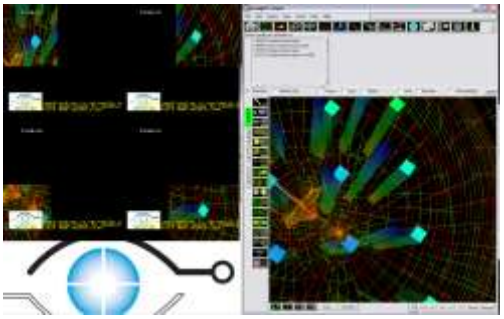
TechViz Turbo

…or how to work smoothly with your largest models

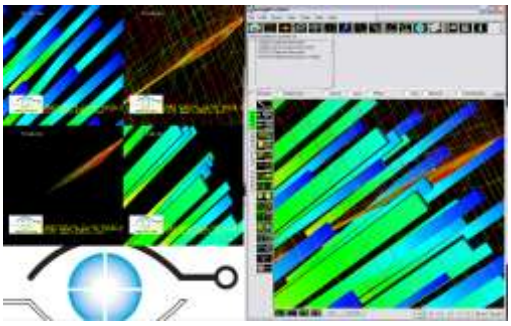
Welcome to the high frame rate world, welcome to TechViz Turbo

- **A solution which boosts your 3D application**



- **Boost** your display rendering performance
- Take advantage of **GPU or PC clusters to reduce the rendering time**
- Work directly in your **native application**
- **Open GL** and **stream optimization** and dynamic load balancing
- Manipulate large **3D model data** and assemblies
- Increase the **software interactivity**

- **The ease of use of TechViz Turbo**



- **No need to learn** specialized software
- **No conversion of data** in order to visualize your 3D model
- Display **transparently** from your existing 3D application

Plug and play with Autodesk Schlumberger PTC DELMIA **and many others**

They trust us PSA PEUGEOT CITROËN DCNS GE cea DASSAULT EDF **and many others**

Compatible with haption TRIDELITY INTERSENSE NVIS **and many others**

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TechViz Turbo

TechViz Turbo technology

- TechViz Turbo is based on **software** developed by TechViz powered by a **virtual 3D card driver** and **display servers**
- The TechViz Turbo virtual 3D card driver intercepts all **drawing calls** sent by the 3D application and communicat with **servers of each node of the cluster.** Each server computes a part of the 3D scene to display and the imag is taken back through the network
- TechViz Turbo automatically computes the **best load balancing**, depending on the 3D data it receives. **No user interaction is needed** to configure the data distribution
- Use either **sort-first (image division)** or **sort-last (scene division)** depending on the application and number of GPU
- Use either **gigabit or Infiniband network** for the image compositing.

Software compatibility

- Runs on standard workstations under **Linux**, **Windows XP, Windows Vista, Windows Seven.** Compatible with **32 or 64 bits** applications**.**
- **Accelerates any existing professional 3D applications**
- Displays your native 3D dataset **without any conversion**
- Supports any **newly created 3D applications** developed for standard desktop workstations
- Based on **common open standards of the PC world** and does not require **any specific development or training** to use a new proprietary API

Hardware compatibility

- Based on proven industry standards with **off-the-shelf PC workstations and GPUs**
- Support for the **latest 3D shading technologies**