UNLIMITED 3D INTERACTIVITY

Hypercosm™

HYPERCOSM STUDIO

The goal for 3D training, visualization and design applications should not be for content to just *look* realistic, but for it to *act* realistic as well. True simulation comes from the complex behaviors, interactions and dynamics that make training on actual equipment so valuable, but also expensive.

Creating this level of unlimited 3D interactivity requires programming. The Hypercosm Studio solution offers a high level scripting language for a faster, more intuitive way to add in behaviors, physics and reactions to models and animations than a language such as C, C++, or Java. Its advantages include:

- **Rapid application development** allows you to get 3D applications up and running in just hours
- **Highly compressed** file sizes
- **Secure** interpreted language removes most problematic programming bugs
- **Built-in** support for scene graph management
- **Easier to maintain** with an order of magnitude fewer lines of code
- **Personalized training** classes and tutorials

Interactivity Possible with Studio

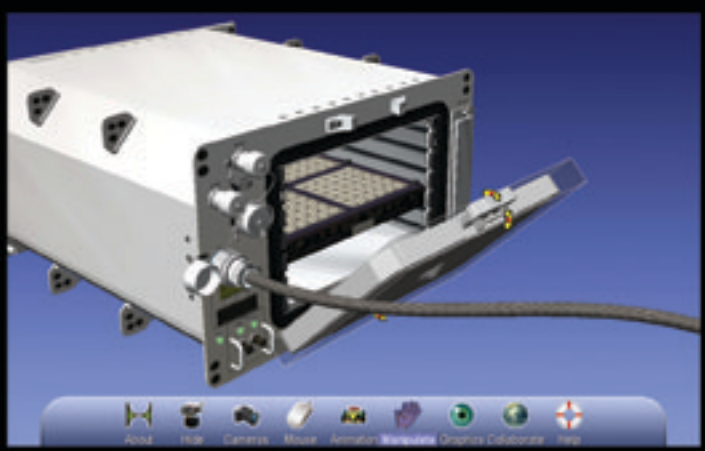
- **Working pushbuttons**, dials, switches and keypads
- **User-driven tools**, components and subassemblies
- **Physical effects of gravity**, collisions and forces
- **Free manipulation** of handles, doors and connectors

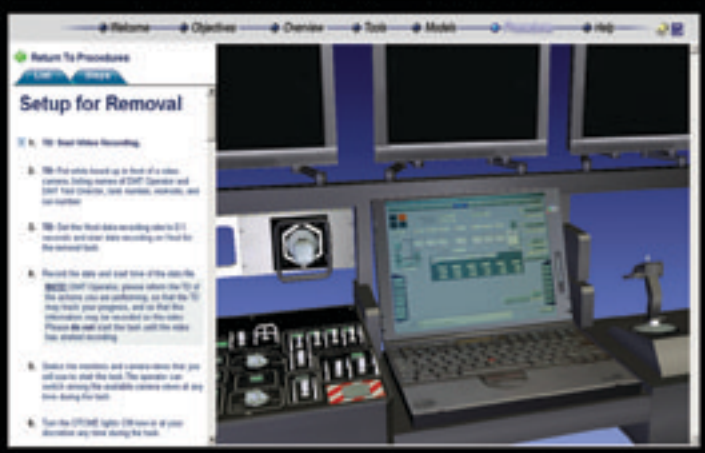
System Requirments:

- Windows 95, 98, NT, 2000, XP
- Internet Explorer 4.0 or later, Netscape, or Firefox
- Direct 3D or OpenGL

APPLICATIONS AT A GLANCE:

- **High fidelity operations demonstrations**
- **User-driven control of simulations**
- **"Hands-On" 3D procedures and equipment**
- **Training system student evaluations**
- **Customized interfaces and displays**







Contact Us:

Marty A. Gustafson
1212 Fourier Drive • Madison, WI 53717
Phone: (608) 229-2787 • Fax: (608) 827-5050

www.hypercosm.com