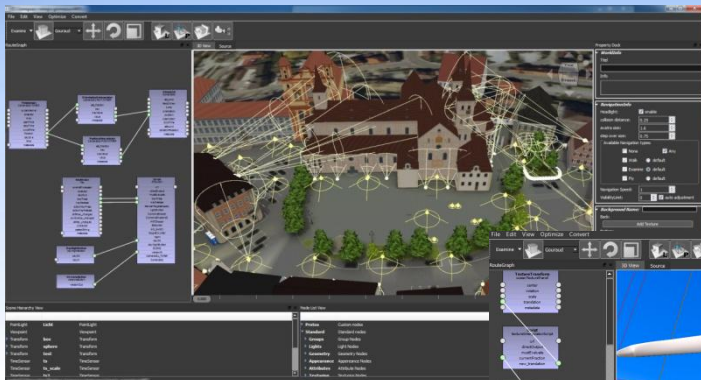




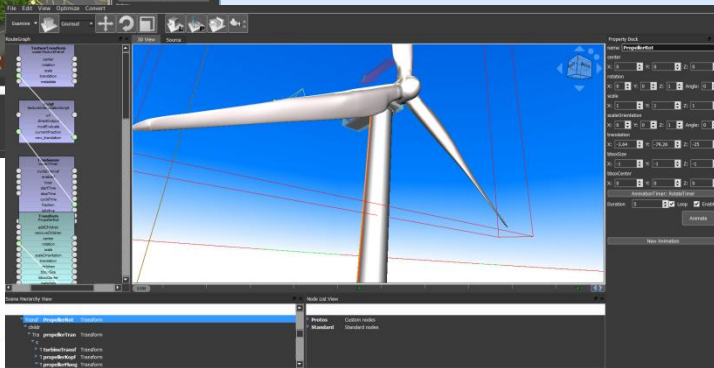
Bitmanagement
INTERACTIVE WEB3D GRAPHICS

BS Content Studio

Your production tool for easy and fast 3D scenes and apps



Create 3D easily
- interactive and online -
apps and in browser content.



Author once - deploy anywhere –

Windows, Mac, Linux,
iOS, Android,
IE, FF, Chrome, Safari,
HTML5 / WebGL.



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BS Content Studio -

based on 10 years work of components

Compose – Enrich – Embed 3D in HTML 5

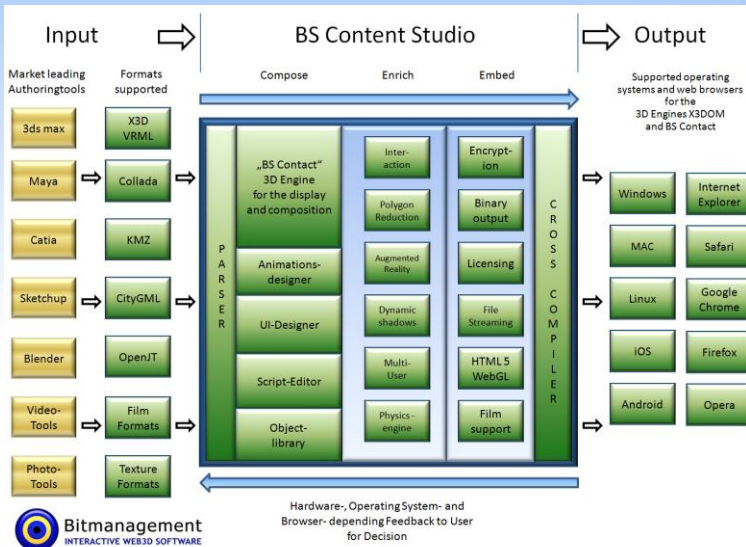
Fast production and animation of scenes without 3D know-how

Standard conforming:
HTML 5, X3D, WebGL

Optimization of

- ✓ rendering speed
- ✓ web-delivery
- ✓ embedding in websites

Native Apps output cross platform with the BS Contact 3D engine
Windows, Mac, iOS, Android





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Effortless 3D Composition – without 3D Know-How



Visual programming
using graphs
and drag & drop

Merge objects with
the scene



Optimized output
for web
and stand-alone



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Four views on your 3D worlds – show you every detail of production

The screenshot displays the Bitmanagement software interface with several key components:

- 3D View:** A central window showing a 3D scene of a street with buildings and a car. A blue callout box says "3D Window: what you see is what you get".
- RouteGraph:** A top-left panel showing a graph of events, routes, and signals. A blue callout box says "Events, Routes, Signals".
- Scene Hierarchy View:** A bottom-left panel showing a tree structure of scene elements. A blue callout box says "Scene Hierarchy".
- Node List View:** A bottom-center panel showing a list of nodes and their types. A blue callout box says "Syntax Nodes".
- Property Dock:** A right-side panel with sections for "WorldInfo", "NavigationInfo", and "Background Name". A blue callout box says "Properties".

