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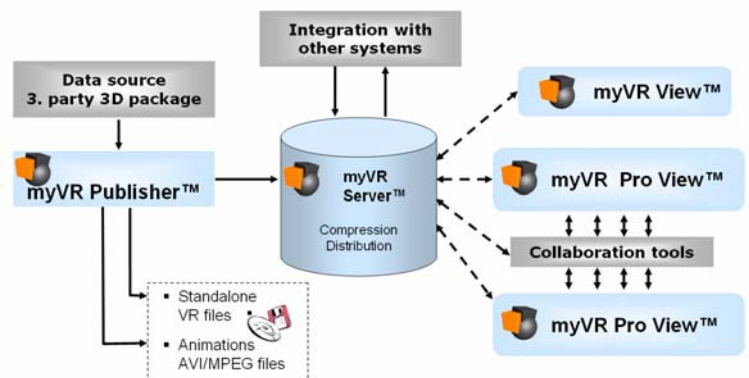
Distribute and View Your 3D World Anywhere

myVR Software™ offers new and unique solution for fast publishing and secure distribution of 3D/VR-models over internet through interactive streaming. The technology break trough from myVR software enables real time viewing of large 3D-models across any network at high resolution and high speed. This opens *new possibilities* for communication of design and ideas to the world around you.

Always as-design/as built

The time consuming task of publishing and distribution of models are now dramatically reduced. **myVR™** frees hours and days to productive work, reduce cost and makes distribution of 3D-models fast and easy.

The myVR distribution technology can be used in a number of areas like: Marketing solutions, presentation and communication of solutions and products, decision making, virtual training, E-commerce, urban planning, property development and more.



myVR business features

Establish mutual/common perception of reality.

- Improved communication and understanding
- Make your vision easily understood and understand others
- Enhance learning and training performance
- Dramatically improve documentation, procedures and understanding

Customer value:

- Everyone can use it
- Significant cost reductions
- Less need to travel and meet to discuss and evaluate design – you can do it real-time on Internet!
- Communicate design/3D-models to everyone without expensive expert tools
- Increased ROI on existing 3D investment
- Dramatically reduced distribution cost

Time saving:

- Generates real-time models directly from your design software
- Render animation films in minutes instead of days!
- Make snapshots/stills in real-time instead of hours!

Work Process

1. Model design
2. Export to myVR
3. Verify with myVR Publisher
4. Publish to server
5. Ready to distribute/stream



Key product features

myVR Solution

- » Fast publishing
- » Interactive network streaming of 3D geometry & graphics
- » Platform independent
- » Scalable viewer from browser plugin to supercomputer
- » Developed for generic polygon and texture data
- » Full integration with CAD/FM/ERP and other systems through API/SDK
- » Central storage of data models

myVR Server™

- » Scalable technology - from one to thousands of simultaneous users
- » Platform independent
- » Integration with other systems through API/SDK*
- » Supports dynamic content, properties animate enabled

myVR NetView™

- » Standalone application and browser plugin
- » Platform independent *
- » Easy and unique navigation interface
- » 3D geometry collision detection
- » Supports dynamic content, properties animate enabled
- » Layer support
- » URL linking for objects
- » Lightmap support
- » Gravity emulation
- » Real-time cinematic quality
- » Animation and path player

Support rendering extensions from leading HW vendors utilize local machines display resources

myVR Publisher™

- » Automatically converts and optimizes complex 3D content in a format suitable for high performance real time rendering on local PC's as Internet.
- » No texture size limitation
- » Metadata support
- » Supports dynamic content, properties animate enabled
- » Real-time cinematic quality
- » High speed animation rendering to output files in different formats.
- » Real-time animation
- » Currently supporting AutoDesk 3D studio Max, and VIZ products (plug-in) – Planned support for more products

myVR ProView™

Additional features

- » Path recorder for revision and collaborative work process
- » Animation recorder
- » Video output
- » View models both online and offline
- »

* – Currently ActiveX, more to come

Dealer:

www.myvr-software.com