



REAL-TIME VISUALISATION



TRANSVIZ
TRANSFORMATIVE IMMERSIVE VISUALIZATION

FROM DESKTOP TO VR

Transviz is the world's first true XR software which provides the easiest way to enable your software with Stereoscopic, VR and AR functions. With Transviz you will experience how simple the actual process and how beneficial the actual use of VR is. Virtual products, models and environments are perceived so realistically that they seemingly become tangible to the user. With perspective correct 3D scenes based on the user's position, the imitation of reality is almost indistinguishable from itself.

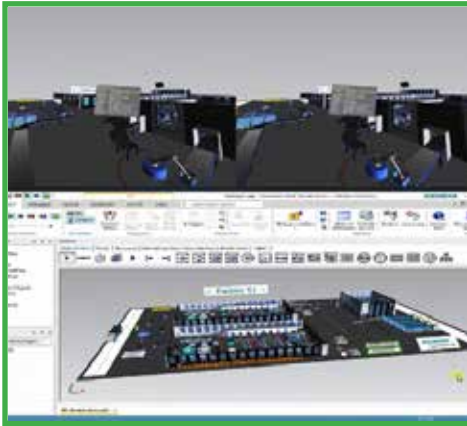
The Transviz software works like a plugin, which extracts the graphic data directly from your running application and sends them into the VR environment. The immediate presentation in realtime VR saves time and reduces costs- import/export and conversion struggles are a thing of the past. With a host of tools that are used for digital review and digital twinning after the data is taken into VR, Transviz makes physical prototyping a thing of the past with an innovative approach to virtual prototyping. The Transviz software enables to view your data with the complete VR function set, including the utilization of the most modern tracking devices. Even combinations of systems are possible as the software is designed modularly.



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VR FEATURES



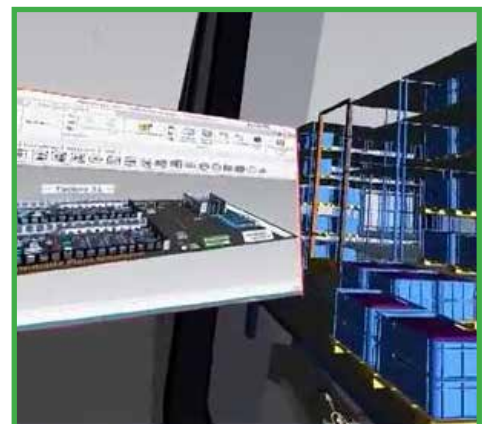
- Take native OpenGL 3D desktop applications into VR
- Perform digital reviews on 3D data
- Unlimited model size and poly count
- Visualise on Powerwall, CAVE, HMD
- Interact naturally with tracking system over VRPN

- Perform linear, curvilinear, angular measurements
- Revisit reviewed locations with bookmarks
- Cross section analysis for interior viewing
- Save review sessions as annotations, animations, videos
- Support for zoom, walkthrough, flythrough



- Individual part selection and interaction
- Interpenetration check at part level
- Physically accurate collision check through Haption device
- Support for textures, shaders and other effects
- In VR menu with pointer, tool options

- Simulate the native desktop app UI on VR
- Display spatially correlated model on AR device
- Collaborate with geographically dispersed team over https
- Cluster and network support
- Zero learning curve, plug and play solution

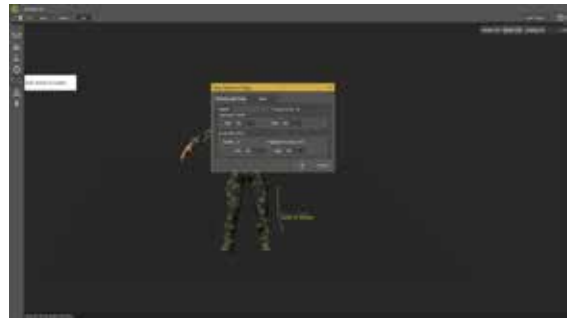


SETUP PROCEDURE

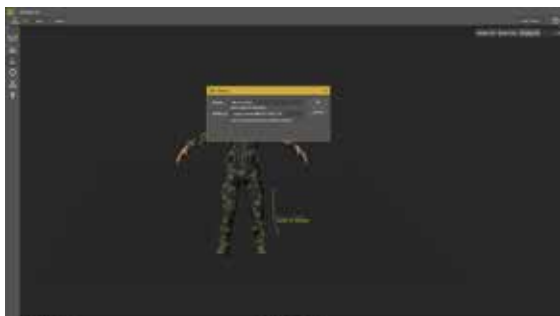
The TransViz client server application is the main utility that needs to be setup to enable the desktop to VR transformation. The server is set at the location of the 3D software while the client is setup at the rendering system.



The TransViz application configuration utility allows configuring access to the OpenGL hook developed by VizExperts for intercepting the graphics data of any 3D visualisation software. Here other inputs like scaling, orientation are plugged in to enable direct 1:1 interaction.



The TransViz VRPN translator utility helps interface with 3rd party tracking hardware for head and hand tracking with joystick for button level interactions. By specifying the IP of the tracking server and client the utility streams a viewport that orients with the user.



The display configuration utility helps setup multiinstancing of the TransViz client in a cluster environment. This has options that help create a virtual canvas on the CAVE from different client nodes by setting up the centre of the CAVE and to configure the edge butting.



L-320, 1st Floor, Lane No.9, Mahipalpur Extension, New Delhi-110037 (India)
Tel: +91-813-030-4773, Email: info@vizexperts.com, Web: www.vizexperts.com