

What's New in 3DVIA Virtools 5.0

Discover the new features of 3DVIA Virtools latest release



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Dassault Systèmes announces the release of 3DVIA Virtools 5.0, the latest version of its comprehensive platform for creating highly interactive 3D applications. Highlights of this revamped version includes LUA Scripting Language integration and Blend Shapes Support, new 3D ergonomics Layouts, improved Virtual Reality (VR) libraries, as well as new Virtools for Xbox 360 support.

"3DVIA Virtools 5 new product features not only expand the capabilities of the Virtools product, but make the product accessible to a wider audience. With the addition of features like Lua integration, blend shape support and Wii/Bbox 360 libraries, 3DVIA continues to provide professional-grade tools for the creation of lifelike, real-time 3D applications easily, quickly and across multiple platforms" said Lynne Wilson, CEO, 3DVIA.

3DVIA Virtools 5.0 New Features

LUA INTEGRATION	BLEND SHAPE SUPPORT	NEW 3D LAYOUT ERGONOMICS	NEW VR FEATURES
	3DVIA Virtools for Wii™	3DVIA Virtools for XBOX 360™	

3DVIA Virtools 5.0 Technical Key Features

LUA Integration

Now in addition to VSL, scripters can write scripts in Lua, a powerful and well-known language widely used in the game industry.

- Available in addition to VSL
- Enhance Virtools' scripting techniques with Lua-specific features and libraries

Blend Shape Support 3DVIA Virtools' new mesh modification and animation feature allows you to export 3ds Max's Morpher Modifiers and Maya's Blend Shape Deformers and exploit them in 3DVIA Virtools.

- Mix skinning and blend shape animations
- Import morph targets meshes and blend shape animated weights directly from DCC software (3DSMax, Maya)
- Change blend shape weights with dedicated building blocks
- Test blend shapes with blend shape sliders in 3D Object Setup

3DLayout Ergonomics Improvement

- Smart drag and drop placement
- New 3D compass for easy object manipulation (translation, rotation, scale)
- Instant object duplication

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3DVIA Virtools VR improvement

VR Features

- Support for New Consumer Stereo Modes

Native support of checkerboard stereo on Samsung and Mitsubishi DLP TV

Native support for anaglyph stereo, with tunable re-coloring capacities

Direct integration inside Virtools 5 rendering engine enables simple :

Testing within Virtools 5

Deployment within VR Publisher

- Philips WoW Autostereoscopic screens

Fully integrated solution provided with VR Publisher Unlimited

Enables running any cmo/vmo, including complex shader and transparency combinations

3DVIA Virtools for Consoles

Benefit from Virtools expertise in game development

3DVIA Virtools 5 for Xbox 360™

- Optimized Virtools Runtime
- New BBs supporting specific Xbox Features
- Virtools Xbox360 Exporter
- Complete SDK

3DVIA Virtools 5 for the Wii™

- Optimized Wii rendering engine and SDK(Nintendo GX)
- Large set of Wii hardware specific BBs (WiiMote & Nunchuck, Wii disk & memory)
- Customizable 3DVIA Wii Player
- VSL for Wii
- Behavioral engine Dedicated interface for simple conversions of resources
- Libraries of functionalities compatible with LotChecks requirements (Wiiware and DVD)
- Support for different targets (Wiiware NAND, DVD, Debug, Profiler,...)

Technical Requirements

Hardware:

- Pentium IV or equivalent
- 1 GB of RAM
- DVD ROM drive
- Monitor capable of displaying 1024 x 768 in 16 bit color (65536 color/ Hi-color)
- Pointing device (mouse, trackball...)
- Direct3D or OpenGL compatible 3D graphics card with 128 MB of RAM
- DirectSound compatible sound card (not a requirement but recommended)
- The latest official drivers for graphics card

Software:

- Windows 2000, XP or Vista
- DirectX 9.0C for DirectX compatible 3D graphic accelerator cards
- For OpenGL, an OpenGL 2.0 compatible graphics card and driver
- Internet Explorer 6.0 (for the Online Reference)