



# TechViz Fusion

...or how to run multiple applications together

Imagine running multiple applications together without data conversion  
... welcome to TechViz Fusion!



- **A performing solution which allows you to**

- Run multiple applications together without data conversion
- Make **modifications** in the native application during visualization
- Integrate CAD parts in realistic visualization
- Load very big datasets



- **The ease of use of TechViz Fusion**

- **No need to learn** specialized software
- **No conversion of data** to visualize your 3D model
- Display **transparently** from your existing 3D application
- Works together with **TechViz Turbo** and other immersive options

Plug and play with     and many others

They trust us       and many others

Compatible with      and many others



# TechViz Fusion

## TechViz Fusion technology

- TechViz Fusion is based on TechViz XL **software** developed by TechViz powered by a **virtual 3D card driver** and **display servers**.
- The TechViz Fusion virtual 3D card driver intercepts all **drawing calls** sent by the 3D application and communicates with **servers of each node of the cluster**. Each server computes a part of the 3D scene to display and the image is taken back through the network.
- The running of the display machines requires **no specific administration** and is very easy to configure. It is as simple as using a single workstation.
- TechViz Fusion merges 3D scenes of different applications into a single unified scene.

## Software compatibility



- Runs on standard workstations under **Linux, Windows XP, Windows Vista, Windows Seven**. Compatible with **32 or 64 bits** applications.
- **All existing professional 3D applications** are displayed on **any HMD device**
- Displays your native 3D dataset **without any conversion**
- Supports any **newly created 3D applications** developed for standard desktop workstations
- Based on **common open standards of the PC world** and does not require **any specific development or training** to use a new proprietary API

## Hardware compatibility

- Based on proven industry standards with **off-the-shelf PC workstations**
- Support for the **latest 3D shading technologies**