

# PRD - 3D Viewer



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## Product Description:

Nuxeo 3D Asset Management is a powerful tool for managing, using and manipulating 3D assets in the Nuxeo platform. This tool provides a comprehensive set of features for users to upload, store, preview, and collaborate on 3D assets in a centralized and secure environment.

## Problems to Solve:

1. **Difficulties managing 3D assets:** Many businesses struggle with managing their 3D assets, which can be scattered across different locations and file types, making it difficult to find and reuse them efficiently.
2. **Lack of collaboration:** Collaboration on 3D assets can be challenging, particularly when working with remote teams, which can result in miscommunication and delays in the review process.
3. **Limited ability to manipulate 3D assets:** Manipulating 3D assets can require specialized software and expertise, which can limit access and slow down workflows.
4. **Security concerns:** Storing and sharing 3D assets may raise concerns around security and compliance, especially for sensitive or proprietary assets.

## Customer Use case around 3D objects:

A fashion company wants to digitize their product supply chain to increase efficiency and reduce costs. The company also wants to deliver enhanced customer experiences by providing accurate product information and allowing customers to visualize products in a realistic way.

Solution: The fashion company can use 3D objects to digitize their product supply chain and deliver enhanced customer experiences.

Here's how:

1. **Digitizing the Supply Chain:** The fashion company can use 3D objects to digitize their entire supply chain, from product design to manufacturing and distribution. 3D objects can be used to create virtual samples and prototypes, which can be easily shared and reviewed by different teams involved in the product development process. This can help reduce the need for physical samples and speed up the product development cycle. The company can also use 3D objects to create virtual showrooms and retail spaces, which can be used to showcase products and make them available to customers around the world.
2. **Visualizing Products:** The company can use 3D objects to create virtual product models that can be easily shared and viewed by different teams involved in the product development process. This allows designers, merchandisers, and other stakeholders to see how the product will look and feel before creating physical samples.
3. **Creating Prototypes:** 3D objects can be used to create accurate prototypes that can be tested and refined before going into production. This can help reduce the number of physical samples needed, which can be costly and time-consuming. With 3D objects, the company can create realistic prototypes that can be used to test the product's fit, materials, and other features.
4. **Improving Collaboration:** By using 3D objects, the fashion company can improve collaboration between different teams involved in the product development process. Teams can share and review 3D objects to provide feedback and make changes to the design before creating physical samples. This can help reduce errors and ensure that the final product meets the company's standards.
5. **Accurate Product Information:** By using 3D objects, the fashion company can provide accurate product information to customers. Customers can view 3D objects to see how the product will look and feel in real life. This can help reduce the number of returns and exchanges, as customers will have a better understanding of the product before purchasing it.
6. **Enhanced Customer Experiences:** The fashion company can use 3D objects to deliver enhanced customer experiences, such as virtual try-ons and interactive product visualizations. Customers can use their smartphones or other devices to view 3D objects and see how the product will look on them. This can help increase customer engagement and satisfaction.

## Key Features:

1. **3D Asset Management:** Easily upload and store 3D assets within the Nuxeo platform.
2. **Preview:** Preview 3D assets in high resolution and in real-time with support for multiple file formats.
3. **Collaboration:** Share 3D assets with colleagues and stakeholders to streamline the review process and ensure everyone is on the same page.
4. **Metadata:** Add metadata to 3D assets to provide additional context and make it easier to search and retrieve.
5. **Versioning:** Easily track changes made to 3D assets and revert to previous versions if necessary.
6. **Integration:** Seamlessly integrate with popular 3D modeling tools and design software to import and export 3D assets.
7. **Security:** Ensure the safety and security of your 3D assets with enterprise-level security features like role-based access control and encryption.

## Benefits:

1. **Increased Efficiency:** Easily access and manage all your 3D assets in one centralized location, making it easier to find and reuse assets and reduce duplication.
2. **Improved Collaboration:** Streamline the review process by sharing 3D assets with colleagues and stakeholders, and get everyone on the same page.
3. **Increased Productivity:** Quickly upload and preview 3D assets in high resolution, saving time and increasing productivity.
4. **Enhanced Security:** Ensure the safety and security of your 3D assets with enterprise-level security features.
5. **Seamless Integration:** Seamlessly integrate with popular 3D modeling tools and design software to import and export 3D assets like Browzwear

**Target Market:** This product is ideal for businesses in the retail, architecture, engineering and media industries that frequently use 3D assets in their workflows.

