



TechViz XL

...or how to visualize your 3D application as a virtual prototype

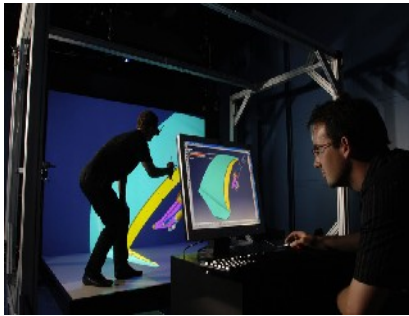
Welcome to the world of unlimited resolution, welcome to TechViz XL

• Virtual prototype



- View your product **under development** as if it were **already built**.
- Perfect tool for **collaborative digital project review**.
- Enables **3D stereo** and supports **1:1 scale**.
- Fully immersive using a **tracking system**.

• Your 3D application in real time



- **Transparently** display from your existing 3D application.
- **No data conversion**.
- **Smooth frame rates** even with **big datasets**.
- Allows **natural interaction** with the 3D model using a mouse or a joystick.

• The ease of use of TechViz XL



- **No need to learn** specialized software.
- **Intuitive interaction** with your model.
- **Maximize** the 3D model use.

Plug and play with **Autodesk** **Schlumberger** **PTC** **DELMIIA** and many others

They trust us **PSA PEUGEOT CITROËN** **DCNS** **GE** **cea** **DASSAULT AVIATION** **EDF** and many others

Compatible with **advanced realtime tracking** **haption** **TRIDELITY** **INTERSENSE** **NVIS** and many others

TechViz XL technology

- **TechViz XL acts like a driver** to a Virtual Reality Display System. It enables all 3D applications to operate with any VR Display System.
- TechViz XL is based on **software** developed by TechViz powered by a **virtual 3D card driver** and **display servers**.
- The TechViz XL virtual 3D card driver intercepts all **drawing calls** sent by the 3D application and communicates with servers for each of the **display machines**, in order to produce the correct **viewpoint** for each display.
- The display machines require **no specific administration** to operate and are very easy to configure.

Software compatibility

- Runs on standard workstations under **Windows XP, Vista, Windows 7, 32 or 64 bits** binary compatibility.
- **All existing professional 3D applications** are displayed on **any VR device**.
- Displays your native 3D dataset **without any data conversion**.
- Supports any custom **created 3D application** developed for standard desktop workstations.
- Based on **common open standards of the PC world** and does not require **any specific development or training** to use a new proprietary API.

Hardware compatibility

- Based on proven industry standards with **off-the-shelf PC workstations**.
- Support for the **latest 3D shading technologies**.

Display systems

- Display on any screen surface setup: planar, tiled, curved, dome, multi-sided (**CAVE**), HMD.
- **Unlimited** number of display channels.
- Projector **overlap**, Edge Blending, Image Warping correction.
- Support for any **Head Mounted Displays**.
- Flexible configuration: **multiple** viewpoint tracking and fixed cameras.
- Dynamically reconfigurable.
- Stereo 3D: Passive, Active 3 or **Autostereoscopic** screens.



Virtual reality

- Achieve stereo **3D immersion and motion head tracking** with any 3D application.
- Real time interaction, **interactive functionality**, avatar insertion, clipping and measurement tools.
- Navigation devices, Joypad, Space-Mouse supported.
- Support any **motion tracker through VRPN** (ART, Intersense, Ascension, Polhemus, Vicon...).