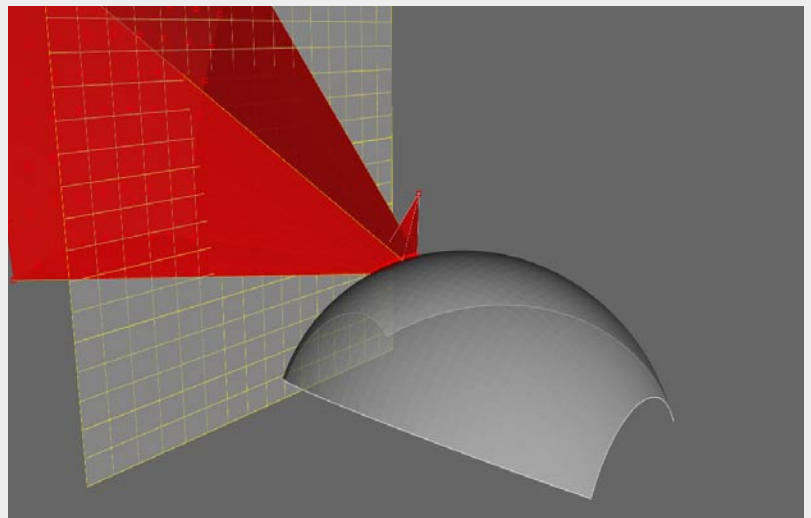


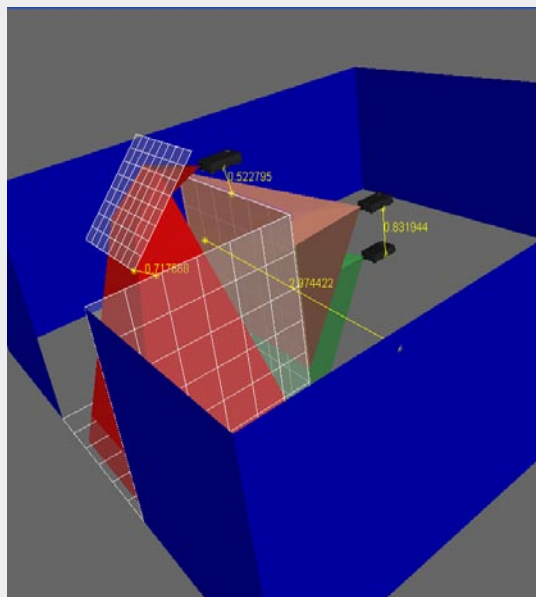
Projection System Configurator



Projection System Configurator - PSC Version 1.3

Projection System Configurator

VICEPTION-PSC 1.3 is a 3D-assistant for the configuration of projection systems.

