



TechViz Fusion

...or how to visualize multiple applications together

Welcome to the world without data conversion, welcome to TechViz Fusion

- **A breakthrough in collaborative visualization:**



- Visualize multiple applications together on the same 3D window **without any data conversion**.
- Make **changes** in each of the native applications during the visualization.
- Integrate CAD parts in realistic visualization.
- Load very large datasets.
- Visualize together 3D models from **remote** sites without sending files.

- **Your 3D applications in real time**



- **Transparently** displays from your existing 3D application.
- **Smooth frame rate** even with **big datasets**.
- Allows **natural interaction** with the 3D model using a mouse or a joystick.

- **The ease of use of TechViz Fusion**

- **No need to learn** specialized software.
- **No conversion of data**.
- Works **together** with TechViz XL and TechViz Turbo.

Plug and play with     and many others

They trust us       and many others

Compatible with      and many others



TechViz Fusion

TechViz Fusion technology

- TechViz XL is based on **TechViz XL software** developed by TechViz powered by a **virtual 3D card driver** and **display servers**.
- The TechViz Fusion virtual 3D card driver intercepts all **drawing calls** sent by the 3D application and communicates with **servers of each display machines**, in order to produce the correct **viewpoint** for each display.
- Each model is displayed as in the **native** application.
- TechViz Fusion merges 3D scenes of different applications into a single unified scene. The merging takes into account the depth of the model to produce a realistic effect.

Software compatibility

- Runs on standard workstations under **Windows XP, Vista, Windows 7, 32 or 64 bits** binary compatibility.
- Displays your native 3D dataset **without** any data **conversion**.
- Supports any custom **3D applications** developed for standard desktop workstations.
- Based on **common open standards of the PC world** and does not require **any specific development or 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**.

