

Create Governed 3D Content Without File-Based Publishing

Product definition is governed in PLM, but the digital thread breaks at file export, where downstream content relies on derivative files.

That model introduces configuration drift and loss of alignment across the enterprise.

Vertex Publish enables governed 3D content creation directly from authoritative product definition, without generating derivative files or file-based publishing.

Content is created from live product data and remains aligned to PLM configuration as it evolves, while PLM remains the system of record.

Create Governed 3D Content for Enterprise Workflows

- Build interactive 3D scenes from full product assemblies
- Tailor views for service, manufacturing, and training workflows
- Enable non-CAD users to create and interact with governed 3D content

Eliminate File-Based Publishing and Derivative Content Pipelines

- No STEP, JT, or derivative file generation
- No manual content preparation pipelines
- No static snapshots becoming operational truth

Maintain Alignment to PLM

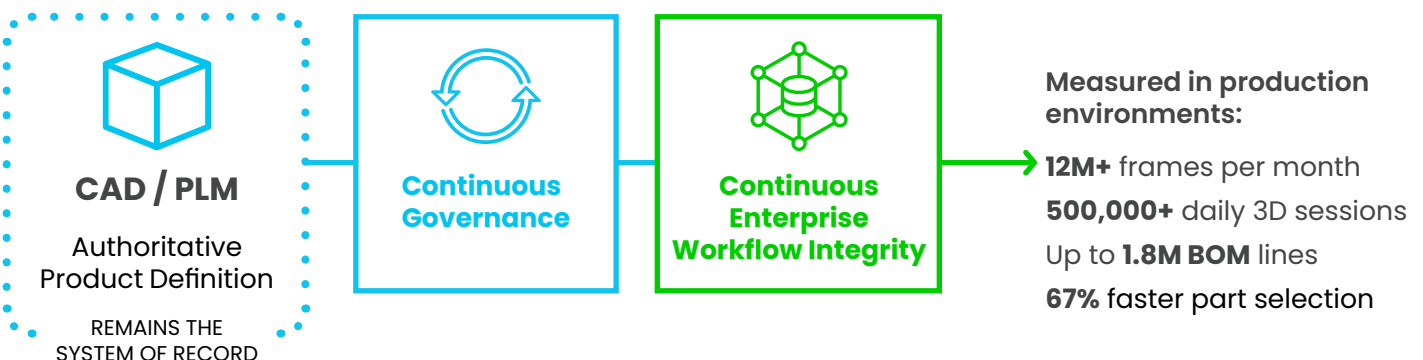
- Content reflects current product configuration
- Engineering changes propagate automatically
- No divergence between design and downstream content

Enable Reuse Across the Enterprise Without Duplication

- One governed content layer across applications
- Scenes reused across workflows without duplication
- No need to rebuild content per use case

Governed content creation, delivered through pixel streaming from authoritative systems, replaces file-based publishing workflows

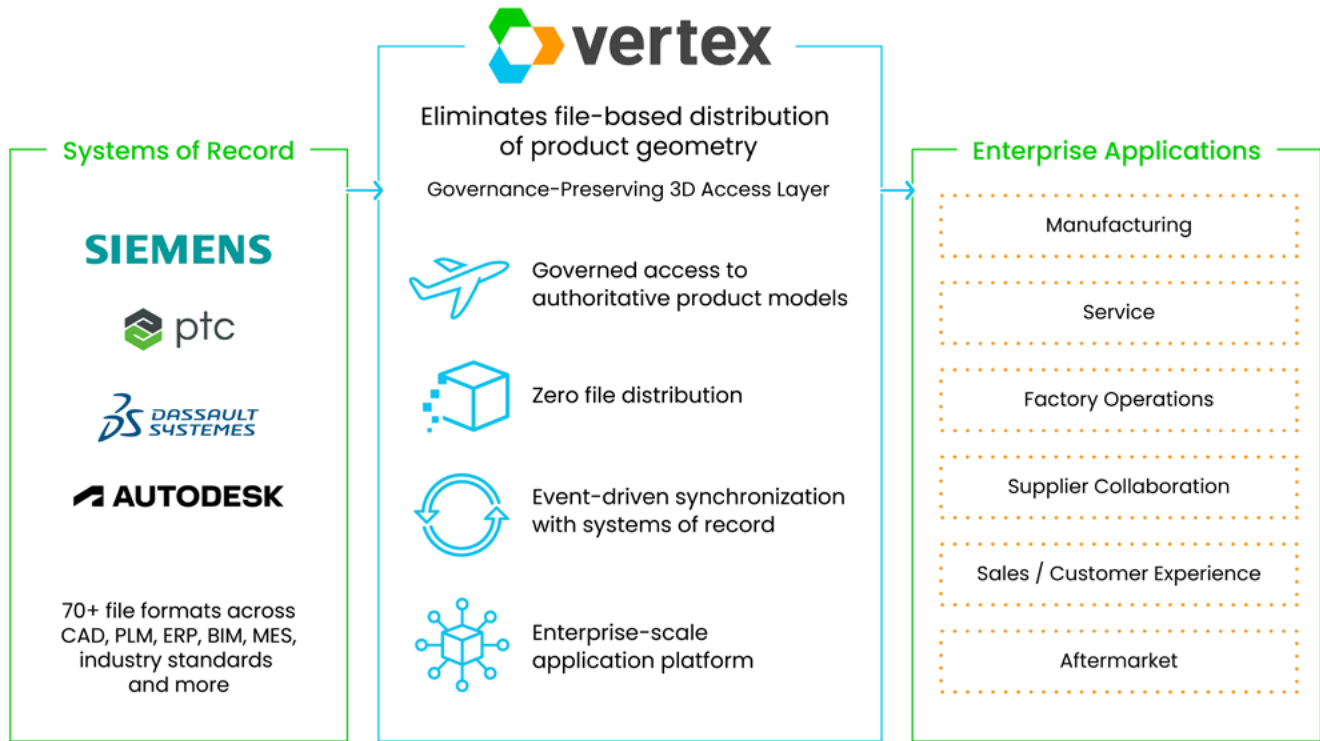
Proven at Enterprise Scale in Production Environments



How Vertex Publish Works

Vertex Publish operates within the Vertex governed 3D access layer. Enabling teams to create and deliver 3D content directly from authoritative product definition.

Scenes are generated from live PLM data and delivered through the governed access layer. Remaining continuously aligned through event-driven synchronization without file-based publishing workflows.



Core Content Creation Capabilities

Vertex Publish operates across four core content creation capabilities:

Scene Creation + Configuration

- Generate scenes from live PLM structures
- Organize by product, configuration, or build state
- Always aligned to current product definition

Content Structuring + Simplification

- Maintains full product structure alignment
- Synchronizes metadata, attributes, and relationships
- Ensures completeness of product definition in access layer

Annotation + Contextualization

- Capture views with annotations and markup
- Standardize visual communication across teams
- Enable consistent interpretation of product data

Application Integration Layer

- Embed governed 3D content into enterprise applications
- Deliver scenes via APIs and SDKs
- Support multiple workflows on a shared access layer

Request a demo to see how Vertex extends PLM governance in your environment—without file export

