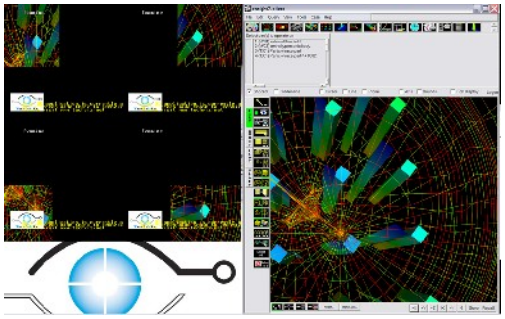
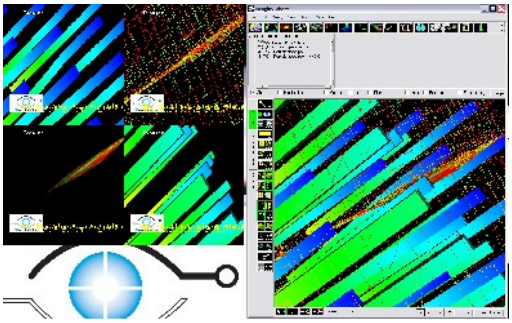
TechViz Turbo

…or how to work smoothly with your largest models

Welcome to the world of high frame rates, welcome to TechViz Turbo



- **A solution that boosts your 3D application**
  - **Boost** your display rendering performance.
  - Take advantage of **GPU** or **PC clusters** to reduce the rendering time.
  - Work directly in your **native application.**
  - 3D model stream optimization and **dynamic load balancing**.
  - Manipulate **large** 3D model data and assemblies.
  - Increase software **interactivity**.



- **The ease of use of TechViz Turbo**
  - **No need** to learn specialized software.
  - **No data conversion** in order to visualize your 3D model.
  - Display **transparently** from your existing 3D application.

Plug and play with Autodesk Schlumberger PTC DELMIA **and many others**

They trust us PSA PEUGEOT CITROËN DCNS GE cea DASSAULT AVIATION EDF **and many others**

Compatible with ART advanced realtime tracking haption TRIDELITY INTERSENSE NVIS **and many others**

TechViz 63 Boulevard Masséna 75013 Paris France Tel : +33 1 55 03 00 66 Fax : +33 1 45 86 52 74
www.techviz.net

TechViz Turbo

TechViz Turbo technology

- TechViz Turbo is based on **software** developed by TechViz powered by a **virtual 3D card driver** and display servers.
- The TechViz Turbo virtual 3D card driver intercepts **all drawing calls** sent by the 3D application and communicates with servers on each node of the cluster. Each server computes a part of the 3D scene to display and the image is composited through the network.
- TechViz Turbo automatically computes the **best load balancing**, depending on the 3D data it receives. No user interaction is needed to configure the data distribution.
- Use either **sort-first** (image division) or **sort-last** (scene division) depending on the application and number of GPUs.
- Use either Gigabit or Infiniband networks for the image compositing.

Software compatibility

- Runs on standard workstations under **Windows XP, Vista, Windows 7, 32 or 64 bits** binary compatibility.
- Accelerates any **existing** professional 3D application.
- Displays your native 3D dataset **without any conversion.**
- Supports any **custom 3D application** 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.**