

Geomagic XOS

Geomagic XOS

Convert raw 3D scans to complete meshes and NURBS surface models.

With the same powerful tools for point cloud, mesh and surface editing found in Geomagic Design X, Geomagic XOS is the ideal solution when you don't need a parametric solid model.

- Best-in-class point cloud & mesh editing
- One button automatic NURBS surfacing
- Compatible with any 3D scanner
- Advanced hole-filling, smoothing and mesh optimization tools



Step-by-step Guided Wizard from Scan to Mesh

Geomagic XOS's Mesh Build-up Wizard makes the process of converting raw 3D scan shots into complete 3D models easy. Remove unwanted data from your scans, align & merge multiple shots, fill holes, smooth and enhance the data to create beautiful, high quality meshes in just 5 steps. Complete mesh optimisation.



Automatic Mesh to NURBS Surface Conversion

Geomagic XOS has Geomagic's powerful auto surfacing function, so you can convert a polygon mesh into a lightweight surface model for use in any NURBS software. Geomagic's new patch layout technology lets you choose between two different types of surface models: feature-following or uniform patch layout. Feature-following surface models create fewer NURBS patches for objects with well-defined features. Uniform layout models create more NURBS patches and capture complex detail with ease.



3D Colour Editing

Geomagic XOS can add or edit texture maps on your 3D scans. Overlay photos onto your scans to create photo-realistic 3D models. XOS can even match the colour temperatures between individual scans to make a consistent merged colour model.