



Technical Specifications V1.15

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Browser & Hardware Requirements

Browser versions tested and supported

| Browser | Version |
|---------|-------------------|
| Chrome | 99, 98, 97, older |

| | |
|---------|-------------------|
| Firefox | 98, 97, 96, older |
| Safari | 15.3, 14.1 |
| Edge | 99, 98, 97, older |

Mobile smartphones

| OS | Browser Versions |
|---|--|
| Android versions 12,11, 10, 9, 8, 7 | Chrome 96, Firefox 96, Native browser |
| | It is recommended the smartphone to have at least 4GB of RAM |
| iOS versions 13, 12, 11, 8, XR, XS | Chrome recent versions, Safari 15, 14 |
| Mobile devices are able to open and use functionality of the public / shared viewers of the Product, shared Product grid and shared Spaces. | |

Mobile tablets

| OS | Browser Versions |
|--|---------------------------------------|
| Android versions 12,11, 10, 9, 8, 7 | Chrome 96, Firefox 96, Native browser |
| iOS versions 13, 12, 11, 8, XR, XS | Chrome recent versions, Safari 15, 14 |
| In general the full functionality should be available. | |

Hardware minimum requirements

| | |
|---------------|--|
| Processor | Intel i3 6300 |
| RAM | 8 GB |
| Storage | As required by the OS, data is in the Orchids cloud platform |
| OS | Windows &+, Mac OS |
| Graphics Card | Intel HD Graphics 530 integrated GPU |

DAM+

3D

| | |
|----------------------|---|
| Supported File Types | . *.fbx v6200+ (with applied zlib compression also), *.glb v2.0, *.gltf v2.0 binary, *.vrml |
|----------------------|---|

| | |
|--|---|
| Authoring tools tested / fully supported | Clo, VStitcher, Optitex, Accumark, Romans CAD, Modo, Blender, Rhino, Maya, Cinema 4D, Modaris |
| Maximum File Sizes | Upload file size limit is 200MB. |
| 2D Texture specs | File Types:png, jpg, jpeg, bmp, tif, tiff, hdr, webp, psd Max File Size: 55MB |
| Optimization / Processing | Models are optimized via the server by applying Draco compression, version 1.4.3 supported Textures are optimized via the server as files with resolutions 4k and 8k are resized to 2k or smaller and equal to a power of two. |

2D

Colors

| Metadata | Title | Required |
|----------|--------------|-----------------------|
| | Name | Yes |
| | Color Code | No |
| | Hex | Yes |
| | Color schema | RGB, Float, HSL, CMYK |

Supported uploadable file types

| | |
|---------------|---|
| File Types | .ase |
| Notable specs | This is a library of colors file format, supported for import into the color library of Orchids. No more than 50 colors per file! |

Materials

Supported uploadable file types

| | |
|---------------|--|
| File Types | .u3m PBR materials |
| Notable specs | Multiple materials in a u3m file supported, zip with multiple u3m files are also supported |

Prints & Graphics

| | |
|----------------------|--|
| Supported File Types | .png, .jpg, .jpeg, .hdr, .bmp, .tif, .webp, .psd |
| Maximum File Size | 55MB |

| | |
|---------------|--|
| Notable specs | |
|---------------|--|

Assets types associated with Products and Spaces

| | |
|-------------------|--|
| Asset Types | <p>General files Archive files (.ZIP, .RAR, tar, gzip) Audio formats (MP3, MPEG, WAV, .ogg, .opus) Image files (.JPEG, .PNG, .GIF, .BMP, .TIFF, .SVG, .BMP, .WEBP) Text files (.TXT) Video files (WebM, .MPEG4, .3GPP, .MOV, .AVI, .MPEGPS, .WMV, .FLV, .ogg)</p> <p>Design software files Autodesk AutoCad (.DXF) Illustrator (.AI) Photoshop (.PSD) Portable Document Format (.PDF) PostScript (.EPS, .PS) Scalable Vector Graphics (.SVG) Tagged Image File Format (.TIFF) TrueType (.TTF)</p> <p>3D software project files Clo3d/ Marvelous Designer (.ZPRJ) VStitcher (.BW) Optitex (.PDS) Maya Binary (.MB, .MA) Modo scene files (.LXO) 3DS Max (.MAX) Blender (.BLEND) Rhino (.3DM) Cinema 4D (.C4D) Lectra (.MDL)</p> <p>3D model files Geometry files: (.OBJ/.MTL, .FBX, .GLTF, .GLB) 3D material files Material files (.U3M, .U3MA, .XTEX)</p> <p>Office files Excel (.XLS, .XLSX) PowerPoint (.PPT, .PPTX) Word (.DOC, .DOCX) XML Paper Specification (.XPS) SharePoint (.TGA) Apple (.KEY, .NUMBERS)</p> |
| Maximum File Size | 100MB |

Download

Models

| | | |
|---------|---|--|
| Formats | *.glb v2.0, *.gltf v2.0 binary, *.obj + *.mtl | |
|---------|---|--|

Snapshots

| | | |
|--------|-------|---------------------|
| images | *.png | Up to 2K resolution |
|--------|-------|---------------------|

Rendering

Browser (real time)

| | | |
|------------------|-------------------|---|
| Rendering Engine | WebGL version 1.0 | Threejs library based on version 111 with many custom additions |
|------------------|-------------------|---|

Collaborate

Comments

| Locations | Product, Spaces |
|------------------------|-----------------|
| Max Characters | No Limitation |
| Max comments in thread | No Limitation |
| | |

Users

User Roles

| Metadata | Title |
|-------------------|-------------------------------------|
| member | Member account |
| member with Pro | Member with Pro account |
| Product admin | Product Line Admin |
| Pro product admin | Product Line Admin with Pro account |
| Org admin | Organization Admin |
| Pro org admin | Organization Admin with Pro |

Organization Admin, Product Line Admin, and Member - each role can be "promoted" to Pro. "Pro" users get added permissions / capabilities throughout the platform: Setup, Design and Commenting. The Library will also only be accessible to those with Pro status.

Plugins

Embodee Orchids Plugin for Browzwear VStitcher plugin capabilities

- Exports model with optimized settings for use in Orchids in *.fbx format

- Includes avatar option, so the user can opt in for including the avatar in the exported model
- Generates model metadata, utilized in Orchids to create better structure of components, matching the pattern structure in VStitcher