



VIOSO®



Anyblend VR&SIM

The ultimate warping and blending solution

Simulations require an extraordinary quality in terms of warping, linearity, blending, perspective setup and colour correction. The VR&SIM Edition is the ultimate answer to these requirements.

- Support for simulation software via a plugin or NVIDIA quadro based integration
- Integrated setup wizard for the simplification of the most complex setups
- Patented autoalignment calibration process – independent from the selected projectors inbuilt functionality
- Supports single fisheye and widescreen cameras along with multiple camera arrays utilised at the same time
- Eyepoint perspective correction with auto-setup of viewing frustums, dynamic eyepoint correction for motion based platforms and tracking systems
- Support of parametric (Panadome, Dome, U-shape...) and irregular surfaces, perfect linearity by using “real” three-dimensional warping
- Plugins for >30 simulation applications (e.g. rFpro, VBS3, Unity3D, Vires, Silab, P3D, METAVAR)

VIOSO Anyblend VR&SIM Edition applies our patented automatic warping and blending into your simulation setups, considering specific simulation needs like dynamic eyepoints, arc-precise linearity, multiple cameras & image generators.

- Free of charge API /SDK for integration into custom simulation software
- Supported creation of custom plugins
- Advanced projector masking, colour correction and edge blending as well as per pixel linearity and hotspot correction
- Cropping mask functionality for customising blending zones calculation
- Autoalignment Calibration Core 2.0 (extensive rework on calibration for Panadome, Dome and curved screens)
- Supports multiple image generators with master / client configuration and blending.
- Export to supported projectors (PULSE, X-Files)

Download a free trial version: www.vioso.com

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