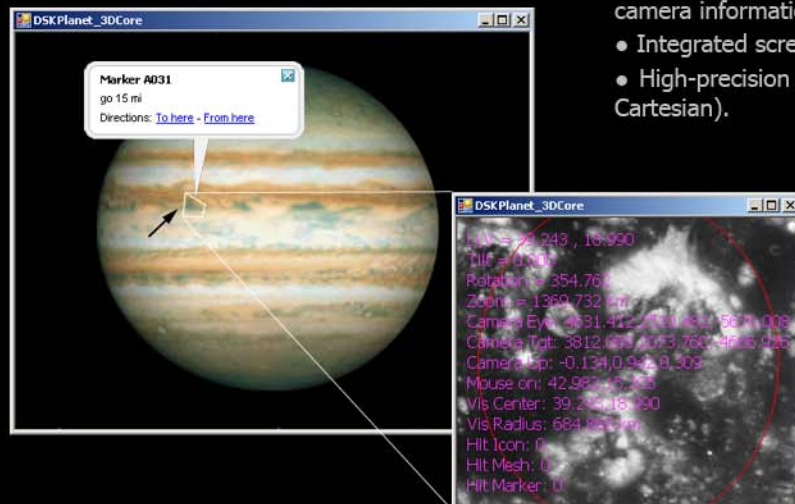


## General Specifications:

- Drop-in module for multi-detail planetary rendering and navigation services.
- Supports surface imagery, geometry, marking, and text placement on arbitrary points on planet surfaces.
- Streaming-based operation, for both online streaming and offline cached data.
- Layer-based information system, allowing a different set of imagery, geometry, and textual information per layer. Layers are distance-based.
- Build travelling routes between various locations on the planet's surface, to display smooth animated trips through planet landmarks.
- Main support is for Arabic language, and English is supported as well, with any font you like.
- Intuitive navigation controls with complete programmatic exposure.

Marking and viewing point on planet surface.

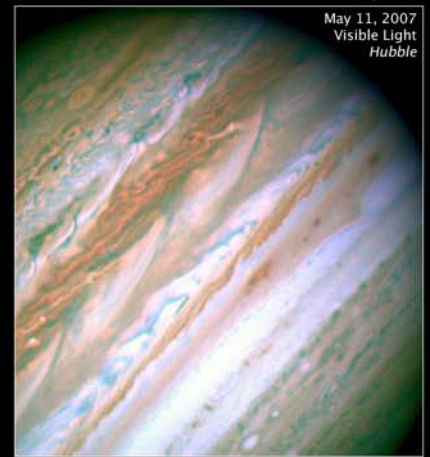


Jupiter



NASA, ESA, IRTF, and A. Sánchez-Lavega and R. Hueso (Universidad del País Vasco, Spain)

HST, IRTF



STScI-PRC08-06

## Technical Features:

- Consumable under any .NET language (e.g. C#, VB.NET, C++).
- Well-defined programming interface using a notification-based pattern for data exchange.
- Complete documentation on each exposed operation.
- Sample C# application serving as a tutorial to utilize the module in your own program.
- 3D rendering services based on DSK engine for high-quality and reliable results.
- Various debugging aids and descriptive error logging.
- All useful state is exposed for access (click positions in planet coordinates, camera information, hit-testing against markers and geometry).
- Integrated screen capturing facility.
- High-precision coordinate system for accurate surface positioning (polar and Cartesian).

## Performance and Support:

- Near-constant memory usage and performance.
- High-precision calculations scalable across different viewing distances.
- Performant runtime, very easy to utilize and prototype with.
- Frame-rate can be controlled to tweak CPU usage.
- Supports all desktop Windows systems from Win98SE and up, and all 3D rendering hardware cards starting from DirectX7-cards and up.

## Pipeline and Data Setup:

- Simple drag-and-drop data pipeline.
- Geometry modelling pipeline supports 3dsMax, Maya, and Softimage|XSI.
- Image processing pipeline accepts all major image formats.
- Utilizes an internal format for storing geometry and image information for fast loading times.

© 1999–2007 In|Framez. All rights reserved.

DSK engine, DSK|Planet, DSK|Shaderbass and Cosmoform are either registered trademarks or trademarks of In|Framez. DirectX, .NET and Windows are registered trademarks of Microsoft. 3dsMax and Maya are registered trademarks of Autodesk. Softimage|XSI is registered trademarks of AVID Technology, Inc. All other trademarks contained herein are the property of their respective owners.

Viewing Multi layered geometrical detailed 3D data.

