3D Walkinside™ Improves Performance Thanks to Intel ® Hyper-Threading Technology!

The beta release of Walkinside 3.2, the next version of the 3D visualization and simulation tool Solution from VRcontext is introduced at MICAD 2004. This OpenGL© based solution will benefit from the performance enhancements delivered by computers utilizing Intel® Pentium® 4 Processor with Hyper-Threading Technology.

Brussels, 29th March 2004 – VRcontext will introduce at MICAD 2004, the beta version of Walkinside 3.2, a version of its flagship product optimised for Intel® Pentium® 4 processor.

"Intel's Hyper-Threading Technology* allows implementing a new functionality in Walkinside, developed a year ago, but not released at that time due to the lack of a second processor, a requirement for very high performance results. The Intel Hyper-Threading Technology, widely available today, is an opportunity for us to integrate real-time tessellation of non-generic curved surfaces. Thanks to MicroStation unique surface modelling features, Walkinside can now directly benefit from high-order graphics primitives and only process a minimal amount of fixed resolution data. With the hyper-threading technology, these high-order primitives can be tessellated "on the fly" with predictable buffering and temporal coherency." says Alain Hubrecht, President of VRcontext.

"By utilizing Intel's Hyper-Threading Technology for multi-threaded applications, Walkinside can process large-scale projects more efficiently while providing improved performance, realism and fidelity to the original 3D CAD models, " said Mel Laird, general manager of Intel's Software Enabling Division. "Intel is delighted that VRcontext has optimised Walkinside for Intel Pentium 4 processor-based computers as part of the Intel® Early Access Program for companies looking to differentiate themselves with Intel technologies."

*Hyper-Threading Technology requires a computer system with an Intel Pentium 4 processor at 3.06 GHz or higher, a chipset and BIOS that utilize this technology, and an operating system that includes optimizations for this technology. Performance will vary depending on the specific hardware and software you use. See www.intel.com/info/hyperthreading for more information.

About Walkinside (www.walkinside.com)

Walkinside™ is the unique 3D CAD visualization and simulation software able to instantly render very large, complex, computer generated models (containing up to 120 million polygons) both in Windows and Irix-64 bit environments. Walkinside's patented Real-Time Collision Detection© and Gravity Simulation© technology allows the users to immediately and effortlessly explore the virtual reality generated model through the eyes of a virtual human character that emulates real life experiences (obstacle awareness, obstruction interaction, ground and gravity restrictions, maneuvering realistically within the model, etc.) in contrast to other visualization applications that only offer a complicated, pre-programmed walkthrough. Walkinside™ is useful for project reviews, multimedia presentations, facility maintenance program, safety and security training exercises; all this being delivered in real-time, multi-users, LAN, Intranet and Internet environments.

About VRcontext (www.vrcontext.com)

A spin-off from Tractebel Energy Engineering (Groupe Suez), VRcontext was created with the goal of developing and commercializing virtual reality software. Twenty years of hands-on, R&D and production experience has enabled the founders to build a substantial and solid foundation in 3D modeling and visualization.

VRcontext is committed to providing their customers with the most technologically advanced, cost-effective software products for visiting and interacting with massive 3D models. The company is privately held and based in Brussels, Belgium.

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