

VRcontext releases beta version of streaming 3D

Brussels, Belgium – May 2004 – Following the acquisition of the French company Visiospace – VRcontext is proud to announce the release of the beta version of Walkinside™ with a streaming 3D plug-in. The release will be demonstrate at the BE Conference 2004 in Orlando, FL, USA.

The use of the Internet as distribution platform for 3D model content is obvious – however, due to the sheer size of the models that Walkinside™ is capable of handling VRcontext have waited with the release of a streaming 3D version of Walkinside until now. Delivery of a sustained high frame rate and ease navigation, the brand marks of Walkinside™, have been the key concerns in the development.

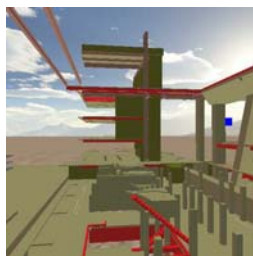


Figure 1 – Streaming content

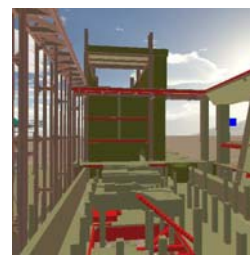


Figure 1 – Content is added dynamically, depending on the view direction of the user

Alain Hubrecht, CEO of VRcontext said “Our clients have been asking for such a feature for some time now – we worked on a suitable solution and with the Visiospace technology in-house we can present our streaming 3D solution. We have aimed the development towards applications such as project reviews and project presentations, where the size of the 3D CAD file has been an issue in the past. In addition, we are aiming at delivering Walkinside™ to computers, which are not CAD workstations, but just ordinary office computers. We have had the request of project reviews capabilities from several major energy operators and they look forward to being able to conduct project reviews using streaming technology”. Alain Hubrecht added “We understand that there is a safety concern, using the internet as carrier, and we propose to run Walkinside™ on VPN lines for best possible protection of the data”.

“With streaming 3D we are opening the doors wide to the increased use of 3D CAD models for a number of applications that before where of the material that dreams are made of. We will with this application facilitate cross-continent collaborative efforts, remote monitoring of facilities and other tasks, some of which we haven’t even considered today – we are very excited about the addition of streaming technology to Walkinside™” said Jean Gillet, VP Sales & Marketing, VRcontext.

Walkinside™ (www.walkinside.com)

Walkinside™ is a leading software application for the real time virtual reality market. The software able to instantly render very large, complex, computer generated 3D models. The software is targeted towards Energy, Homeland defense and Aerospace markets. The technology behind Walkinside™’s patented Real-Time Collision Detection and Gravity Simulation technology allows the users to immediately and effortlessly explore virtual reality generated models in contrast to other visualisation applications that only offer a complicated, non-intuitive walkthrough.

Walkinside™ is useful for project reviews, simulation facilities (VR centers), facility maintenance programs, safety and security training exercises; all being delivered in real-time, multi-users, LAN and Internet environments.

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