

## How to extract 3d animation from PDF in VB.NET using ByteScout PDF Extractor SDK

ByteScout PDF Extractor SDK: the Software Development Kit (SDK) that is designed to help developers with data extraction from unstructured documents like pdf, tiff, scans, images, scanned and electronic forms. The library is powered by OCR, computer vision and AI to provide unique functionality like table detection, automatic table structure extraction, data restoration, data restructuring and reconstruction. Supports PDF, TIFF, PNG, JPG images as input and can output CSV, XML, JSON formatted data. Includes full set of utilities like pdf splitter, pdf merger, searchable pdf maker.

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### Source Code Files:

Extract3DAnimation.VS2005.vbproj

```
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>
    <ProductVersion>8.0.50727</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{7B47AE2F-F68A-456C-A7E3-6FFA0FCF8AED}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <AppDesignerFolder>Properties</AppDesignerFolder>
    <RootNamespace>Extract3DAnimation</RootNamespace>
    <AssemblyName>Extract3DAnimation</AssemblyName>
  </PropertyGroup>
</Project>
```

```

</PropertyGroup>
<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
  <DebugSymbols>>true</DebugSymbols>
  <DebugType>full</DebugType>
  <Optimize>>false</Optimize>
  <OutputPath>bin\Debug</OutputPath>
  <DefineConstants>DEBUG,TRACE</DefineConstants>
  <ErrorReport>prompt</ErrorReport>
  <WarningLevel>4</WarningLevel>
</PropertyGroup>
<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
  <DebugType>pdbonly</DebugType>
  <Optimize>>true</Optimize>
  <OutputPath>bin\Release</OutputPath>
  <DefineConstants>TRACE</DefineConstants>
  <ErrorReport>prompt</ErrorReport>
  <WarningLevel>4</WarningLevel>
</PropertyGroup>
<Import Project="$(MSBuildBinPath)\Microsoft.VisualBasic.Targets" />
<ItemGroup>
  <Import Include="Microsoft.VisualBasic" />
  <Import Include="System" />
  <Reference Include="Bytescout.PDFExtractor, Version=1.0.0.12, Culture=neutral, processorArchitecture=MSIL">
    <SpecificVersion>False</SpecificVersion>
  </Reference>
  <Reference Include="System" />
  <Reference Include="System.Data" />
  <Reference Include="System.Drawing" />
  <Compile Include="Program.vb" />
  <Compile Include="Properties\AssemblyInfo.vb" />
</ItemGroup>
<ItemGroup>
</ItemGroup>
</Project>

```

## Extract3DAnimation.VS2008.vbproj

```

<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003" ToolsVersion="3.5">
  <PropertyGroup>
    <Configuration Condition=" '$(Configuration)' == '' ">Debug</Configuration>
    <Platform Condition=" '$(Platform)' == '' ">AnyCPU</Platform>
    <ProductVersion>9.0.30729</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{7B47AE2F-F68A-456C-A7E3-6FFA0FCF8AED}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <AppDesignerFolder>Properties</AppDesignerFolder>
    <RootNamespace>Extract3DAnimation</RootNamespace>
    <AssemblyName>Extract3DAnimation</AssemblyName>
    <OldToolsVersion>2.0</OldToolsVersion>
    <TargetFrameworkVersion>v3.5</TargetFrameworkVersion>
  </PropertyGroup>
  <PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <Optimize>>false</Optimize>
    <OutputPath>bin\Debug</OutputPath>
    <DefineConstants>DEBUG,TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
    <DebugType>pdbonly</DebugType>
    <Optimize>>true</Optimize>
    <OutputPath>bin\Release</OutputPath>
    <DefineConstants>TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>

```

```

</PropertyGroup>
<Import Project="$(MSBuildToolsPath)\Microsoft.VisualBasic.Targets" />
<ItemGroup>
  <Import Include="Microsoft.VisualBasic" />
  <Import Include="System" />
  <Reference Include="Bytescout.PDFExtractor, Version=1.0.0.12, Culture=neutral, processorArchitecture=MSIL">
    <SpecificVersion>False</SpecificVersion>
  </Reference>
  <Reference Include="System" />
  <Reference Include="System.Data" />
  <Reference Include="System.Drawing" />
  <Compile Include="Program.vb" />
  <Compile Include="Properties\AssemblyInfo.vb" />
</ItemGroup>
</ItemGroup>
</ItemGroup>
</Project>

```

### Extract3DAnimation.VS2010.vbproj

```

<?xml version="1.0" encoding="utf-8"?>
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003" ToolsVersion="4.0">
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>
    <ProductVersion>
    </ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{7B47AE2F-F68A-456C-A7E3-6FFA0FCF8AED}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <AppDesignerFolder>Properties</AppDesignerFolder>
    <RootNamespace>Extract3DAnimation</RootNamespace>
    <AssemblyName>Extract3DAnimation</AssemblyName>
    <OldToolsVersion>3.5</OldToolsVersion>
    <TargetFrameworkVersion>v4.0</TargetFrameworkVersion>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <Optimize>>false</Optimize>
    <OutputPath>bin\Debug</OutputPath>
    <DefineConstants>DEBUG,TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">
    <DebugType>pdbonly</DebugType>
    <Optimize>>true</Optimize>
    <OutputPath>bin\Release</OutputPath>
    <DefineConstants>TRACE</DefineConstants>
    <ErrorReport>prompt</ErrorReport>
    <WarningLevel>4</WarningLevel>
  </PropertyGroup>
  <Import Project="$(MSBuildToolsPath)\Microsoft.VisualBasic.Targets" />
  <ItemGroup>
    <Import Include="Microsoft.VisualBasic" />
    <Import Include="System" />
    <Reference Include="Bytescout.PDFExtractor, Version=1.0.0.12, Culture=neutral, processorArchitecture=MSIL">
      <SpecificVersion>False</SpecificVersion>
    </Reference>
    <Reference Include="System" />
    <Reference Include="System.Data" />
    <Reference Include="System.Drawing" />
    <Compile Include="Program.vb" />
    <Compile Include="Properties\AssemblyInfo.vb" />
  </ItemGroup>
</ItemGroup>

```

```
</ItemGroup>  
</Project>
```

## Program.vb

```
Imports Bytescout.PDFExtractor  
  
Class Program  
    Friend Shared Sub Main(ByVal args As String())  
  
        ' Create Bytescout.PDFExtractor.MultimediaExtractor instance  
        Dim extractor As New MultimediaExtractor()  
            extractor.RegistrationName = "demo"  
            extractor.RegistrationKey = "demo"  
  
        ' Load PDF document  
        ' (!) We do not provide the sample document, please load your own.  
        extractor.LoadDocumentFromFile("sample.pdf")  
  
        Dim i As Integer = 0  
  
        ' Initialize 3D animations enumeration  
        If extractor.GetFirst3D() Then  
            Do  
                Dim outputFileName As String = "movie" & i & extractor.GetCurrent3DExtension()  
  
                ' Save 3D animation to file  
                extractor.SaveCurrent3DToFile(outputFileName)  
  
                i = i + 1  
  
                Loop While extractor.GetNext3D() ' Advance enumeration  
            End If  
  
            ' Cleanup  
            extractor.Dispose()  
  
        End Sub  
    End Class
```

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## VIDEO

[https://www.youtube.com/watch?v=s28W3\\_KMraU](https://www.youtube.com/watch?v=s28W3_KMraU)

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