



EON ICATCHER™

The Ultimate Sense of Immersion

"EON provides us with the ability to deploy the same application over the Internet or in advanced Immersive display systems such as the Concave Solution."

David J. Brotman, FAIA Vice Chairman,
RTKL Associates, Inc.



Why use EON ICATCHER software™?

EON ICATCHER software offers a high level of information exchange and immersion compared to other existing visualization technologies. Rather than just looking at a flat computer screen you can be immersed in the digital environment. The capacity to interact within environment makes you a participant in the 3D application, not merely an observer.

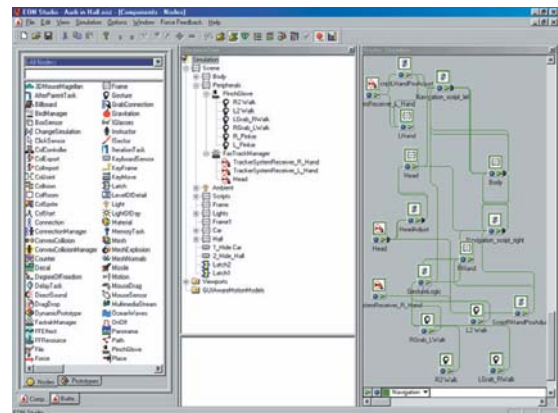


Key Advantages

- Heightened sense of **realism and immersion**.
- **Multi user** environment, several people can share the experience and collaborate.
- **Superior image quality** including large field of view.
- **View full scale models** such as cars, building interiors and machines.
- **Sensory interaction** through the use of data gloves, motion tracking and force feedback devices.
- **Perspective viewing** through stereoscopic option.
- Includes **all features** and functions of **EON Studio**.

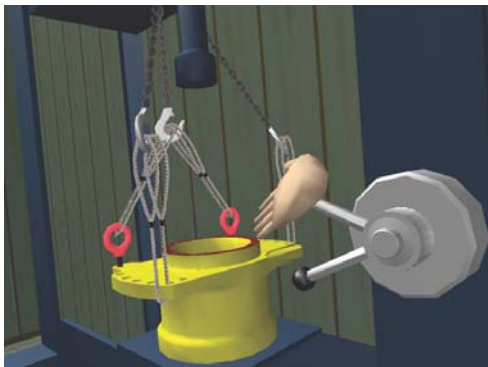
What is EON ICATCHER software™?

EON ICATCHER software is an immersive display and 3D interactive authoring software that include support for a large range of Virtual Reality peripherals including EON Reality system offerings such as Concave Reality System™, Immersive Reality System™ and Desktop Reality System™. The **Concave Reality System™** allows multiple users to immerse themselves fully in a virtual environment. The system allows intuitive, real-time interaction with a surround screen realistic 3D environment that is responsive to the users' actions and can display many objects at scale. The **Immersive Reality System™** and the Desktop Reality System allows individual users to immerse themselves fully in the virtual environment. In the Immersive Reality System users can navigate in the environment simply by hand and head movements while in the **Desktop Reality System™** users orient themselves through the use of a mouse or joystick for efficient navigation through the 3D environment.



Features

- **Compatibility** with a wide range of Virtual Reality peripherals such as data gloves, Head Mounted Displays (HMD), motion tracking systems, joysticks and force feedback devices.
- **Expands the scope and functionality** of a desktop 3D application.
- **Cost effective** via the use of cluster visualization, a proprietary technology that enables multi-channel display systems using ordinary PCs.
- **Fully integrated** with the EON product family.



EON Immersive Training



Concave Reality System

Application Areas

- **Product development** collaborative design reviews and virtual showrooms.
- **Architecture** collaborative design reviews, walk-throughs and presentations.
- **Assembly** training and planning for e.g. service and maintenance.
- **Marketing** exhibitions and event-marketing.



Desktop Immersive

Technical Specification

- **Head Mounted Displays** - Any type
- **Shutter glasses** - CrystalEyes® (StereoGraphics, Inc.)
- **Data gloves** - Pinch Glove System® (Fakespace, Inc.)
- **racking systems** - Flock of Birds® tracker system (Ascension), 3SPACE®/FASTRACK® Tracker System (Polhemus, Inc.) and Intersense
- **Pointing devices** - Logitech® Magellan™ 3D Controller® (Logitech, Inc.)
- **Barco 808 and 1209** multi-channel projection system

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