Customers interested: VF, PVH, Lululemon, Farfetch

## Tech team:

### Generic 3D Viewer:

We have currently two very recent plugin made by presales to allow preview of 3D format through GLB (the most popular conversion, and offered by all the design software in addition to their proprietary formats).

We have a second plugin allowing conversion from OBJ format (which is also popular format) to GLB, allowing the preview of those 3D files within nuxeo.

[✕ Nuxeo 3D GLB Preview](#) [✕ Nuxeo Wavefront OBJ to GLB Converter](#)

Goals are:

- >> Review the two addons, and make sure we can extract as much as we can to productize it
- >> Features should be: Preview, Annotation, Image rendering. Support for GLB and OBJ formats.
- >> Merge the two addons into one
- >> Make it compatible with the compound addon

Access to the current presales demo (do not delete files, just for preview purposes)

<https://pam-solution-2021.cloud.nuxeo.com/nuxeo/ui#!/browse/default-domain/content/Demo/Puma/531627-20200911>

Administrator / Nuxeo2020

Nov3d Initial meeting record:

 [Video Conferencing, Web Conferencing, Webinars, Screen Sharing](#)

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## Other Research

### Personas

1. Designer: The designer is responsible for creating product designs and developing new concepts. They use 3D objects to create virtual prototypes and visualize their designs before creating physical samples. They use the DAM system to organize and store their designs and collaborate with other team members.
2. Merchandiser: The merchandiser is responsible for planning and managing the product assortment for the company. They use 3D objects to review product designs and ensure they align with the company's merchandising strategy. They use the DAM system to access product information and track product development progress.
3. Product Manager: The product manager is responsible for overseeing the product development process and ensuring that products are delivered on time and within budget. They use 3D objects to review product designs and prototypes and provide feedback to the design team. They use the DAM system to track product development progress and ensure that all product information is accurate and up-to-date.
4. Marketing Manager: The marketing manager is responsible for creating marketing campaigns and promoting the company's products. They use 3D objects to create product visualizations and renderings for marketing materials. They use the DAM system to access product images and videos for use in marketing campaigns.
5. IT Manager: The IT manager is responsible for managing the company's IT infrastructure and ensuring that all systems are working effectively. They are responsible for implementing and maintaining the DAM system and ensuring that all team members can access and use it efficiently.
6. Supplier: The supplier is responsible for providing raw materials and finished goods to the fashion company. They use the DAM system to access product specifications and collaborate with the fashion company to ensure that products meet quality and performance standards. They use 3D objects to visualize product designs and ensure that their materials and products are compatible with the fashion company's designs.

The supplier persona plays an important role in the product development process as they are responsible for providing the raw materials and finished products that the fashion company uses to create their products. By using the DAM system, the supplier can access product specifications and collaborate with the fashion company to ensure that their materials and products meet the required quality and performance standards. By using 3D objects, the supplier can visualize the product designs and ensure that their materials and products are compatible with the fashion company's designs. This can help to reduce the risk of errors and delays in the product development process and ensure that the final product meets the required specifications.

### User Stories for Designer Persona:

1. As a fashion designer, I want to create virtual samples and prototypes using 3D objects, so that I can easily share and review them with my team, reducing the need for physical samples and speeding up the product development process.

