



Forum8 are delighted to announce the release of VR-Design Studio (UC-win/Road) Version9!

As you all may know VR-Design Studio (UC-win/Road) can mimic the real world very accurately. The software benefits from continuous development as new features are added and new versions are 'brought to life'. For example Version 9 enables users to replicate the real world (highway systems, textures, street furniture, buildings, vehicles, traffic and environmental conditions) to a degree of realism far higher than ever before. The result being that all our valuable users can now enjoy the benefits of what is undoubtedly the market leading Interactive 3D Virtual Reality Simulation & Modelling technology.

The release of Version 9 takes VR-Design Studio to the next level, one reason being the addition of several new invaluable multi-user driving simulation and log output features. These new features are extremely useful when conducting research and development of Intelligent Transport Systems (hereafter, ITS) that consequently help the development of safer vehicles and roads. Other benefits include the new and improved modelling features, not to mention the fact that enhanced textures and lighting are applied to the models themselves, allowing high fidelity reproduction of a range of models with the incredible speed of few clicks.

Find out more about the new functions and why this latest release will add more value to your own research and project in every conceivable way by taking a minute to read below.

Here is a list of the major new/enhanced features that will be available with Version9.

The cluster system now supports multi-user simulation

In previous versions of the software, driving simulation could only be controlled from the master PC but thanks to the improvement of a system that keeps the drawing performance high, simulations can now be run on client PCs as well.

Function for modelling and placing models has been enhanced

Model Panel

All types of models including 3D models, characters, trees, Road DB models can now created, searched for, loaded, edited, or deleted from a single window referred to as the "Model Panel".

Parametric Model Plug-in

Parametric model plug-in enables you to create signs, stairs, escalators, pillars, walls, fences, ladders, etc. by inputting their parameters.

Traffic snapshot function

This function can be used to save traffic conditions so that you can resume driving simulation from the saved traffic condition at any time.

New features have been added to the Tsunami Plug-in

Ability to show the difference in water height by colour contour
The implementation of masking feature to show the height of the tsunami
Ability to assign initial tide levels
Legends for contours

Micro Simulation Player

The performance of the Micro Simulation Player has been enhanced. The ability to sense a leading vehicle, a newly developed feature, can also be used in the SDK.

FBX Improvement

FBX models having textures with alpha-channel and transparency settings are supported. Furthermore, advanced lighting has been applied to FBX models.

Trailers can now be driven.

A cab model and a trailer model can be selected and have its parameters assigned separately, and then be controlled as 2 different models linked together. Furthermore, collision detection is supported.

Logging features have been improved.

Logs can now be output not just from the master PC but also from each and every client PC within a computer cluster. On top of that, logs can be output faster than ever before.

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