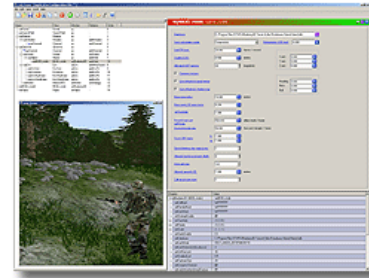


Blueberry3D Dev Environment



Procedural Geometry for Realtime3D

Blueberry3D Development Environment brings advanced fractal mathematics and procedural geometry to MultiGen-Paradigm's Vega Prime environment. The Blueberry3D Development Environment is a C++ API integrated with VSG and Vega Prime, as well as the LynX Prime user interface. The ability to create geometrical shapes procedurally only when needed allows incredible complex and detailed terrain databases to be built and visualized quickly and efficiently.



Procedural geometry in realtime
Fractal based vegetation
Uses VSG (Vega Scene Graph)
LynX Prime GUI interface
C++ API

Blueberry3D Dev Environment Features

Procedural Geometry

Geometrical shapes created from mathematical models only when needed

Unique Fractal Vegetation

Every natural object is unique as it is spawned from different fractal "seeds"

Motion Model Optimization

Ensure optimized performance by tuning your database to the behavior of your motion model

Blueberry3D Dev Environment Benefits

Ease of Use

Integrated with Vega Prime and the LynX Prime GUI configuration tool

Unique Fractal Vegetation

Every natural object is unique and persistent as it is spawned from different fractal "seeds"

Large Areas - Small Database

Terrain detail is created from mathematical models in realtime, allowing the data stored offline to be kept to a minimum

System Requirements (Minimum)

WINDOWS

Windows workstation, 1.0 GHz
128 MB RAM
1 GB hard drive
CD Rom drive
OpenGL 1.2 compliant graphics card
Windows 2000 Professional or Windows XP Professional
Visual C++ 6.0 Service Pack 5