2. As a fashion designer, I want to have access to a library of material to create 3d models of product
3. As a fashion designer, I want to have access to a library of colors to create 3d models of product
4. As a fashion designer, I want to have access to an up to date list of authorized materials to work in my current collection
5. As a fashion designer, I want to have access to a comprehensive library of materials and colors within the 3D viewer, so that I can easily select and apply them to my virtual samples and prototypes, saving time and effort in creating realistic product visualizations.
6. As a fashion designer, I want to be able to customize and import my own libraries of materials and colors into the 3D viewer, so that I can maintain consistency with my brand's aesthetic and have the flexibility to use custom materials and colors in my product visualizations.
7. As a fashion designer, I want to be able to easily review and approve virtual samples and prototypes within the 3D viewer, so that I can collaborate with my team and provide feedback in an efficient and streamlined manner, reducing the need for time-consuming physical samples and approvals.
8. As a fashion designer, I want to be able to annotate and add comments directly onto the virtual samples and prototypes within the 3D viewer, so that I can provide clear feedback and instructions to my team, improving communication and reducing errors in the product development process.
9. As a fashion designer, I want to be able to connect the 3D viewer to systems like Browzwear, a popular 3D apparel design software, so that I can easily import and export my 3D assets between different software platforms, enhancing my workflow and productivity in creating digital product creations.
10. As a fashion designer, I want to be able to easily share virtual samples and prototypes with other stakeholders, such as merchandisers, buyers, and clients, through the 3D viewer, so that they can review and provide feedback, improving collaboration and expediting the review and approval process.
11. As a fashion designer, I want to be able to view and compare different versions of virtual samples and prototypes side by side within the 3D viewer, so that I can make informed decisions and track changes throughout the product development process, ensuring that the final product meets the desired specifications.
12. As a fashion designer, I want to use 3D objects to create realistic product models, so that I can visualize how the product will look and feel before creating physical samples, helping me make design decisions more accurately.
13. As a fashion designer, I want to use 3D objects to create accurate prototypes that can be tested and refined, reducing the number of physical samples needed and saving costs and time in the product development process.
14. As a fashion designer, I want to collaborate with other teams involved in the product development process using 3D objects, so that we can share and review designs, provide feedback, and make changes before creating physical samples, reducing errors and ensuring high-quality products.
15. As a fashion designer, I want to provide accurate product information to customers using 3D objects, so that they can view and understand how the product will look and feel in real life, reducing returns and exchanges and enhancing customer satisfaction.
16. As a fashion designer, I want to use 3D objects to create virtual try-ons and interactive product visualizations, so that customers can have enhanced experiences and engage more with our products, leading to increased customer engagement and satisfaction.

#### User stories merchandiser

1. As a merchandiser, I want to be able to view and approve virtual samples and prototypes within the 3D viewer, so that I can accurately assess the product's appearance, fit, and materials, and provide feedback to the design team in a timely manner, reducing the need for physical samples and speeding up the product development process.
2. As a merchandiser, I want to have access to a comprehensive library of materials and colors within the 3D viewer, so that I can easily select and approve them for use in the virtual samples and prototypes, ensuring consistency and alignment with the brand's aesthetic and product specifications.
3. As a merchandiser, I want to be able to review and compare different versions of virtual samples and prototypes side by side within the 3D viewer, so that I can assess changes and improvements made during the product development process, and provide feedback on any discrepancies or inconsistencies.
4. As a merchandiser, I want to be able to annotate and add comments directly onto the virtual samples and prototypes within the 3D viewer, so that I can provide clear instructions and feedback to the design team, ensuring that the final product meets the desired specifications and quality standards.

5. As a merchandiser, I want to be able to easily share virtual samples and prototypes with other stakeholders, such as buyers, marketing teams, and clients, through the 3D viewer, so that they can review and provide feedback, improving collaboration and expediting the review and approval process.
6. As a merchandiser, I want to be able to connect the 3D viewer to systems like Browzwear, a popular 3D apparel design software, so that I can easily import and export virtual samples and prototypes between different software platforms, enabling seamless communication and coordination between different teams involved in the product development process.
7. As a merchandiser, I want to be able to view virtual showrooms and retail spaces created using 3D objects within the 3D viewer, so that I can assess the visual merchandising and product placement, and provide feedback on the product assortment and presentation, enhancing the overall customer experience and sales potential.

#### Product manager

1. As a product manager, I want to be able to access and manage a comprehensive library of materials and colors within the 3D viewer, so that I can easily select, approve, and manage these assets for use in virtual samples and prototypes, ensuring consistency and alignment with the brand's guidelines and product specifications.
2. As a product manager, I want to be able to review and approve virtual samples and prototypes within the 3D viewer, so that I can accurately assess the product's appearance, fit, and materials, and provide feedback to the design and merchandising teams, ensuring that the product meets the desired specifications and quality standards.
3. As a product manager, I want to be able to easily compare different versions of virtual samples and prototypes side by side within the 3D viewer, so that I can assess changes and improvements made during the product development process, and provide feedback on any discrepancies or inconsistencies.
4. As a product manager, I want to be able to annotate and add comments directly onto the virtual samples and prototypes within the 3D viewer, so that I can provide clear instructions and feedback to the design and merchandising teams, ensuring that any necessary changes are implemented accurately and efficiently.
5. As a product manager, I want to be able to easily share virtual samples and prototypes with other stakeholders, such as merchandisers, buyers, marketing teams, and clients, through the 3D viewer, so that they can review and provide feedback, improving collaboration and expediting the review and approval process.
6. As a product manager, I want to be able to connect the 3D viewer to systems like Browzwear, a popular 3D apparel design software, so that I can easily import and export virtual samples and prototypes between different software platforms, enabling seamless communication and coordination between different teams involved in the product development process.
7. As a product manager, I want to be able to view virtual showrooms and retail spaces created using 3D objects within the 3D viewer, so that I can assess the visual merchandising and product presentation, and provide feedback on the product assortment and placement, ensuring that the overall customer experience and sales potential are optimized.
8. As a product manager, I want to be able to track and monitor the progress of virtual samples and prototypes within the 3D viewer, so that I can ensure that the product development process is on track, and identify any potential issues or bottlenecks that may impact the timeline or quality of the final product.

