

DI-Guy™ for Vega Prime



DI-Guy, developed by Boston Dynamics, has been fully integrated into MultiGen-Paradigm's Vega Prime toolkit to create DI-Guy for Vega Prime. DI-Guy™ for Vega Prime adds life-like, automatically animated human characters to simulated environments. Each character moves realistically, responds to simple commands, and travels about the environment as directed. Even when switching from one activity to another, DI-Guy for Vega Prime makes seam-less transitions and moves naturally. DI-Guy for Vega Prime software achieves outstanding realtime performance through optimizations such as motion caching, variable motion interpolation, level-of-detail switching, motion level-of-detail switching, and task-level control.



The DI-Guy for Vega Prime option comes with 100 human characters, including eight kinds of soldiers and an array of specialists, such as landing signal officers, plane captains, first responders equipped with gas masks and MOPP gear, and a variety of civilians. DI-Guy uses industry standard OpenFlight models, so you can add your own models to the library. DI-Guy comes with over 2,000 motions and transitions in its library.

DI-Guy for Vega Prime Features

- Specify behavior through LynX Prime panels or through the DI-Guy API
- Select characters, clothing and equipment
- Assign behavior and control travel throughout the environment
- Display dozens of articulated DI-Guy for Vega Prime characters at one time

DI-Guy for Vega Prime Benefits

- Achieve more realistic training environments
- Support urban combat, chemical/biological, and MOUT situations
- Cost effective alternative to creating your own human characters
- De facto standard in realtime human simulation

DI-Guy for Vega Prime Applications

- Ground Warfare
- Military Operations in Urban Terrain (MOUT)
- Force Protection Analysis and Training
- Flight Deck Operations, LSO & LSE
- Mission Planning / After Action Review
- Emergency Response Training
- Law Enforcement Training
- Driving Simulators
- Populate Architectural Simulations

System Requirements (Minimum)

WINDOWS:

- Windows workstation, 1.0 GHz
- 1 GB RAM
- 4 GB hard drive
- CD Rom drive
- OpenGL 1.2 compliant graphics card
- Windows XP Professional
- Visual C++ 7.1

LINUX:

- Linux workstation
- Red Hat Enterprise 3.0
- 1+ GB RAM
- 4+ GB hard drive

OpenGL 1.2 compliant graphics card
64+ MB Texture memory
gcc 3.2 compiler