Chapter 1.

Introduction

ACIS 3D Geometric Modeler (ACIS) is an object-oriented geometric modeling engine designed for use as the geometric foundation within three-dimensional (3D) modeling applications. Written in C++, ACIS provides an open architecture framework for wireframe, surface, and solid modeling from a common, unified data structure.

This manual provides information and guidelines to help you create and debug applications using ACIS. It includes information about object libraries, initialization and termination, error handling, deriving classes, etc.

Spatial does not guarantee that an operation on an object in ACIS will have the same result from release to release.