#### User stories for the marketing manager

1. As a marketing manager, I want to be able to use the 3D viewer to visualize products in a realistic way, so that I can create compelling marketing assets, such as product images, videos, and animations, that showcase the products' unique features and design, and effectively communicate the brand's value proposition to customers.
2. As a marketing manager, I want to be able to easily access and manage a library of 3D product models and virtual showrooms within the 3D viewer, so that I can quickly select and use these assets for marketing campaigns, social media posts, website content, and other promotional materials, without the need for physical samples or photo shoots.
3. As a marketing manager, I want to be able to create interactive and engaging customer experiences using the 3D viewer, such as virtual try-ons, product customizations, and 360-degree views, so that I can increase customer engagement, drive brand awareness, and generate interest and excitement around the products.

4. As a marketing manager, I want to be able to collaborate with the design and merchandising teams using the 3D viewer, by providing feedback and approvals on virtual samples and prototypes, so that I can ensure that the marketing assets accurately represent the products and are aligned with the brand's visual identity and messaging.
5. As a marketing manager, I want to be able to easily share 3D product models and virtual showrooms with external stakeholders, such as influencers, media partners, and retail partners, through the 3D viewer, so that they can use these assets for their marketing efforts, and amplify the brand's reach and exposure.
6. As a marketing manager, I want to be able to measure and analyze the performance of the 3D viewer assets in marketing campaigns, such as click-through rates, conversion rates, and engagement metrics, so that I can assess the effectiveness of the assets, optimize the marketing strategies, and demonstrate the impact of 3D visualization on the brand's marketing ROI.
7. As a marketing manager, I want to be able to easily integrate the 3D viewer with other marketing technologies and platforms, such as e-commerce websites, social media channels, and email marketing tools, so that I can seamlessly incorporate 3D visualization into the brand's overall marketing ecosystem, and deliver consistent and immersive customer experiences across different touchpoints.
8. As a marketing manager, I want to be able to leverage the 3D viewer to create product launch campaigns, pre-order campaigns, and other marketing initiatives that leverage the excitement and anticipation generated by virtual product visualization, to drive customer engagement, pre-sales, and conversions.

#### User stories Supplier

1. As a supplier, I want to be able to use the 3D viewer to showcase my product catalog in a visually appealing and interactive way, so that I can impress potential brand partners with realistic 3D visualizations of my products' design, features, and capabilities, and stand out from competitors.
2. As a supplier, I want to be able to easily share 3D product models and virtual showrooms with brand partners through the 3D viewer, so that they can virtually review and approve the products, provide feedback, and make informed decisions without the need for physical samples or extensive back-and-forth communication.
3. As a supplier, I want to be able to collaborate with brands in real-time using the 3D viewer, by making design modifications, material changes, and other updates to the product models based on their feedback, so that we can streamline the approval process, reduce delays, and ensure that the final products meet their requirements and expectations.
4. As a supplier, I want to be able to use the 3D viewer to create virtual samples and prototypes of new products, so that I can efficiently iterate on the designs, make adjustments, and validate the product concepts with brand partners, without incurring the cost and time associated with physical prototyping.
5. As a supplier, I want to be able to leverage the 3D viewer to visually communicate product specifications, including measurements, colors, materials, and other details, to brand partners, so that we can avoid misunderstandings or miscommunications, and ensure that the products are manufactured according to the desired specifications.
6. As a supplier, I want to be able to use the 3D viewer to simulate different lighting conditions, environments, and scenarios, so that I can showcase how my products would look and perform in various contexts, and provide brand partners with a comprehensive understanding of the products' visual and functional attributes.
7. As a supplier, I want to be able to easily manage and organize my library of 3D product models and virtual showrooms within the 3D viewer, so that I can efficiently find, update, and share the assets with different brand partners, and keep track of the latest versions and revisions.
8. As a supplier, I want to be able to leverage the 3D viewer to participate in virtual trade shows, product presentations, and other remote sales and marketing activities, so that I can showcase my products to a wider audience, expand my reach, and generate new business opportunities.