Four views of your scene

Name	Type
NavigationInfo	NavigationInfo
viewport	Viewport
metaData	
TimeSensor	TimeSensor
PositionInterpolator	PositionInterpolator
OrientationInterpolator	OrientationInterpolator
Viewport	Viewport
DeferredNode	DeferredNode
KeySensor	KeySensor
DaylightButton	DaylightButton
VersionButton	VersionButton
Script	Script
Switch	Switch

Name	Type
Protos	Custom Nodes
Standard	Standard Nodes
Groups	Group Nodes
Lights	Light Nodes
Geometry	Geometry Nodes
Appearances	Appearance Nodes
Attributes	Attribute Nodes
Texturing	Texturing Nodes
Color	Color Nodes
Sensors	Sensor Nodes
Sound	Sound Nodes
Bindable	Bindable Nodes
Geometry Attribute	Geometry Attribute Nodes



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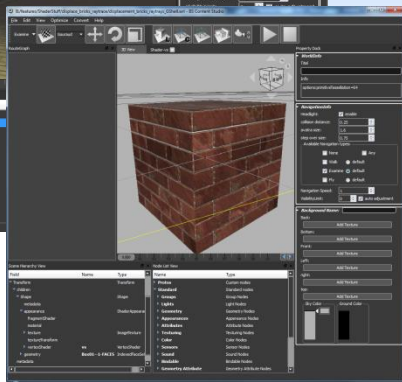
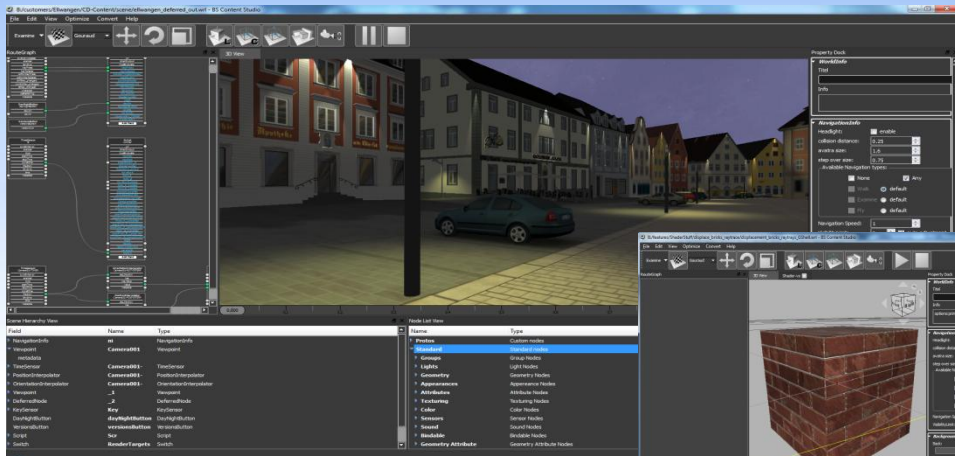
Visual animation by drag&drop –
reducing production cost of your 3D project





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Dynamic Shaders and lights – make the world appear real



www.bitmanagement.com



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Sophisticated scripting – for your tailor-made apps

The screenshot displays the Bitmanagement development environment. On the left, a 3D scene is visible with various objects and a script editor window. The script editor shows the following code:

```
31 // create audio buffer to allow tuning ...
32 if (User.audioBuffer) {
33     User.audioBuffer = new SFNode('Sound()');
34     User.audioBuffer.updateVelocity = false;
35     User.audioBuffer.updateTime = true;
36     User.audioBuffer.intensity = 1.0;
37     User.audioBuffer.minFrom = 0.0;
38     User.audioBuffer.maxBack = 1.0;
39     User.audioBuffer.maxBack = 10.0;
40     User.audioBuffer.maxFrom = 10.0;
41 }
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56 print('hasJoined'+User.idx+ ' name:'+User.userName+ ' avatar:'+User.avatarString' +
57 // we tell this node the avatar string, so that it can
58 MyAvatarInfo.set_avatarString( User.avatarString
59
60
61 // When loading the avatar, the AvatarInfo node needs to show the avatar at the
62 MyAvatarInfo.set_position( User.position
63 MyAvatarInfo.set_orientation( User.orientation
64
65 // set isLocal to true if we have an index of 0. (B3Collaborate always maintains
66 MyAvatarInfo.set_isLocal( User.idx == 0)
67
68 // it requires the sessionId, so that it can set up a unique EventStreamDemos to
69 Browser.addRoute(MyAvatarInfo, 'isClicked', Browser.getScript(), 'hasBeenClicked')
70
71 // set the video texture
72 if (MyAvatarInfo.hasEventIn('set_videoTexture')) {
```

The interface also includes a 'Scene Hierarchy View' at the bottom left, a 'Node List View' at the bottom right, and a 'Property Dock' on the right side.



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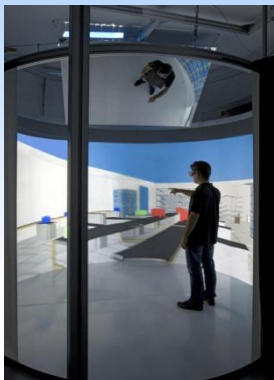
Optimized output
Author once - deploy anywhere



Stereoscopic



Windows



Cave Systems



Major web browsers
IE, FF, Chrome, Safari



iPhone
iPad,
Ipod



Android + Tegra



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INTERACTIVE WEB3D GRAPHICS

Bitmanagement 3D Software – Your 3D engine and tools

Please download

BS Content Studio at
www.bitmanagement.com

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info@bitmanagement.com
phone: +49 8151971708

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