

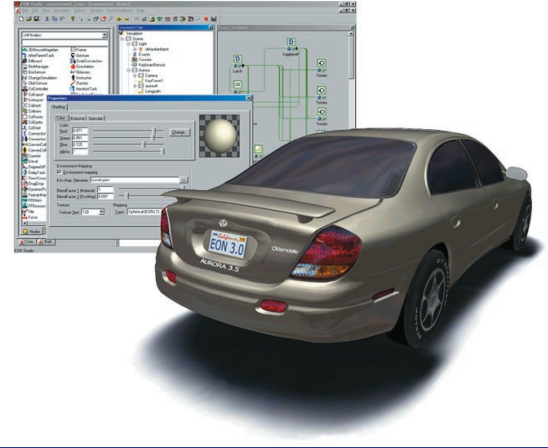
EON Studio™

Rapid Production of 3D Interactive Content



What is EON Studio™

EON Studio is an authoring tool for developing interactive 3D applications. With EON Studio users of all experience levels can **quickly** and **easily** build complex, **high-quality interactive applications**. **No programming experience** is required. Whether you create 3D applications for architecture, marketing or training use, EON Studio provides a unique range of benefits and functionality making it a preferred choice.



“EON Studio is a powerful solution for development of interactive 3D presentations which represents a major leap forward for application development for technical education and education in general. Studio is the first tool to bridge the technology gap for the integration and acquisition of 3D digital assets from multiple sources allowing the developer to create simulation based training applications that are “Real” based upon accurate source content. This represents a quantum leap forward for content development for interactive online, blended or face to face instructional applications for multiple education applications. The ability to adapt and adopt existing digital content, i.e. CAD data, modeling data, etc., into new training applications is a major advancement in the area of 3D oriented simulation based training for occupational technical education and other teaching and learning applications. EON Studio is a tremendous content development resource for creating new immersive and highly engaging teaching and learning applications that are far superior to any computer based training application and will help user in a new era in online, real time training applications in specific occupational programs and applications.”

Jamie Justice, Director of Visualized Learning and Innovation, KCTCS

Key Advantages

- **Easy to use** graphical authoring tool allowing non-programmers to add complex interactive effects.
- **Easy import** of many CAD and 3D formats, allowing easy use and manipulation of objects and textures.
- **Pre-programmed interactive node functionality** that minimizes development time for new applications.
 - **Graphical User Interface based web publisher** that makes it easier to embed EON applications with rich communication to web pages.
 - **Re-usable content** where changes can be implemented with the click of a mouse compared with costly changes using linear media such as video.
 - **Compact file format** due to effective proprietary compression algorithms and polygon reduction and texture compression.
 - **High rendering quality** - EON offers a superb visual quality.
 - **Training functionality** with nodes for creation of training applications, both for instruction, practice and assessment.



“Having used EON Studio for over a decade, we find that one of the most powerful features of Studio is the visual interface - and especially the system of Nodes and Routes) that allows the developer to put together a simulation quickly without the need for serious coding. Most of our work is in poverty alleviation and skills development (eg farming skills in Zimbabwe). The structure of the .EOZ file format has also allowed us to develop unique ways to allow users to translate learning simulations into other indigenous African languages – so crucially important in the African training and development environment.”

Dave Lockwood, Director, Naledi3D

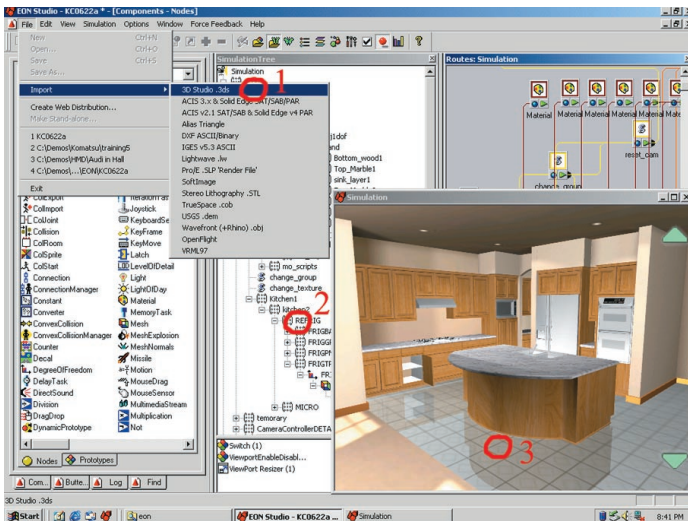
EON Studio™

Easy, Fast, Flexible



"EON Studio software has been used to develop a revolutionary 3D training application prototype for Bank of America in which tellers learn how to handle money transactions and customer service."

Ms. Tracy Barrett, Vice President, Advanced Training Solutions, Bank of America



EON Studio Workflow

Easy as 1, 2 and 3!

1. Import - the development process includes importing different 3D objects or scenes, usually originating from modeling tools like Autodesk 3ds, DXF, Lightwave, VRML, Softimage, etc. or from different CAD systems such as Solidworks and Inventor.

2. Behaviors - once imported, behaviors can easily be associated with the models through EON Studio's intuitive graphical user interface by dragging and dropping nodes and clicking to add interactive behavior.

3. Publish - the application can be instantly published over the Internet using the EON Studio Web Publisher or as stand-alone e.g. a CD-ROM.

Key Features

- **Import formats** include, for example: 3ds, DWG, DXF, IGES, Solidworks, STL, obj and VRML2.0 (total of 18 formats supported). All bitmaps (textures) are converted to suitable formats (.jpg, .png or .dds) when importing.
- **Over 100 nodes** with functionality such as motion models, sensors, operations, showroom, special FX, as well as 100's of prototypes with encapsulated functionality for speeding up development further.
- **Script node using VBScript or JScript** enhance the functionality of EON Studio to unlimited features.
- **Real Time Rendering** features include proprietary developed algorithms for anti-aliasing, transparency, environment mapping, shading, reflections, shadows, etc
- **Integration capability** with other standard software such as Internet Explorer, Firefox, Macromedia Director, Shockwave, Flash, PowerPoint, Word, and Visual Basic.
- **Training** features include nodes for assembly/disassembly, instructions in text or audio and evaluation of performance etc.
- **Windows Vista support** as well as IE and Firefox browser support.
- **Mesh builder node** for building meshes dynamically.
- New option added in the **TextureUVMap node** where you can modify existing texture UV coordinates in the mesh.
- **MouseControl node** - allows you to control the movement and simulate click events of the mouse device within the simulation. This is useful in certain computer-based training and
- **HMD (Head-Mounted Devices) applications.**
- **OpenSaveDialog** - Enables you to add a Windows Open/Save dialog in your application
- **Small component based plug-in** architecture.

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