



# THE 3DKIT STANDARD

Build High-Performance 3D On The Web

# 3D On The Web Is Broken.

Most 3D Assets Are Too Heavy.

They Slow Down Load Times And Increase Drop-Off.

Quality Is Often Sacrificed

You're Forced To Choose

**Fast — Or High Quality.**

**Not Both.**



# Built For Performance From Day One.

3DKit Is More Than A 3D Asset. It's A Production-Ready Pipeline For The Web.

**Draco 1.5+** Mesh Compression

✓ **Faster Load Times**

**Custom** WebGL 2 Renderer

✓ **Stable Performance**

**Automatic** LOD Scaling

✓ **High Visual Quality**

# Clean Geometry. Better Rendering.



## Quad-Based Topology

Clean Mesh Flow For Stable  
Shading And Reflections

## Measured Performance

Optimized Before Deployment—  
Not After

## Pre-Baked Lighting

Less Real-Time Computation.  
Better Performance

# Consistent, Real-Time Performance.

**60 FPS**

3DKit optimized

**39 FPS**

Standard WebGL

**18 FPS**

Raw FBX

Runs At 60 FPS Across Chrome And Mobile Safari.



# Works With Your Stack.



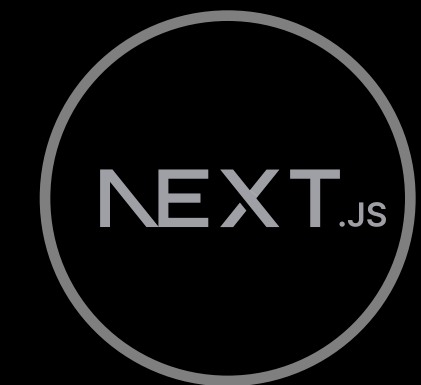
## Secure By Default

Built With Full Compliance To  
CORS Policies By Default.



## HTML-Driven Control

Control Scale, Rotation, And  
Camera Via Data Attributes.  
Zero JavaScript.



## Framework-Ready

Seamlessly Integrates With  
Modern Frameworks Like  
React, Vue, And Next.Js



Build Faster 3D Experiences.

Start With 3DKit.

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