VisualCAD®

2D and 3D modeling including NURBS, Solids, Surfaces & Meshes
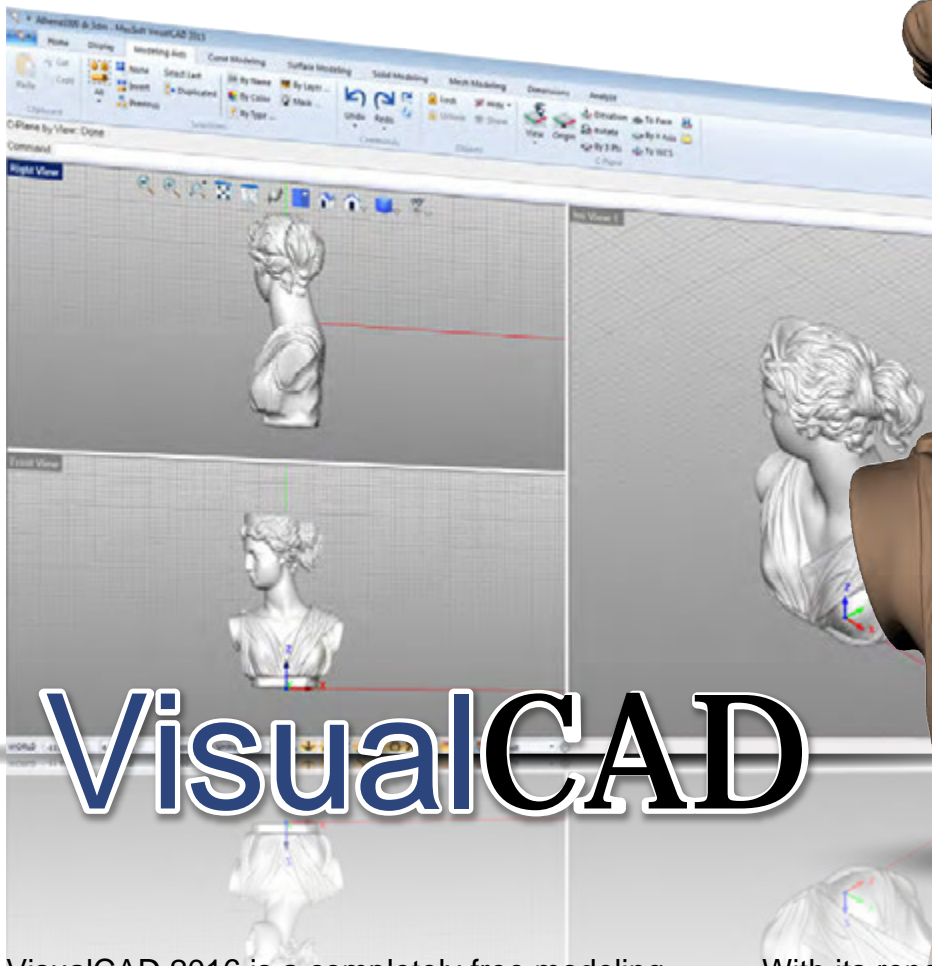
VisualCAD 2016 is a completely free modeling software from MecSoft Corporation. Sporting a modern user interface, it makes creation of 2D and 3D curves as well as 3D surfaces, solids and meshes easy and efficient. It includes numerous file importing capabilities such as DXF/DWG, IGES, STEP and other file formats making it an ideal companion product to your mainline CAD system.

With its renowned ease of use, a complete geometry creation and manipulation tool-set and fast shaded graphics and rendering, VisualCAD 2016 is a perfect system for first time CAD users and/or educational users. VisualCAD also serves as the platform for hosting plug-ins such as the VisualCAM and Visual3DPRINT plug-ins from MecSoft Corporation.

VisualCAD Feature List

User Interface & Display

Modern ribbon user interface with tabs and groups arranged logically for easy creation and modification of geometry. Use fast shaded graphics, multiple display modes and unlimited viewports and viewport configurations for unambiguous visualization of your model.

Importers

A complete set of importers, including DWG/DXF, IGES, STEP, Rhino, and other 2D as well as 3D format importers, allows you to import data from almost all major CAD systems in use today.

Curve Modeling Functions

Create Points, Point Clouds, Lines, Arcs, Circles and NURB curves accurately using the friendly visual cursor tracking tools. Use powerful modification tools such as fillet, chamfer, trim and offset to create 2D geometry quickly and efficiently.

Surface/Solid/Mesh Modeling Functions

Create Planar Surfaces, Surface from 2 Curves, Surfaces from 4 Curves, Surface of Extrusion, Surface of Revolution and Bi-linear Surfaces easily and accurately. Modify surfaces using tools such as such as trimming and curve projection.
Create solid primitives such as Box, Sphere, Cylinder, Cone, Torus, Extrude, Revolve and Tubes as well as import solid models from other CAD systems. Stitch free floating surfaces to create solid models.
Create mesh primitives such as Box, Sphere, Cylinder, Cone, Torus, Extrude, Revolve and Tubes. Use solid mesh modification tools such as Boolean Unite, Subtract and Intersect to create additional shapes.

Dimensioning & Analysis Functions

Use Linear, Radial and Angular Dimensions along with notes and annotation tools to dimension and annotate your models. Use analysis queries such as vertex coordinate, distance between two points, length of entities, arc & circle diameter and other queries to interrogate the model.

Modeling Aids

Use an extensive set of modeling aids such as selection tools, selection filters, object lock & unlock tools as well as tools to hide and show objects to make modeling easy and fast. Use the Construction Plane object for quick oblique plane geometry creation. Utilize the innovative graphical manipulator to move, rotate and scale objects intuitively and graphically.

All this and additional tools to make creation of geometry easy and fast...