

## TechViz Immersive

The plug and play solution for an immersive experience

TechViz immersive is a complete and flexible solution which allows users to immerse themselves into virtual reality world without leaving their workstation.  
TechViz immersive revolutionizes the validation process in visualization and analysis in the "real environment" with your prototype.

### Welcome to VR world, welcome to TechViz Immersive

#### ○ Your 3D application as a **virtual center**



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- ' **No need** for specific room
- ' **No hardware investment** (screens, projectors...)
- ' Visualize your work in **1:1 scale** without leaving your desk
- ' Immediately **create** virtual prototype

#### ○ Your 3D application in **real time**

- ' **Visualize your project** at every stage of its design
- ' Evaluate the **ergonomic** of the model
- ' **Instantly modify** the model during the application review

#### ○ The **ease of use** of TechViz Immersive

- ' **No need to learn** specialized software and to learn new skills for end users
- ' **No conversion of data** in order to visualize your 3D model
- ' **Transparently** display from your existing 3D application
- ' Easy to **install, configure** and **use** with the most accurate tracking system in the market

Plug & Play with



and many others

Try our immersive solution: the first unburying, flexible, accurate VR tool

They believe in our technology, they have tested our efficiency, now they are using our solutions





## TechViz Immersive

### TechViz Immersive Technology

- TechViz graphics machine is based on software developed by TechViz powered by a virtual 3D card driver and display servers
- The TechViz Immersive virtual 3D card driver intercepts all drawing calls sent by 3D application and communicates with servers of each display machines, in order to produce the correct viewpoint for each display
- The running of the display machines requires no specific administration and is very easy to configure

### Software compatibility

- Runs on standard workstation under Windows XP, 2000 and Linux, 32 or 64 bits binary compatibility
- All existing professional 3D applications are displayed on any HMD device
- Displays your native 3D dataset without any conversion
- Supports any newly created 3D applications developed for standard desktop workstations
- Based on common open standards of the PC world and it does not require any specific development nor training to use a new proprietary API

### Hardware compatibility

- Based on proven industry standards with off-the-shelf PC workstations
- Support for the latest 3D shading technologies

### Virtual reality

- Display on any Head Mounted Display
- Realize stereo 3D immersion and motion head tracking with any 3D application
- Real time interaction, avatar insertion, clipping and measurement tools
- Navigation devices, Joypad, Space-mouse supported
- Support every motion tracker through VRPN (ART, Spacemouse, Intersense, Ascension, Polhemus...)