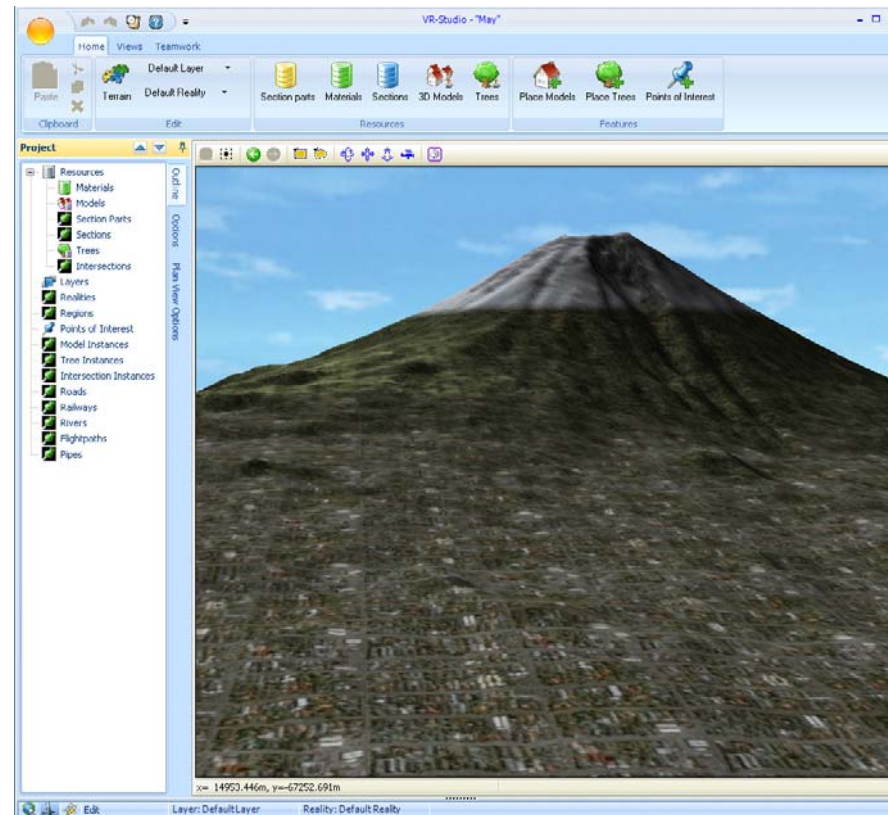


VR-Studio Version 1.0



Presented by: Alistair Ward

Senior Developer FORUM 8 NZ

What's Covered?

- New User Interface
- Large Terrain
- Multi-User Editing
- Easy Path Creation with Modifiers
- Multiple Realities
- Still to come
- Q & A

Key Differences between UC-Win/Road and VR-Studio

- Performance
- Multi-User Editing
- Large Project Creation
- Enhanced User Interface
- Many editors can be open at any time.
- Real time editing.

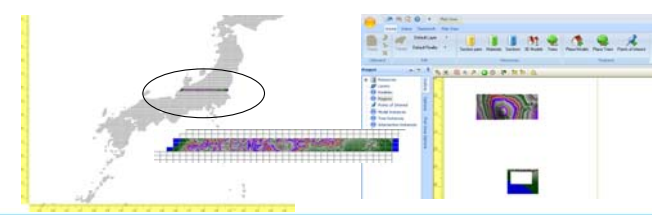
New UI and Ribbon Control

- VR-Studio uses the new Ribbon Control technology.
- Tree Views allow easy access to objects for editing.
- Tables provide summary information, direct editing and copy and paste.
- Multiple forms can be open at the same time.
- Undo and Redo are available from the menu bar.



Large Terrain

- Project terrain size is limited only by your available memory and type of graphics card.
- Terrain can be any size and shape. You could have a narrow, long piece of terrain for example, to map a road across a country.
- Regions can be defined to allow ease of multi-user editing of the terrain.



Multi-User Editing

- VR-Studio allows simultaneous editing of different parts of the same project by different users. This includes terrain, roads, and model instances.



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Paths

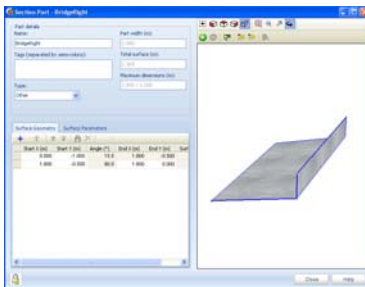
- Created in a similar way to UC win/Road.
- Quickly and easily joined and split.
- Features are referenced from Station Points – not the start of the path.



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Sections and Section Parts

- Sections are now built by putting together a series of Section Parts.
- This means that individual Section Parts can be reused by many Sections.



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Modifiers

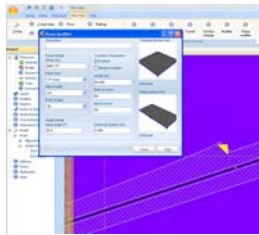
- Modifiers let you make changes to the section that is assigned to a path.
- Modifiers allow you to insert, replace or remove individual Section Parts without having to define entire new sections.



