



3DXplorer V5

Release Notes

September 2009



This document presents details of the new features and modifications which are brought with the publication of 3DX/V5.



3DXplorer V5 Release Notes

Table of contents

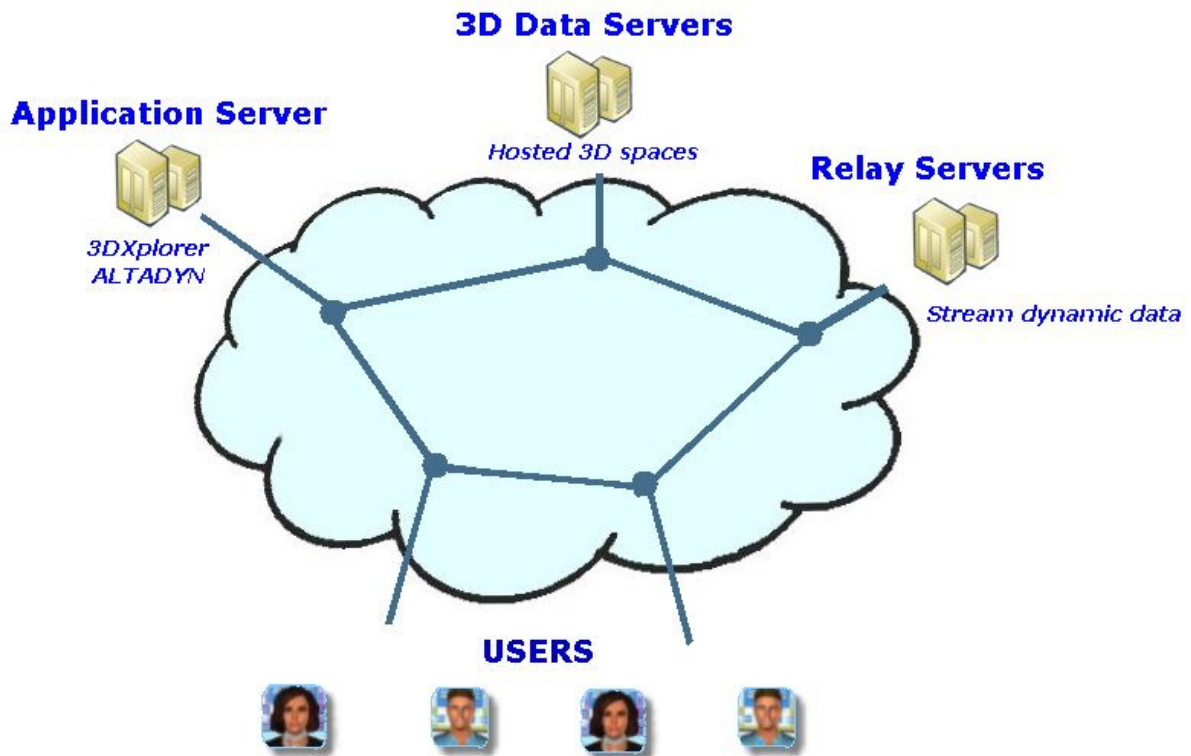
1	Overview	3
2	Architecture: 3D On the Cloud.....	4
2.1	Cloud-based architecture	4
2.2	Relay Servers	5
3	Products & Packaging	6
3.1	3DX/Platform (free)	6
3.2	3DX/Meet-in-3D.....	6
3.3	3DX/Online Meeting	6
3.4	3DX/Conferencing (New)	7
3.5	3DX/ Enterprise Edition	7
3.6	Comparison table.....	8
4	Avatars	9
4.1	Different avatar types	9
4.2	Different avatar status	9
4.3	The space owner decides.....	9
4.4	Display avatar names	9
4.5	Automated seated position	9
5	White Label Service & Other Improvements	11
5.1	White Label Service for marketing partners.....	11
5.2	Customization of the loading page	11
5.3	Detecting Java on the computer	11



1 Overview

3DXplorer V5 is a major release bringing unique, first-of-its-kind innovative features to the emerging web3D market. A stronger and more reliable cloud-based network architecture, more choices and categories of avatars, over a 100 avatars simultaneously in a single room, Enterprise edition enabling intranet installations with unlimited number of rooms, white label services for marketing partners and more possibilities of customizations are among the new features.

2 Architecture: 3D On the Cloud



2.1 Cloud-based architecture

For the first time, an immersive web3D platform is offered on a cloud-based architecture. Browser-based with no download, with a over-the-cloud-distributed resources (static data, application, streamed and dynamic data are the main resources).

