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.

Based on the 3DVIA virtools 4 framework, the 3DVIA virtools development platform puts ground-breaking technology at your fingertips, making your ideas become reality. 3DVIA Virtools 4 provides both intuitive, accessible high-level programming with cutting-edge, low-level graphics API, addressing a large field of interactive 3D needs. Supplemented by its additional Behavior Libraries (Physics, AI, VR, Multiuser Server), the 3DVIA virtools platform is definitely the ultimate life-like experiences creator.

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
3DVIA Virtools Product Line

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

**CAPTURE**

**3D Content Capture 3D XML Virtools Plugin**
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 4).

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

**GIVE LIFE**

**3DVIA Virtools 4**
3DVIA Virtools 4 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.

**Multiuser Server Development**
The Multiuser Server is an extension of 3DVIA virtools platform used for creating multiuser applications, establishing database connectivity and ensuring accessibility of custom components. As a comprehensive authoring tool, the Multiuser Server lets you develop and test your multiuser applications with up to four simultaneous connections. For large-scale multiuser applications, deploy content using the 3DVIA virtools Publishing Server.

**Behavior Libraries**
VR Library Standalone/Complete
The VR Library greatly simplifies authoring complex VR systems using 3DVIA Virtools 4 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.

AI Library
With the AI Library, create intelligent, autonomous characters capable of evaluating their environment, making basic choices and acting on their decisions. The AI library of building blocks is specifically geared to controlling autonomous characters’ behavior, to bring the power of AI character management to 3DVIA virtools applications.

**DEPLOY / EXPERIENCE**

**Multiuser Publishing Server**
This module is required to deploy multiuser content developed with 3DVIA Virtools 4 and the Multiuser Server’s features, specifically offering unlimited connections.

**3DVIA Player**
The 3DVIA player is the 3DVIA virtools downloadable player that lets end-users experience 3DVIA virtools interactive 3D content on the web. Deliver any standard content made with 3DVIA Virtools 4 to the ever-growing user base with no additional development needed. Installation is straightforward and updates are made automatically through a robust and reliable technology. (For commercial applications, please contact your sales representative).

**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 Player**
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™ SKU Execution For Windows™ .exe deployments.*
*Mac™ SKU Execution For Mac OS 10 .exe deployments.*