

3DUserNet API Released



3DUserNet, the online platform for storing, working and collaborating on both large Point Cloud and 3D Model dataset projects, has announced the release of their first generation API (Application Programming Interface).

Users can directly work online using the full measurement suite, annotations function, Point Cloud/Model integration tool and clip box feature. Users can also save different versions of their projects to share and interact with others online in a fully immersive 3D environment.

It is now being used by companies across the AEC sector and beyond, increasing the effective use of 3D assets for a wide range of tasks.

“After discussion with a number of leading 3D software companies, we are delighted to release our first API which will enable them to offer easy access for their users to the 3DUserNet platform”, says Dave Mercel, Co-Founder and Development Director.

The API gives third-party applications secure access to the 3DUserNet platform so users can directly download or upload datasets and use all the comprehensive features it offers, making working and collaborating with 3D data even more seamless.

“It is our expectation that we will see it made available by a number of software providers over the next few months”, says Paul Snudden, Co-Founder and Business Director. “We want our customers to be able to use their 3D data any way they need to, in any software package, and to share with whoever they want to around the globe, this is another important step towards that goal”

For more details email api@3dusernet.com or visit www.3dusernet.com