

ZVIEW Software compatibility

	Source Application	REAL TIME				RENDER				
		Native	Link Software		Import to unity or UNREAL	Native	Plugin-Render		Standalone (o = with LiveSync)	
			ZLINK	ReflectZ	pixyz		OctaneRender	VRAY	Lumion	KeyShot
BIM / Arch	Autodesk AutoCAD				x		x	x	o	
	Autodesk Revit				x		x	x	o	o
	Graphisoft ArchiCAD				planned	x	x		o	
	Nemetschek Vectorworks				x		x		o	
	Nemetschek Allplan				x				x	
	Bentley MicroStation				x	x				
	Rhinoceros				x	x	x	x	o	o
	SketchUp 2017			x	x (v. 2020)	x	x	x	o	o
	Bentley LumenRT		x		x					
	Autodesk Navisworks				x					
ENGINEERING	Dassault Catia V5		x		x					o
	Dassault Solidworks 2019		x		x					
	Dassault ICEM Surf		x		x					o
	Siemens NX		x		x					
	Siemens JT2Go		x		x					
	Autodesk Fusion 360				x					o
	Autodesk Inventor				x		x			
	ptc CREO				x					o
	Siemens Solid Edge ST5				x					x
	Siemens Solid Edge ST8				x					x
Production - Analyze - Simulation	Megatech MegaCAD				x					
	IronCAD				x					x
	BD Tool		x		x					
	Siemens Plant Simulation		x		x					
	Siemens Process Simulate		x		x					
	Siemens Teamcenter Visualization		x		x					
	SAP Viewer		x		x					
	IPS Cable Simulation		x		x					
	Ansys Mechanical		x		x					
	Ansys EnSight		x		x					
Automotive & Design	Paraview 5.7		x		x					
	TecPlot		x		x					
	Dassault Simpack		x		x					
	Autodesk Moldflow Communicator		x		x					
	QPS Fledermaus		x		x					
	QPS Qimera		x		x					
	Schlumberger Petrel		x		x					
	Acute3D Viewer		x		x					
	visTABLE		x		x					
	Autodesk VRED	x			x	x				
Modeling & Animation	Dassault (RTT) Deltagen	x			x	x				
	Autodesk Alias		x		x					
	www.onshape.com				x					o
	BROWZWEAR VStitcher				x					o
	Maxxan Cinema4D				x	x	x	x		
	Autodesk 3dsMax 2017		x		x	x	x	x		
	Autodesk Maya				x	x	x	x		
	The Foundry Modo				x	x	x	x		
	SideFX Houdini				x	x	x	x		
	Blender				x	x	x	x		
GAME	Bentley VUE				x	x				
	BMD FUSION 16				x	x				
	The Foundry Nuke				x	x	x	x		
	MeshLab		x		x					
Molecule	Unity3D	unity CREATOR by United Screens					x			
	UnrealEngine	iLocalPlayer					x			
pyMol	x									