Immersion

Real-Time, 3D Interactive Tools for Evaluating Digital Prototypes

VirtualHand® Studio

Intuitive 3D Model Evaluation

VirtualHand Studio is an intuitive software tool used for verifying, testing and evaluating 3D digital models in real-time. It allows for the direct import of 3D data from multiple sources, such as 3D Studio® MAX and OpenFlight, to construct functional digital prototypes. The user can directly interact with these prototypes using either a standard mouse or more sophisticated 3D input devices, including Immersion's entire line of interactive products.
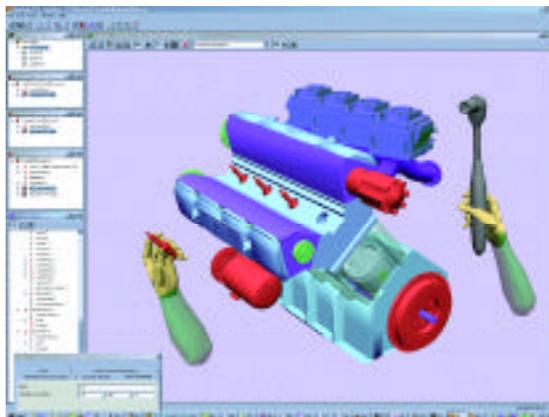
Manufacturing

For manufacturing companies, VirtualHand Studio dramatically reduces the need to build physical prototypes, and accelerates the functional verification and usability testing of products under development. Changes, fixes and improvements can be made to a product while still in the design phase of development thus saving manufacturers millions in extra development costs.

Authoring Environment

VirtualHand Studio is an authoring environment for developing compelling real-time interactive 3D content. At the core of VirtualHand Studio is the software's main simulation engine. It includes support for kinematic constraints, advanced collision detection, behaviors, rigid-body dynamics, an advanced interaction scene graph, as well as advanced virtual hand (i.e., CyberGlove, CyberTouch, CyberGrasp and CyberForce) support.

VirtualHand Studio also includes the RTSX (Real-Time Simulation Executable) - an executable used for viewing simulations created within the VirtualHand Studio authoring environment. Finally, VirtualHand Studio is designed with an open architecture and a well-documented API, making it easy to extend its capabilities to meet specific simulation needs.

SimStudio Simulation Engine

System Requirements:

- Windows 2000 or Windows NT 4.0
- 128 MB of RAM
- Pentium II-233
- High-end 3D card, e.g., GeForce or ATI
- A CD ROM drive
- 200 MB of hard drive space

Recommended

- 256 MB of RAM
- Dual 850 MHz Pentium III
- Recent video card, e.g., GeForce 2GTSD or better

About Immersion Corporation

Founded in 1993, Immersion Corporation develops hardware and software technologies that enable users to interact with computers using their sense of touch. In 2000, Immersion acquired Virtual Technologies (VTi) and its products, including Virtual Hand Studio.

For More Information

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