#### IT Manager

1. As an IT Manager, I want to be able to easily configure and customize the 3D viewer's settings, preferences, and permissions, so that we can tailor the viewer to our organization's specific needs, and control the access, usage, and visibility of the 3D assets across different

teams and roles.

2. As an IT Manager, I want to ensure that the 3D viewer is scalable and can handle large volumes of data, so that we can efficiently manage and display a wide range of product models, materials, colors, and other content, without experiencing performance issues or slowdowns.
3. As an IT Manager, I want to ensure that the 3D viewer is compatible with different devices, browsers, and operating systems, so that our users can access and use the viewer on their preferred devices, including desktops, laptops, tablets, and mobile devices, regardless of their operating system or browser preferences.
4. As an IT Manager, I want to ensure that the 3D viewer supports collaboration features, such as real-time updates, version control, and multi-user access, so that our teams can work together seamlessly, review and approve product models, and provide feedback in a collaborative manner, regardless of their physical location or time zone.
5. As an IT Manager, I want to ensure that the 3D viewer provides robust data analytics and reporting capabilities, so that we can track and measure the usage, performance, and engagement of the 3D assets, and derive insights to optimize our product development and marketing strategies.
6. As an IT Manager, I want to ensure that the 3D viewer is backed by reliable technical support, documentation, and training resources, so that our users can quickly resolve any technical issues, learn how to effectively use the viewer, and maximize the value of the software for our organization.
7. As an IT Manager, I want to ensure that the 3D viewer is compliant with relevant industry standards, such as CAD formats, data exchange formats, and other relevant standards, so that we can seamlessly exchange product data with our partners, suppliers, and customers, and ensure interoperability with other software systems.
8. As an IT Manager, I want to ensure that the 3D viewer provides robust APIs and connectors to integrate with other third-party software systems, such as PLM, ERP, e-commerce platforms, and other relevant systems, so that we can streamline data exchange, automate workflows, and achieve seamless connectivity across our organization's technical infrastructure.

Vntna option:

## What is VNTANA?

VNTANA provides a platform for creating and sharing interactive 3D experiences. Their platform includes 3D content creation and management tools, as well as a 3D viewer that allows users to interact with 3D objects in real time. The VNTANA 3D viewer is intended to be embedded in websites, mobile apps, and other digital platforms.

Integrating the VNTANA 3D viewer into Nuxeo can provide a number of advantages to organizations that use Nuxeo as their content management system. Here are some potential advantages:

**Improved visual representation:** The VNTANA 3D viewer can provide a more detailed and immersive view of 3D objects, allowing users to better understand and appreciate the visual elements of Nuxeo objects.

**Improved collaboration:** With the VNTANA 3D viewer, users can more effectively collaborate on 3D objects. They can view the same object from different perspectives and annotate it in real time, which improves communication and collaboration within teams.

**Workflows can be streamlined** by integrating the VNTANA 3D viewer within Nuxeo, which allows users to access and view 3D objects directly from the Nuxeo platform. This can save users time and reduce the need for them to switch between applications.

Users can view and analyze 3D objects more quickly and efficiently with the VNTANA 3D viewer. Based on the 3D content stored within Nuxeo, this can assist organizations in making faster and more informed decisions.

User Stories

## Core

### Epic 1: Integration with Nuxeo

As a Nuxeo user, I want to be able to access and view 3D objects stored within Nuxeo using the 3D viewer, so that I can easily and efficiently work with 3D content without needing to switch between different applications.

**User story 1: Integration setup** As a system administrator, I want to be able to configure and set up the integration between Nuxeo and the 3D viewer, so that users can access and view 3D objects within the Nuxeo platform.

**User story 2: View 3D objects** As a Nuxeo user, I want to be able to view 3D objects stored within Nuxeo using the 3D viewer, so that I can better understand and analyze the 3D content.

**User story 3: Interact with 3D objects** As a Nuxeo user, I want to be able to interact with 3D objects using the 3D viewer, so that I can perform actions such as rotating, zooming, and making annotations.

**User story 4: Versioning and Change Tracking** As a Nuxeo user collaborating with others on 3D content using the 3D viewer, I want to be able to track changes and versions of the 3D content, so that we can maintain a clear history of edits and avoid conflicts.