What does that mean actually?

You can have a totally distributed set of resources for your web3D experience. You can use 3DXplorer application in SaaS mode, thus using 3DXplorer servers for the application, while deporting your 3D content (your rooms and other 3D/2D assets and contents), to another server. Same thing for the real-time data, for instance the content of a live streamed presentation; for each live session, meeting, conference, classroom, you can define another server as a relay, which will handle your live interactive session.

What's the benefit of such a distributed, cloud-based architecture?

Performance, security, reliability, flexibility, reduced costs are among advantages of this architecture. If you are running a meeting in Asia, and don't want to rely on US based 3DXplorer servers, you can use your own standard web server and relay a live meeting from there. Same comment if you have sensitive data, and want to store your assets inside your firewall, while accessing 3DXplorer technology in SaaS mode. In this case, you would host the data, while Altadyn would host the application. There are endless possible combinations thanks to 3DXplorer cloud-based architecture.

Why is this feasible with 3DXplorer and not with other 3D Internet applications?



Well, remember when we were announcing the first and the only web-native web3D platform? Here's one of the consequences of that assertion. 3DXplorer is 3D with a pure web architecture, not a legacy 3D engine adapted to the web. It has been designed for the web. So it uses the endless capabilities of the web.

2.2 Relay Servers

For each 3D space or conference room, the owner can choose a 3DXplorer relay, different than the standard relay, or even preferably, use his/her own controlled server, which can be a standard web server, PHP enabled, where a small PHP script, provided by Altadyn, will be installed. For a series of conferences with 500 simultaneous connexions the following basic configuration could work:

- Linux Or Windows
- 1 GB RAM / 2GB recommended
- PHP & MYSQL
- Server authorizing 500 simultaneous authorizations ("max connections" parameter)



3 Products & Packaging

We have repackaged existing products and introduced new ones:

3.1 3DX/Platform (free)

The Platform application will allow the users to create and manage 3D spaces where avatars can meet. It includes 3DX/Studio, 3DX/Avatar Configurator and the 3DX/Player with basic features.

Free of charge, this application will be limited to 50 applet calls/day for all the 3D spaces.

Read more here: <http://www.3dexplorer.com/static-v3/platform.html>

3.2 3DX/Meet-in-3D

The Meet in 3D application will allow the users to create and manage 3D spaces where avatars can meet. It offers advanced features on top of the platform.

Additional Features:

- Seat
- Laser
- Desktop Sharing
- Analytics
- Custom loading image
- Silent mode
- Record Chat Conversation

Pricing: \$4990 per year & per account. Free demo mode with watermark.

SaaS edition limitation : 1000 applet calls/day for all the 3D spaces. For more traffic, contact Altadyn for dedicated server arrangements.

3.3 3DX/Online Meeting

3DX/OM will allow the users to create and manage 3D spaces where avatars can meet. It offers advanced features on top of the platform.

Additional Features:

- Seat
- Laser
- Desktop Sharing
- Meeting Planner
- Meeting Reports



- Custom loading image
- Silent mode
- Record Chat Conversation

Free demo mode with watermark.

Pricing: \$499 per year & per room OR \$49 per month & per room

Each subscription will provide a “token” to be used on a meeting room to remove the watermark. The account owner can move the token from one room to another freely.

Limitation: 15 avatars max per room simultaneously.

More on the product here: http://www.3dexplorer.com/static-v3/3DX_online_meeting.html

3.4 3DX/Conferencing (New)

Similar to 3DX/OM but enabling unlimited number of avatars (practically 100 avatars and more), to enter the conference room simultaneously in low-res mode (low resolution).

Features:

- Seat
- Laser
- Desktop Sharing
- Meeting Planner
- Meeting Reports
- Custom loading image
- 100 avatars & more
- Silent mode
- Record Chat Conversation

Free demo mode with watermark.

Pricing: \$4990 per year & per room

Each subscription will provide a “token” to be used on a meeting room to remove the watermark. The account owner can move the token from one room to another freely.

3.5 3DX/ Enterprise Edition

All products are available both in SaaS mode and in Enterprise mode which means they can be installed on an intranet server. Read more here: http://www.3dexplorer.com/static-v3/3DX_enterprise_edition.html

Contact sales for pricing.



3.6 Comparison table

All products are available both in SaaS mode and in Enterprise mode which means they can be installed on private servers.

