

EON-CAD Eingabeformate

16 bit PGMfile format (*.pgm)
3D Metafile (*.3dmf, *.3dm)
3D Studio ASC file (*.asc)
3D Studio Material Library (*.mli)
3D Studio Mesh (*.3ds)
3D Studio Project (*.prj)
3ds max (*.max)
ACIS (SAT) File (*.sat)
ACIS (SAT) File – Pro/E (*.sat)
Adobe Illustrator (*.ai)
Alias Wavefront Studio (*.wire)
AOFF (geo) File Format (*.geo)
ASCII MAX Scene (*.ase)
AutoCAD DWG File (*.dwg)
AutoCAD DXF File (*.dxf)
Autodesk FLI/FLC file (*.flc)
Autodesk FLI/FLC file (*.fli)
BVH Skeleton Mot. Capt. Format (*.bvh)
BVH Point Mot. Capt. Format (*.c3d)
CADL Files (*.cdl)
CADKEY Files (*.cdl)
CATIA Files (*.model, *dlv, *.cgr)
CatiaV5 Assembly Files (*.catproduct)
CatiaV5 Part Files (*.catpart)
CEL Image (*.cel)
Cinema 4D (*.c4d)
Compuserve GIF (*.gif)
Computer Graphics Metafile CGM (*.cgm)
CSM Point Motion Capt. Format (*.csm)
DDS (DirectDraw Surface) (*.dds)
Desktop file (*.des)
Direct X model (*.x)
Extended RAW triangles (*.rax)
Flexible Precision Buffer Map (*.flx)
G part File (*.g)
HalfLife Model (*.mdl)
Homeworld Geometry (*.peo, *.geo)
HPGL Files (*.plt)
HTR Skeleton Mot. Capt. Format (*.htr)
IFF Image (*.iff)
IGES Xchange Files (*.igs, *.iges)
IGES Xchange Files – Pro/E (*.igs, *.iges)
Imagine Object (*.iob)
IRIS Inventor (*.iv)
IronCAD file (*.ics)
ISO G Code (*.iso, *.nc)
JPEG 2000 J2K (*.j2k)
JPEG 2000 JP2 (*.jp2)
JPEG 2000 JPC (*.jpc)
JPEG 2000 JPX (*.jpx)
JPEG image (*.jpg, *.jpeg)
Layered Image Format (*.LiF)
Lightwave Object (*.lwo, *.lw)
Lightwave Scene (*.lws)
Maya Ascii Scene (*.ma)
Maya Binary Scene (*.mb)
Maya Image File (*.iff)
Microstation Files (*.dgn)
Nendo files (*.ndo)
Neutral Part File (*.neu)
NGRAIN 3D Files Format (*.ngn, *.ngw)
Object File Format (*.off)
Open Flight Scene (*.flt)
OpenEXR (*.exr)
Parasolid (*.x_t, *.x_b)
PCX Image (*.pcx)
Photoshop Document (*.psd)
PlayStation Tim picture (*.tim)
PNG Image (*.png)
Polygon File Format (*.ply)
Power Render Object (*.pro)
PPM Image (*.ppm)
Pro Engineer Assembly (*.asm)
Pro Engineer Part (*.prt)
Pro/DESKTOP (*.des)
Protein Data Bank File (*.pbd)
Protein Data Bank File (*.pdb)
PTS file format (*.pts)
Quake 2 Model (*.MD2)
Quake 3 Model (*.MD3)
QUAKE MAP File (*.map)
Quake Model (*.MDL)
RADIANCE Picture (*.hdr)
RainDropGeoMagic file (*.wrp)
RasterMarkup Files (*.markup)
RAW file format (*.raw)
RH binary (*.rh)
RH material (*.rhm)
RH XML (*.rhx)
Rhinoceros File (*.3dm)
RTSHADER (*.fx)
RTSHADER (*.rhs)
Scalable Vector Graphics (*.svg)
SDRC I-DEAS Files (*.mf1, *.arc, *.unv, *.pkg)
SGI image (*.rgb, *.rgba, *.int, *.inta)
Softimage dotXSI scene (*.xsi)
SOFTIMAGE PIC (*.pic)
Solidedge Files (*.par)
SolidWorks Asm File (*.sldasm)
SolidWorks Part File (*.sldprt)
SPX file type (*.spx)
STEP Xchange Files (*.step, *.stp)
STEP Xchange Files – Pro/E (*.step, *.stp)
Stereo lithography (*.stl)
Studio Tools 10.0, Alias WaveFront file (*.wire)
TARGA image (*.tga)
TIFF Image (*.tif, *.tiff)
TRB Point Motion Capture Format (*.trb)
TRC Point Motion Capture Format (*.trc)
trueSpace Object (*.cob)
trueSpace Scene (*.scn)
Unigraphics Drawing (*.prt)
Universal 3D (*.u3d)
Unreal character (*.psk)
VDAF part file (*.vda)
VRML Worlds (*.wrl, *.vrmf)
Wavefront Material (*.mtl)
Wavefront Object (*.obj)
Windows Bitmap (*.bmp, *dib)
Windows RLE Bitmap (*.rle)
WMF Files (*.wmf)
XGL (*.xgl)

EON-CAD Ausgabeformate

3D Studio ASC file (*.asc)
3D Studio Mesh (*.3ds)
3ds max (*.max)
AOFF (geo) File Format (*.geo)
AutoCAD DXF File (*.dxf)
BVH Skeleton Motion Capt. Format (*.bvh)
Computer Graphics Metafile CGM (*.cgm)
cpp Open GL code (*.cpp)
CSM Point Motion Capture Format (*.csm)
DirectX model (*.x)
EON Prototype (*.eop)
EON Scene (*.eoz)
Homeworld Geometry (*.peo, *.geo)
IRIS Inventor (*.iv)
Lightwave Object (*.lwo, *.lw)
Lightwave Scene (.lws)
Maya Ascii Scene (*.ma)
Maya Binary Scene (*.mb)
Object File Format (*.off)
Open Flight Scene (*.flt)
RAW file format (*.raw)
RH binary (*.rh)
RH material (*.rhm)
RH XML (*.rhx)
RH XML (*.xml)
Rhinoceros File (*.3dm)
Right Hemisphere HTML Publish (*.html)
Scalable Vector Graphics (*.svg)
Softimage dotXSI scene (*.xsi)
Stereo lithography (*.stl)
TRC Point Motion Capture Format (*.trc)
trueSpace Object (*.cob)
Universal 3D (*.i3d)
Unreal character (*.psk)
VRML Worlds (*.wrl, *.vrmf)
VRML Worlds Web Page (*.wrl, *.html)
Wavefront Object (*.obj)