**User story 5: Mobile Access/responsiveness** As a Nuxeo user collaborating with others on 3D content using the 3D viewer, I want to be able to access the 3D content and collaborate with others using mobile devices, such as smartphones or tablets, so that I can stay connected

**Epic 2: Collaboration** As a Nuxeo user, I want to be able to collaborate with other users on 3D content using the VNTANA 3D viewer, so that we can work together more effectively and efficiently.

**User story 1: Real-time collaboration** As a Nuxeo user, I want to be able to collaborate with other users on 3D content in real-time using the 3D viewer, so that we can discuss and analyze the 3D content together.

**User story 2: Annotation and commenting** As a Nuxeo user, I want to be able to make annotations and comments on 3D content using the 3D viewer, so that I can provide feedback and communicate with other users about the 3D content.

### Epic 3: Security and Permissions

**User story 1: Access Control** As a Nuxeo administrator, I want to be able to control access to 3D content using the VNTANA 3D viewer, so that I can ensure that only authorized users can view and interact with the 3D content.

**User story 2: Permissions Management** As a Nuxeo administrator, I want to be able to manage permissions for 3D content using the 3D viewer, so that I can control who can view, edit, and delete 3D content within the Nuxeo platform.

### Epic 4: Workflow Management

**User story 1: Approval Workflow** As a Nuxeo user, I want to be able to set up an approval workflow for 3D content using the VNTANA 3D viewer, so that I can ensure that 3D content is reviewed and approved by the appropriate parties before being published or shared.

**User story 2: Collaboration Workflow** As a Nuxeo user, I want to be able to set up a collaboration workflow for 3D content using the 3D viewer, so that multiple users can work together on 3D content and provide feedback and suggestions to one another.

### Epic 5: Search and Discovery

**User story 1: Advanced Search** As a Nuxeo user, I want to be able to perform advanced searches for 3D content using the 3D viewer, so that I can quickly find the 3D content I need based on various criteria, such as keywords, metadata, or 3D model properties.

**User story 2: Recommendations** As a Nuxeo user, I want to be able to receive recommendations for 3D content using the 3D viewer, based on my search history or the preferences of similar users, so that I can discover new 3D content that may be relevant to my work.

## Nice to have

### Epic 6: Customization

As a Nuxeo user, I want to be able to customize the VNTANA 3D viewer to fit the specific needs and branding of my organization, so that the 3D content is presented in a way that is consistent with our brand and user interface.

**User story 1: Custom branding** As a system administrator, I want to be able to customize the VNTANA 3D viewer with our organization's branding elements, such as logos and color schemes, so that it is consistent with our other digital platforms.

**User story 2: UI customization** As a Nuxeo user, I want to be able to customize the user interface of the VNTANA 3D viewer to fit my preferences and workflow, so that I can work with 3D content more efficiently.

### Epic 7: Advanced 3D Interactions

**User story 1: Measurement and Analysis** As a Nuxeo user, I want to be able to perform advanced measurements and analyses on 3D content using the VNTANA 3D viewer, so that I can obtain precise measurements and insights about the 3D content.

**User story 2: Animations and Simulations** As a Nuxeo user, I want to be able to create and view animations and simulations of 3D content using the VNTANA 3D viewer, so that I can better understand the behavior and functionality of the 3D content.

### Epic 8: Integration with Other Systems

**User story 1: Integration with CAD Software** As a Nuxeo user, I want to be able to import and view 3D content from CAD software, such as AutoCAD or SolidWorks, using the VNTANA 3D viewer, so that I can easily work with 3D content from different sources.

**User story 2: Integration with Virtual Reality Systems** As a Nuxeo user, I want to be able to view and interact with 3D content using virtual reality systems, such as Oculus or HTC Vive, through integration with the VNTANA 3D viewer, so that I can experience 3D content in an immersive and engaging way.

Integration with Product design software like clo3d or browzwear

### Epic 9: Reporting and Analytics

**User story 1: Usage Analytics** As a Nuxeo administrator, I want to be able to track usage analytics for 3D content using the VNTANA 3D viewer, so that I can understand how often 3D content is being viewed and by whom, as well as identify trends and areas for improvement.

**User story 2: Reporting** As a Nuxeo user, I want to be able to generate reports on 3D content using the VNTANA 3D viewer, such as usage reports, metadata reports, or user feedback reports, so that I can better understand and communicate the value of 3D content within my organization.