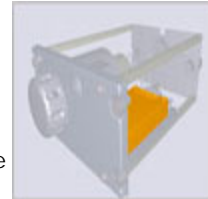


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Real-Time CAD Interaction

WorldViz and Anark have developed a workflow using Anark Core which converts your CAD assets into Vizard real-time interactive virtual reality simulations. This is a great opportunity to leverage your existing CAD assets. For a more detailed description of the applicable workflow process and a demo visit this link [Real-Time CAD Interaction](#).



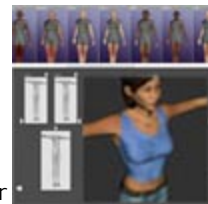
Benefits Summary of the WorldViz and Anark real-time CAD interactive workflow:

- Reduce design costs and accelerate time-to-market
- Collaborate in real-time between distributed teams
- Augments existing CAD systems workflow
- Automated, recipe-based process reduces labor costs
- CAVE, Head-Mounted Display, Data Glove, 6DOF Motion Tracking systems supported

For additional information and an analysis of how Vizard can leverage your existing CAD assets, please contact [WorldViz sales](#).

Evolver Avatars

WorldViz is pleased to announce an exciting new addition to our virtual human product offerings, [Evolver](#) by Darwin Dimensions. This is a 3D character (avatar) generator that requires practically no training to use. A patented parent/descendant approach empowers even those of you who have no prior 3D experience to model avatars to your vision. These avatars work directly in Vizard, or you can customize them with Autodesk 3DS Max or Autodesk Motion Builder.



Watch this [video](#) to see Evolver in action and find out how easy it is to export your creation to Vizard.

Trying Evolver is fun and free. To get started, please have a look at 7 short instructional videos found here (about 15 minutes total): www.evolver.com/pro. The interface is intuitive and these videos provide workflow tips that will direct you to some of the more powerful advanced functionality of the application. Go [here](#) to download and start creating your own custom Evolver avatars. If you already have a valid Vizard Development or Enterprise edition license, then you're already entitled to export one of your Evolver DNA files into Vizard or Autodesk FBX format for free.

For further pricing information, please contact [WorldViz sales](#).

Overhead Gantry

Now available - Overhead gantry systems for wide area walking with HMDs. Roam around freely, operate safely, navigate naturally and confidently through a space free of physical encumbrance. Get immersed more deeply and perform tasks more efficiently. Free yourself from cable length restrictions, and maximize the entire available physical space. For more details about the gantry systems go to [Overhead Gantry](#).



Pricing

Starts at \$ US 40,000. Please contact [WorldViz sales](#) for your individual quote. Room size information required.

Monthly Tech Tip: Anaglyphic 3D Monitor Display

Did you know that Vizard supports anaglyphic red/cyan glasses for stereo? You may have been to the movies and used colored glasses to get 3D effects. You can also implement this type of 3D display easily within your Vizard application for any monitor using these inexpensive colored glasses.



Simply add the following viz.go() statement within any Vizard program:
`viz.go(viz.ANAGLYPHIC | viz.FULLSCREEN)`

Development Seminar for VR Application

The next Five Day development seminar for VR applications is scheduled for the week of July 13-17 at the University of California, Santa Barbara. We are currently working out the details for pricing and accommodations. Future newsletters will provide complete details and sign up information.



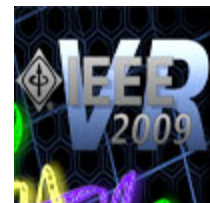
Virtual environment technology has applications in many fields of study from the arts and entertainment to psychological research. This five-day short course is designed to provide intensive training in the use of immersive virtual environment technology as a tool for research and training. Participants will gain the necessary technological knowledge and hands-on experience with software to create expansive artificial environments.

Contact Phil Schlageter at 805-966-0786 ext. 219 or [email](#) if you are interested in being contacted when the seminar arrangements are finalized or desire additional information.

Upcoming Conferences

Experience our new products at upcoming conferences in Louisiana and Paris:

[IEEE VR 2009](#) in Lafayette, Louisiana, USA, March 14-18, 2009. We will be teaching a 1/2 day hands-on [Vizard tutorial](#) at the conference session. This tutorial will be aimed at both those new to creating VR applications and more experienced VR users interested in trying out new software.



[Laval Virtual 2009](#) in Paris, France, April 22-26, 2009.

A current listing of our upcoming conferences is available at [WorldViz 2009 Conferences](#).

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