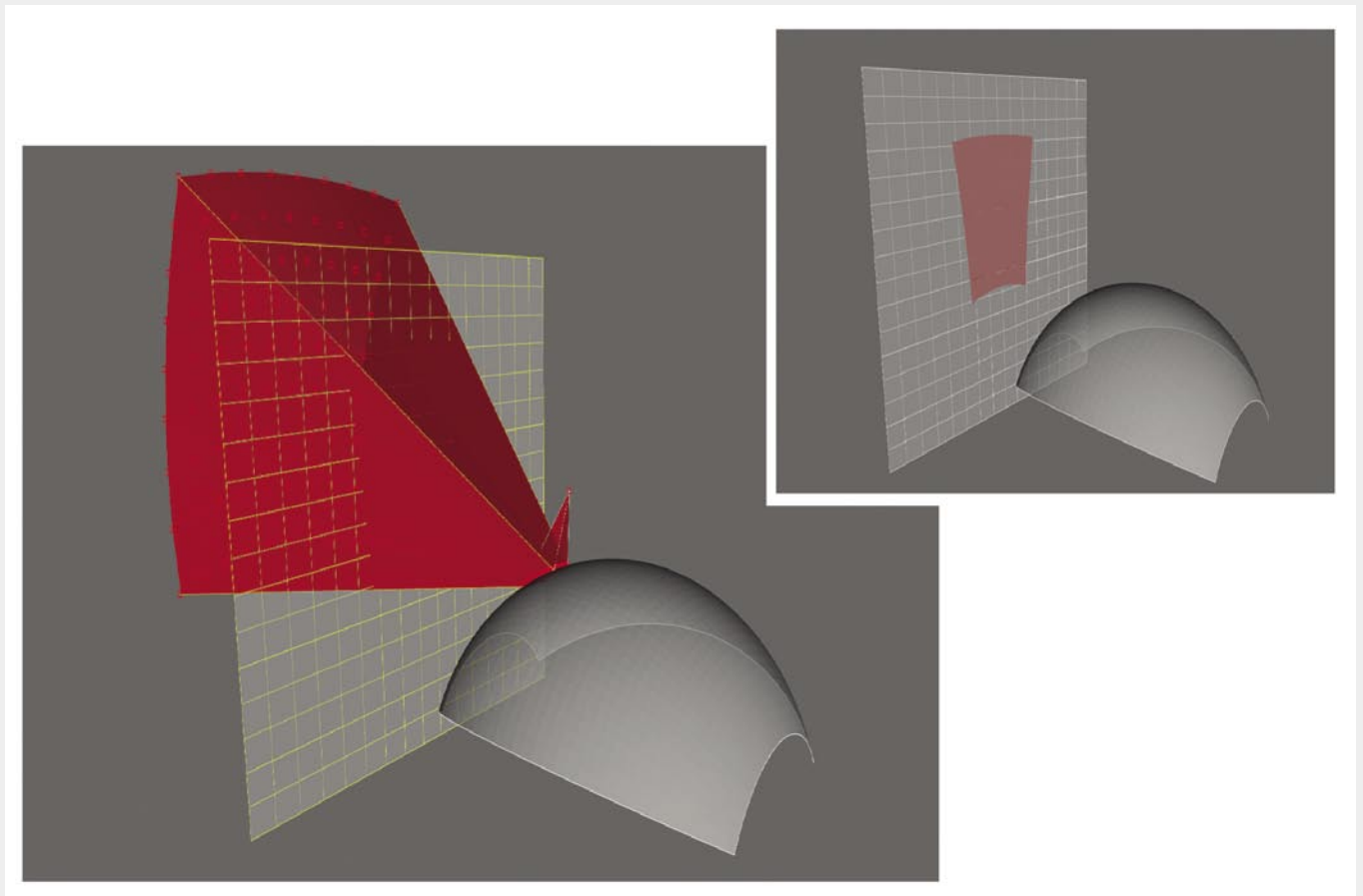


Characteristics:

- Realtime calculation and visualization of planar, rectangular and as well curved geometries including mirroring.
- Modifiable aperture angles and distances for a visualisation of different geometries of different projectors.
- Automatical creation and visualization of the intersections between the volumes of the projections and the surfaces.
- Online calculation of the mirrored volumes of the projections.
- Semitransparent overlays of the geometries of the intersections.
- Import of geometries of projectors and surroundings as inventor or as VRML2 geometry.
- Import of CAD-data via Inventor or VRML2 geometries.
- Integrated dimensioning and grid-functions of the intersection surfaces.
- Integrated 2D and 3D User Interface and object handling.
- Integrated measurement functionalities

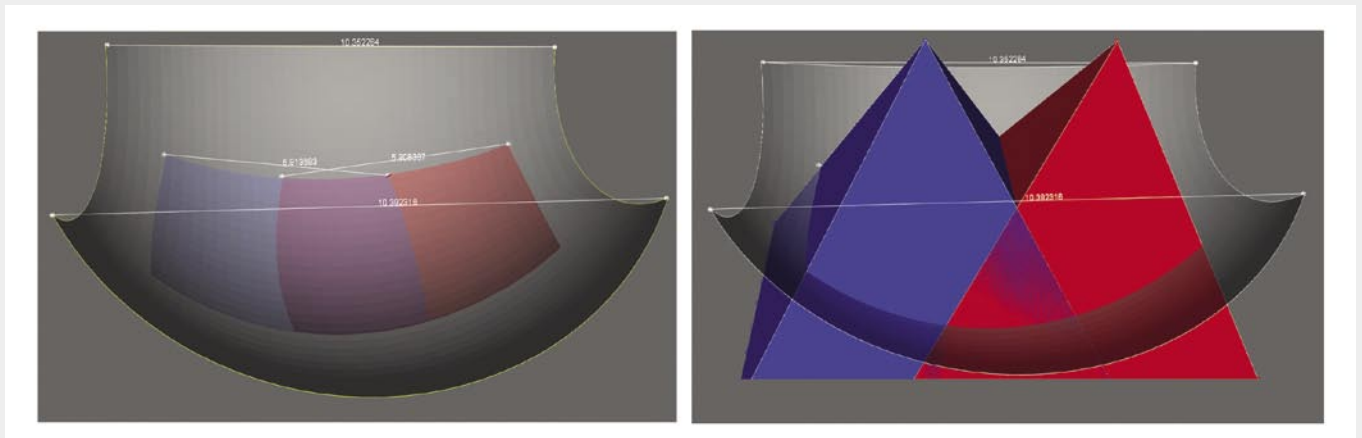
Projection System Configurator

The system is ideal applicable for the planning of projection systems - either with planar or curved surfaces, e.g. front and back projection systems, caves or curved screens as well as planetariums. It allows the definition of different types of projectors on the base of their aperture angle and it calculates and visualizes the resulting image respective to the position and the direction of the projectors.



As well the intersections and the positions of the projectors are interactively modifiable, while intersections and mirroring geometries are corrected in realtime. At the same time it is possible to visualize these intersections of the projection volumes by semitransparent reproductions. Cutting surfaces can also be defined as mirrors, whereby mirrored volumes can also be created. A „snap to“ function enables the user to attach projection volumes to certain surfaces.

Projection System Configurator



Further the system allows the user to load geometries of surroundings and geometries of different projectors, e.g to perform analysis of collisions between the surrounding/room and the geometry of the projectors, already in an early state. The system is equipped with an 2D input mask and also an 2D mouse based 3D-navigation in the working environment. It enables also to directly interact with objects in the 3D interface and - on this base - to modify the objects settings.

Specifications:

- Windows XP SP2
- .net Framework 1.1

Release Date:

01.03.2007



Contact information:

viception GmbH & Co. KG

Magirus-Deutz-Str. 9

D-89077 Ulm

phone: +49 (0) 731 550 17-0

fax : +49 (0) 731 550 17-11

e-mail: info@viception.com

web: www.viception.com

...for the successfull introduction and usage of virtual and augmented reality technologies we provide more than soft- and hardware!