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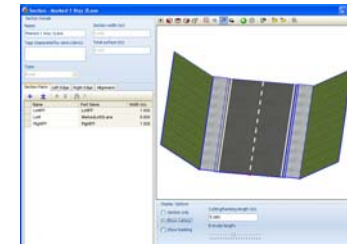
Ramps

- Paths can be added in any order when defining ramps.
- Ramps can now be angled.
- New ramp modifiers allow easy creation of Slip and Split ramps.



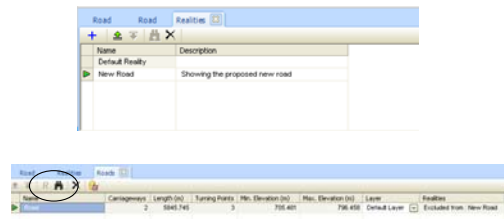
Cutting and Banking

- You can have different shapes automatically placed at the edge of the main section shape when the road changes from a cutting to a banking situation.



Realities

- All types of objects (trees, buildings, signs, roads and terrain) can be used or replaced to represent changes in time and different design options.
- Objects can be edited within realities.



Still to Come

- For Release V1.0:
 - Intersections
 - UC Win/Road project import
- After Release V1.0
 - Dynamic modelling
 - Railways



Q & A

After UC-win/Road Presentation



第10回UC-win/Road協議会
Yoann Pencreach

UC-win/Road 4

UC-win/Road 4まで

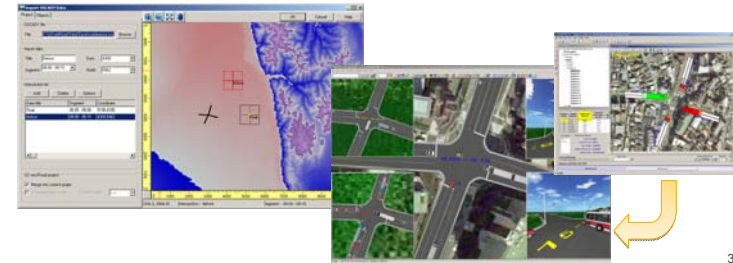
火と煙の表現



UC-win/Road 4まで

TRL社OSCADYとの連携機能

複数の交差点または1つの交差点における複数の解析結果毎に交差点を生成し、UC-win/Roadで比較できる。



3

UC-win/Road 4

(リリース予定：2009年9月)

What's New!

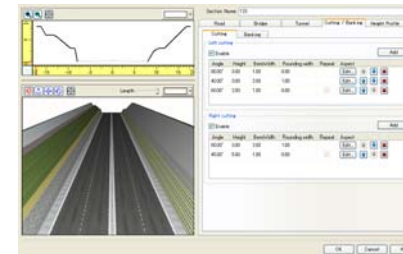
- データ作成機能の改良
- 映像品質の向上
- 対応するディスプレイハードウェアの拡張
- ドライビングシミュレーション体験のステップアップ
- 使い勝手の改善

4

UC-win/Road 4

データ作成機能の改良

- 小段ラウンディング (新規機能)



- 3Dモデル編集画面の改善
- 新たな地形メッシュデータへの対応：
中国及びオーストラリアのDEM

5

UC-win/Road 4

映像品質の向上（新規機能）

- 車両ヘッドライト



- 気象の表現
- 自動LODの拡張

6

UC-win/Road 4

対応ディスプレイハードウェアの拡張

- 3Dステレオ表示：3Dモニタ
シャッターと偏光フィルタ眼鏡



- 複数台のプロジェクタのエッジブレンディング
(Mersive's Sol Server)

7

UC-win/Road 4

ドライビングシミュレーション体験のステップアップ

- 自車の車両運動モデルの改善
マニュアルシフト
エンジンブレーキ
クラッチ
(サスペンション)
(横滑り)

- 交通とドライビングシミュレーション用の道路マージ機能

道路1

道路2

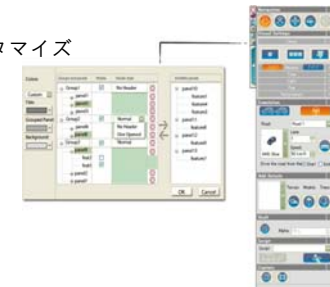


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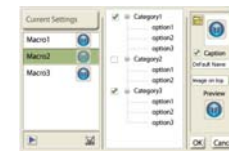
UC-win/Road 4

使い勝手の改善

- シミュレーションパネルのカスタマイズ



- 新規機能：環境設定マクロ



- その他の編集画面の改善

9

今後の展開

- スクリプト機能の改善
 - 早送り、途中からの実行、サブスクリプト機能でのスクリプト編集改良
 - シナリオに実行、またはシナリオからのスクリプト呼び出しコマンド
- ログ出力機能
 - 運転シミュレーションのログ出力機能を新規オプションとして開発
 - ファイル出力、ネットワークオンライン
 - ログ項目にシナリオ状態を出力
- 歩行者表現の改善
 - 群衆移動
 - 交通流との統合
- データ変換機能の拡張