

vIG -our next-generation image generator based on OpenSceneGraph - is designed to create photorealistic environments on COTS PC hardware. It is designed to efficiently use the computational power and the programmability of the latest graphics hardware to reach very high levels of visual fidelity.

Due to its flexible SW design it can be easily extended or adapted to application-specific needs by the use of existing or user-supplied SW plug-ins. This allows the realization of user-specific functionality like host communication or dynamic model animation without touching the core application.

An offline command-line optimizer tool is also provided to help with database optimization.

General features:

- XML configuration files
- Component based architecture
- Plug-ins
- Multi-window, multi-channel
- Multi-threaded
- Ability to set CPU affinity of threads to obtain optimal load distribution.
- Motion models (fly, drive, ...)
- Time-of-day variation
- Particle effects (fire, smoke, ...)
- Support of cluster systems
- Performance statistics as time charts
- Texture compression
- Ability to load encrypted model files (for IVE format)

Moreover vIG, with its CarSim plug-in, provides the following features for automotive simulation applications:

- Dynamic car shadows
- Static scene shadows
- Correct dynamic shadow vs. static shadow interactions
- Dynamic reflections on cars
- Casting of static shadows on cars
- Per-pixel specular highlights on cars

vIG is in use for various applications and HW platforms and currently available for Linux systems.

Please ask for your individual licensing model.