	3DX Platform	3DX / Online Meeting	3DX Conferencing	3DX / Meet in 3D	Custom Config
3DX/Studio for creating 3D spaces	✓	✓	✓	✓	✓
3DX/Avatar Configurator	✓	✓	✓	✓	✓
3DX/Player: walkthrough	✓	✓	✓	✓	✓
3DX/Player: Multi-user sessions & avatar	✓	✓	✓	✓	✓
Chat , basic animations & interactions	✓	✓	✓	✓	✓
User traffic (max daily applet calls)	50	1000	1000	1000	unlimited
Meeting Planner & encrypted URL	No	✓	✓	No	✓
Meeting Participants Report	No	✓	✓	No	✓
Desktop Sharing	No	✓	✓	✓	✓
Remote connection / Application sharing	No	✓	✓	✓	✓
Seated animation	No	✓	✓	✓	✓
Laser beam	No	✓	✓	✓	✓
Analytics on avatars	No	No	No	✓	✓
Max # of simulateneous avatars/room	15	15	unlimited	unlimited	unlimited
Customizing the loading image	No	✓	✓	✓	✓
User defined relay server	No	✓	✓	✓	✓
Monthly Subscription price	Free	\$49	\$490	N/A	N/A
Annual Subscription price	Free	\$490	\$4990	\$4990	Quote

4 Avatars

4.1 Different avatar types

Avatars can now be represented in three level of resolution, with more or less polygons, enabling large number of low poly (low-res) avatars , adapted for large conferences, or smaller groups with hi-res avatars.

- V3000 is the high resolution representation of avatars (represents approximately 3000 polygons per avatar)
- V300 is the mid resolution level (represents approximately 300 polygons per avatar)
- V90 is the low resolution level (90 polys per avatars)

4.2 Different avatar status

Participants in a meeting, or a conference , can have different status:

- VIPs : these are participants who could potentially walk into the room with high-res avatars
- Moderators: they have higher privileges in the room, they can enable/disable silent mode (so that no one can chat during an important presentation for example). They can also eject participants if necessary.
- All others.

4.3 The space owner decides

A space owner can now determine, with what type of avatars should the participants enter the space: V3000, V300 or V90. If a large number of participants are expected, the owner would authorize a few VIPs to enter in hi-res mode, while limiting other avatars to low-res (V90). Same thing in a meeting with participants from low bandwidth connections or more generally, weaker hardware configurations.

4.4 Display avatar names

The owner of the space can decide how to display avatar names in a space:

- Default mode: a mouse-over action will show the avatar name
- Nearest Only mode: any avatar will permanently see all avatars' names near him/her
- Always: all avatar names show, without any required action, all the time.

4.5 Automated seated position

Until now, to sit down, avatars needed to position themselves exactly in front of the chair before sitting down. Although this is just like in real life, it virtually requires some dexterity in manipulation of the mouse which does not facilitate the work for beginners. Now on top of this feature, avatars can sit down, simply by clicking on the chair.

To be able to use the automated seated position, the space needs to be designed with sitting anchors added on the surface of chairs, benches, sofas, This can be done :

- Either in 3DXplorer by adding the object “anchor” to the seat : Add New Object A symbol representing the anchor and showing where to sit is positioned on the surface of the chair.
- Or in the modeler used (3DS Max, Sketchup, Maya, ...) by adding an anchor linked to the chair, named necessarily and precisely “Anchor3DX_seated”. This way the anchor will be automatically created in 3DXplorer, when importing the 3DS or COLLADA file. (in 3DS Max, a “Dummy” can be used for this purpose). Modeler anchors are positioned at the ground level.

You also need to make sure the orientation is OK, the best is to try and test.

Once a room with anchors is saved and published, visitors can just click on the chair to sit down. Avatars will still be able to turn their head and look around, while seated.



5 White Label Service & Other Improvements

5.1 White Label Service for marketing partners

The full 3DXplorer SaaS product is now available for partners, resellers, and other application developers to resell 3DXplorer under their own brand, with a minimum development effort. Contact Sales for more information.

5.2 Customization of the loading page

All paid account owners can now customize the 3DXplorer loading page and either use the space for informational messages, or for advertisement.

5.3 Detecting Java on the computer

If you use the encrypted URL, Java will be detected and a message will appear if it is not installed on the user's computer. This test is included in view.php et join.php. If the space owner uses the applet embed inside his/her own HTML code, he/she needs to handle this test. The script can be offered by the support team for free.