND SHARE FOR FREE
- EASY AND POWERFUL
- COLLECT FEEDBACK

BUSINESS
SMEs & ENTERPRISE

- IMPROVING 3D WORKFLOW
- STREAMLINED FOR TEAMS & 3D PROFESSIONALS
- CROSS COMPANY COLLABORATION AND SHARING
- DIGITAL ASSET MANAGEMENT (DAM) & 3D DESIGN SYSTEMS
- ALL EDITING AND SHARING TOOLS IN "ONE LINK"
ONE UNIQUE SOLUTION

“One Renderer to rule them all, One Link to find them, One Platform to bring them all and in the Web bind them”

<table>
<thead>
<tr>
<th>Our Tech stack</th>
<th>What users get</th>
<th>Web based</th>
</tr>
</thead>
<tbody>
<tr>
<td>~10M written from scratch in JS/TS</td>
<td>Online platform, no installs</td>
<td>Client side rendering</td>
</tr>
<tr>
<td>Custom Monorepo: 8 Apps / 15 APIs</td>
<td>Deploy updates/fixes within minutes</td>
<td>Compatible with low-end devices</td>
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<tr>
<td>CI/CD pipelines for FE &amp; BE</td>
<td>Import from anywhere (almost)</td>
<td>AR pipeline - auto USDZ and GLB</td>
</tr>
<tr>
<td>AWS Hosted - Dockerized</td>
<td>3D/Mesh editor</td>
<td>WebXR (wip)</td>
</tr>
<tr>
<td>PostgresSQL / Redis</td>
<td>1 Link Sharing</td>
<td></td>
</tr>
<tr>
<td>BigData Analytics (~283 million rows)</td>
<td>Embed anywhere instantly</td>
<td></td>
</tr>
<tr>
<td>Multiple environments (~10 currently)</td>
<td>Public Beta environment</td>
<td></td>
</tr>
<tr>
<td>Own Rendering Engine &amp; Format</td>
<td>Custom solutions / reports</td>
<td></td>
</tr>
<tr>
<td>C++ / WASM pipeline</td>
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</tbody>
</table>
WEBGL RENDERING

Our own WebGL renderer:
- Optimized for all devices
- Adaptive resolution based on framerate
- PBR based
- HDRi lighting
- Adaptive SSR
- Depth of field
- Soft Shadows
- Long product testing cycles (SSGI, Light Probes, ...)

ADVANCED MATERIALS

Material - UV0
- Refractions
- Subsurface Scattering
- Thinfilm
- Clearcoat
- Dispersion (wip)

Baking - UV1
- Lightmaps
- Ambient Occlusion
- Auto Unwrapping
- Post-processing

Texture editor
- Optimize Textures
- Animated Textures
- Figma Frames
- Post-processing
NO-CODE INTERACTIONS

2D Layer
- Floating UIs Auto-Layout
- Variants
- Materials
- Hotspots

Triggers
- Any object
- Hotspots
- Floating UIs

Conditions
- Object Properties
- AND / OR
- Relational Operators (wip)

Actions
- Transformations
- Animations
- Variants

API (wip)
- Web Component
- Event listeners
TEAM COLLABORATION

- Team Workspaces
- Private links
- User roles
- Comments in 3D
- Handoffs
LET'S DO SOMETHING TOGETHER

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