

# Experience Players: 3DVIA Player

## Easily Provide "3D for All" Interactive Experiences



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Almost all new manufactured products today are created digitally. The PLM/DCC solutions are enabling engineers and designers to imagine new products and test their physical constraints through simulations. However, interactive experience of virtual products in context is a rather new approach focussing on the consumer/user experience rather than on the product itself, with great benefits for product innovation and marketing in terms of quality, ergonomics studies, product appeal, customer customisation, etc.

In the context of 3D for All strategy, the next step is to add interactivity not only to CAD products. Thus, the user will not be restricted to view the 3D products, he will also be able to interact with it, to "experience" it. The 3DVIA player, the 3D Office Player and the 3D XE Player provide easy access to attractive, highly interactive content created with the Virtools platform through internet and corporate intranets.

### Key Benefits

- Tiny download
- One click install
- Automatic updates
- Easy integration into existing business logic

### User Friendly, Quick Install

One click is all that a user needs to do to install the 3DVIA player to experience rich, visually impressive interactivity. Installation is quick and additional components are automatically installed as and when needed.

Once installed, the 3DVIA player updates itself automatically whenever updates are available, ensuring that the user can take advantage of the latest and greatest features available within Virtools technology.

### Key Features

- Playback-only version of Behavioral Engine
- Full 3DVIA virtools Render Engine
- Rasterizers for key industry standards: DirectX and OpenGL
- Support for leading web browsers (Firefox, Internet Explorer)
- Communication between 3DVIA virtools content files and HTML pages via JavaScript and VBScript
- Short download times using compression in 3DVIA Virtools
- Support for streaming MP3 and Windows Audio (WMA) sound files
- Mac support

### High Quality Visuals With Rich Interactivity

The 3DVIA player plays content created with Virtools platform: not only are the high-quality graphics found in cutting-edge 3D games now possible on the web, but the advanced behavioral interactivity found in best sellers can also be created.

Game-like interactivity, the very best immersive experience, is here thanks to Virtools behavior technology and support for stunning visual effects. Provide your users with real experiences in Multimedia/Marketing, Simulations and Entertainment simply and effectively over the web.

### Integration In Existing Web Environments

Adding content for the 3DVIA player into standard web pages is a simple task. And you can enhance your content with JavaScript or VBScript interactivity by sending and receiving data between the HTML page and the content. Finally, HTML user interfaces and rich interactivity can be seamlessly merged.

### Technical requirement

#### Minimum System Requirements

- Microsoft Windows (98, 98SE, ME, 2000, XP, Vista )
- Pentium II (or equivalent)
- Pentium III or equivalent
- 256 MB of RAM
- Internet Explorer (6.0+), Firefox (1.0+), Netscape (6.1+)
- Direct3D or OpenGL compatible 3D accelerator graphics card with at least 32 MB of RAM DirectX 9.0C

#### Recommended System

- Microsoft Windows® XP Professional Edition SP2 Or Microsoft Windows Vista
- Pentium III or equivalent
- 1GB of RAM
- Internet Explorer 6.0 or Firefox 3
- Monitor color display set to 32 bits (True Color)
- DirectX compatible Sound Card
- Direct3D or OpenGL compatible 3D graphics accelerator card with at least 256 MB of RAM

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The 3DVIA player

These solutions deliver not only the high-quality graphics found in cutting-edge 3D games, but also provide the advanced behavioral interactivity that can be found in bestsellers.

Game-like interactivity, the very best immersive experience, is created thanks to Virtools behavior technology and support for stunning visual effects.

Provide your users with real experiences in Multimedia/Marketing, Simulations and Entertainment simply and effectively over the web thanks to the 3DVIA player, or build standalone native Mac Applications with our SDK.



Build standalone native Mac Applications with our SDK.

### Key Benefit

- Create your content internet in 3DVIA Virtools, deploy it on both PC and Mac.
- Fully designed for Mac OS X.
- 3D Graphics with support of latest advanced features : Shaders & OpenGL 2.0.
- SDK based on Apple's free development tool : XCode.
- Video support in windowed and fullscreen mode. Full support of latest HD codecs (H264).

### The 3DVIA player for Macintosh

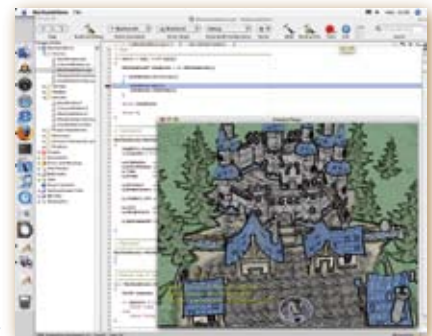
The easiest way to experience Virtools content on Mac: share and deploy your content over the Worldwide Web.

- Runs on standard internet browsers: Safari, Firefox, and Camino.
- Simple installation with a redistributable Macintosh dmg package

### Software development kit (SDK) for Macintosh

Develop your custom standalone applications (games, industry...) on Mac.

- Built upon Apple's XCode tools.
- Create your custom behaviors and Managers in C++ to adapt Virtools Engine to your needs.
- Provides a standalone runtime application with source code. This ready-to-use application can be configured through an external text file without recompiling the code.
- Provides standard Building Blocks libraries with source code.



The Virtools SDK and XCode

### Key Features

- Universal. Runs natively on PowerPC and Intel Macintosh.
- All standard Virtools Behaviors available.
- Optimized 3D Graphics
- OpenGL 2.0 (vertex objects, antialiasing...).
- Shaders (Nvidia CG/CgFx).
- Windowed and Fullscreen support.
- 3D Sound with OpenAL Support.
- Can handle a large variety of media with the Quicktime support.
- VSL Support.
- Physics Support.

### System Requirements

#### Hardware

- PowerPC G3 or Intel Core Duo. (G5 or Core 2 Duo recommended).
- 256 MB of RAM (1 Gb recommended).

#### Software

- Mac OS 10.3.9 (Panther) and above. 10.3.0 Users can update to 10.3.9 for free.

#### Software (for SDK only):

- XCode 2.4.1 (available on <http://developer.apple.com>).
- Cg Toolkit when using shaders (available on <http://developer.nvidia.com>).