# **3DVIA Virtools Product Line**

# Create Cutting-Edge 3D Interactive Content & Deliver Life-Like User Experiences

3DVIA Virtools is a complete development & deployment platform with an innovative approach to interactive 3D content creation. The 3DVIA virtools production process facilitates prototyping and robust development up to large-scale, immersive or online life-like experience delivery. Breaking away from traditional environments, Virtools solutions help optimize timescales and budgets: meet your production requirements on schedule while significantly reducing production costs and overall risks. 3DVIA virtools ground-breaking software solutions suit a wide range of production and trade-specific applications needs like design reviews, shopping experiences, simulation-based training, advergaming, sales configurators, etc.



# CAPTURE

3DVIA virtools 3D Content Capture makes 3D interactive life-like applications become real for any type of 3D data. 3DVIA Virtools provides a variety of straightforward exporters/converters (for 3D XML, Digital Content Creation tools, CAD), enabling developers to perfectly adapt their models for real-time work in the 3DVIA virtools platform.

# **GIVE LIFE**

Based on the 3DVIA virtools 5 framework, the 3DVIA virtools development platform puts ground-breaking technology at your fingertips, making your ideas become reality. 3DVIA Virtools 5 provides both intuitive, accessible high-level programming with cutting-edge, low-level graphics API, adressing a large field of interactive 3D needs. Supplemented by its additional Behavior Libraries (Physics, VR, Multiuser), the 3DVIA virtools platform is definitely the ultimate life-like experiences creator.

# **DEPLOY / EXPERIENCE**

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3DVIA Virtools deployment solutions makes it possible to deliver life-like experiences on the web, on corporate intranets and emerging devices, up to and including large-scale virtual-reality environments. Based on a Product/Context/Scenario approach, 3DVIA Virtools brings the power of experiencing products or situations in context to both 3D specialists and non-3D specialists, allowing customers to fully comprehend a product in the most natural way possible.



www.3dviavirtools.com

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## CAPTURE

#### **3D Content Capture 3D XML Virtools Plugin**

virtools

The adoption of 3D XML technology via a dedicated extension to 3DVIA Virtools' solutions is the first step toward providing a complete solution for recreating the end-user experience on virtual products, with real-time interactive scenarios (the 3D XML Plugin is now natively integrated in 3DVIA Virtools 5).

#### **3D Content Capture DCC**

Native exporters for DCC Softwares: 3ds Max®, Maya®, XSI® and Lightwave®.

### **GIVE LIFE**

#### **3DVIA Virtools 5**

3DVIA Virtools 5 is the core platform for creating highly interactive 3D applications. 3DVIA virtools authoring software is built on the 3DVIA virtools Behavioral Engine and offers an innovative graphical user interface for intuitive programming and production. Use Dev's standard library of behavior building blocks (BBs) to create complex interactivity, or customize and embed your own components with the Virtools SDK.

#### **3DVIA Multiuser Library**

The Multiuser Library is an extension of 3DVIA Virtools platform used for creating multiuser applications. As a comprehensive authoring tool, the Multiuser Server lets you develop and test your multiuser applications. Deploy content using the 3DVIA Multiuser Server.

#### **3DDVIA Extend & Connect Library**

The Extend & Connect Library is an extension of 3DVIA Virtools platform used for establishing database connectivity and ensuring accessibility of custom components. Deploy content using 3DVIA Extend & Connect Server.

### **3DVIA VR Librarv**

### VR Library Standalone/Complete

The VR Library greatly simplifies authoring complex VR systems using 3DVIA Virtools 5 and building sophisticated immersive experiences using industry standard VR peripherals and PC-based distributed computing (clusters).

### **Physics Library**

The Physics Library helps you inject life-like physics into applications to create 3D environments imbued with realistic behavior that obeys the fundamental laws of physics. 3DVIA virtools Physics Pack offers features such as gravity, mass, friction, elasticity, advanced collision detection, physical constraints among objects, as well as advanced physics models (buoyancy, force fields and car behaviors). The Physics Library is based on highly acclaimed Havok®'s physics engine.

## **DEPLOY / EXPERIENCE**

### **3DVIA Multiuser Server**

This module is required to deploy multiuser content developed with 3DVIA Virtools 5 and the Multiuser Library.

**3DVIA Extend & Connect Server** 

This module is required to deploy Extend & Connect content developed with 3DVIA Virtools 5 and the Extend & Connect Library.

### **3D Office Player**

Developed with the Product/Context/Scenario approach in mind, the 3D Office Player is a standalone player enabling users to share life-like experiences on virtual products created with 3D modeling software across the enterprise. The 3D Office Player comes with an intuitive visualization interface, ready-to-use navigation system and shared tools (integration in Microsoft's Office suite, video export capabilities, etc.). **3D XE Plaver** 

Based on the 3D Office Player, the 3D XE Player extends its capabilities for more specific and complex usages. The 3D XE Player comes with a set of advanced features enabling you to easily customize your interface and create your own experience viewer: database connectivity, custom dll download and saving capabilities, etc.

#### **VR Publisher**

The VR Publisher lets users publish or publicly display content created with the VR Library on Virtual Reality devices and displays (cubic rooms, panoramic rooms, image walls, etc.). The VR Publisher provides you with specific publishing modules depending on the VR configuration you want to run:

VR Publisher Classic: for light VR configurations - desktop, HMD, simple projection, stereo projection pair, etc.

VR Publisher Unlimited: for high-end configurations like large clusters or non-flat projection displays - large walls, CAVE, dome, Reality Centers, etc.

### **SKU Execution**

Windows<sup>™</sup> SKU Execution For Windows<sup>™</sup> .exe deployments.

Mac™ SKU Execution For Mac OS 10 .exe deployments.

• Xbox360® SKU Execution • Wii<sup>TM</sup> SKU Execution



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