

WorldViz

Vizard VR Toolkit

Supported Autodesk Products: Autodesk 3ds Max, Autodesk Maya, Autodesk Motion Builder

Compatible / Supported Operating Systems: Windows XP, Vista

Supported Languages: English

Build your 3DS MAX designs into real-time interactive virtual reality. Regardless of your programming or application development experience, Vizard's powerful render engine and its native support of virtually all 3rd party virtual reality equipment makes it your complete solution for converting 3DS MAX content into live action. More than a tool for novices to rapidly build their own fully distributable EXEs, Vizard™ leverages the Python language to deliver unrestricted programming possibilities.

HARDWARE CONNECTIVITY

Untangling the proprietary hardware interfaces plaguing the virtual reality industry is a headache you can avoid. Vizard's hardened plugin-in collection connects your app to your device. Out of box support includes all stereoscopic head-mounted displays, 3D projectors and shutter glasses, PowerWalls, and CAVEs. Interaction support includes position and orientation trackers, data gloves, haptic and force-feedback devices, and literally hundreds of Microsoft DirectInput compatible game devices. And when today's single PC solutions aren't enough, Vizard's clustered rendering automatically scales your rendering.

LIVE CHARACTERS

Vizard™ and its Live Characters add-on deliver the next generation real-time virtual interaction. Combining MotionBuilder-based full-body motion capture with Vizard™, you can place living human beings into your virtual worlds with the ability to interact with every element of your application. Whether you use our pre-rigged Live Characters avatar collection or our workflow from CharacterStudio, the result is the same: Vizard lets your avatars punch a hole through the virtual wall.

ROYALTY-FREE DISTRIBUTION

No fees, no hassle, no restrictions.

FEATURES & BENEFITS

- ◆ MotionBuilder powered immersive full body virtual interaction. Animate virtual characters in real-time with a live mocap actor using standard mocap hardware. Act out live scenes in a virtual set.
- ◆ Plug-and-play support for virtually all industry standard mocap systems. Vicon, Motion Analysis, Ascension, Phasespace, Qualisys, Moven, etc.
- ◆ Publish to executable. Vizard™ can automatically compile your script into a self-contained executable, which can be used royalty-free on any computer.



- ◆ Natively import 3DS MAX and Maya files. Extensive support for many other common 3D model formats, raster image formats, audio modes and video formats.
- ◆ Cluster & CAVE ready. Vizard™ scales as your rendering needs scale.
- ◆ High-end rendering platform optimized for real time applications. OpenSceneGraph based. OpenGL Shading Language supported.
- ◆ Community. Developers of virtual reality applications and scientific visualization have used Vizard™ for over a decade.
- ◆ Support. See how responsive and personal we are. Come visit us, download a FREE TRIAL, and try our tool.

SUPPORT & TRAINING

Both paid and free community based support programs are available. Scheduled training seminars throughout the year in US and Europe. On-site training available.

WHERE TO BUY

www.worldviz.com. Email sales@worldviz.com.

PRICE

Vizard™ from \$3249. Live Characters from \$8244. Full pricelist at www.worldviz.com/purchase/pricelist.html.

Autodesk®
Authorized Developer

CONTACT INFORMATION



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