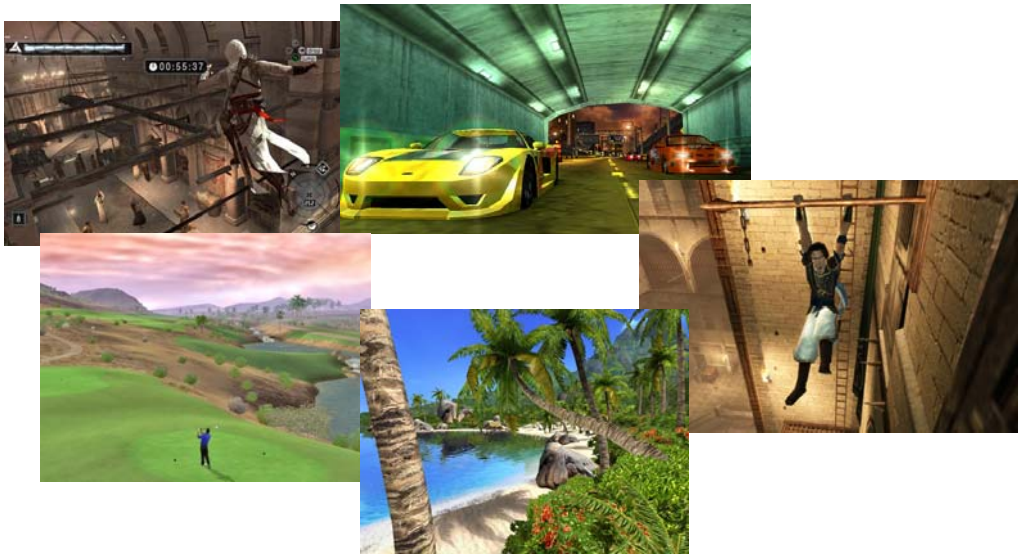
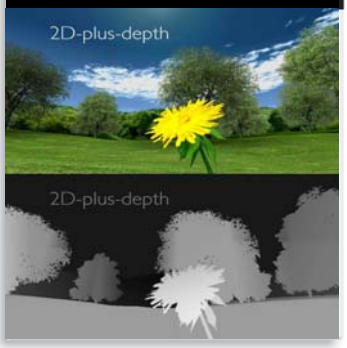


3D Content Enabling Software

DirectX Visualizer
OpenGL Visualizer

DirectX & OpenGL 3D enabling

WOWvx



dxvi-3A012
ogvi-3A012

True 3D visualization for games

Eye-popping 3D for existing applications

Empower your interactive DirectX and OpenGL applications with the WOWvx Visualizers to create a true 3D viewing experience with exciting out-of-screen effects. It empowers gamers and other 3D application users to experience their applications on Philips autostereoscopic 3D displays.

Exciting out-of-screen 3D effects

- Stunning 3D viewing experience on Philips 3D displays
- 3D visualization of existing DirectX (Direct3D) and OpenGL based applications

Straight forward installation

- 3D visualization without the need to change existing applications
- Additional software library next to the application, with a settings file per application
- Initial support for a number of applications

Application performance comparable to 2D

- Real-time extraction of the depth information
- 3D application performance close to 2D

WOWvx 2D-plus-Depth display interface format

- Flexible 3D format for compatibility with existing infrastructures and hardware
- Designed for scalability on every size and type of 3D display

Full control over 3D visual experience

- 3D experience can be customized via the application specific settings file
- Full description in the manual on how to:
    - Adapt the 3D experience for already supported applications
    - Usage with new applications

WOWvx DirectX and OpenGL Visualizer availability

- Online one-time purchase, can be applied for unlimited number of applications
- See the ‘Downloads/Purchase Software’ section at www.philips.com/3Dsolutions

PHILIPS

3D Content Enabling Software

dxvi-3A012 / ogvi-3A012

Technical Specifications

WOWvx DirectX Visualizer

The WOWvx DirectX Visualizer makes visualization on a 3D display available for DirectX (Direct3D) applications. The Visualizer comes as a software library that should be placed next to a DirectX application and 'translates' Direct3D function calls to enable output in the 2D-plus-Depth format instead of 2D only. This is illustrated in the picture below. The WOWvx DirectX Visualizer comes with a set of application specific settings files that can be adapted. Instructions for this and for creating settings files for new or not yet supported applications are described in the manual.

Initial supported applications*

- Assassin's Creed
- Battlefield 2142
- Colin McRae Rally '04
- Colin McRae: DiRT
- Command & Conquer 3: Tiberium Wars
- Crysis
- De Blob
- FarCry
- Ghost Recon Advanced Warfighter 2
- LEGO Indiana Jones
- Need for Speed Carbon
- Neverwinter Nights 2
- Rayman Raving Rabbids
- rFactor
- Tomb Raider Anniversary
- Tomb Raider Legend
- Tom Clancy's Rainbow Six Vegas
- Tom Clancy's Rainbow Six Vegas 2
- World of Warcraft

Operating system compatibility

- Windows XP Professional SP2 32

Graphics card compatibility

The WOWvx DirectX Visualizer is known to work on the following graphics cards:

- NVIDIA GeForce 6600
- NVIDIA GeForce 6800GT
- NVIDIA GeForce 7800GT
- NVIDIA GeForce 8600GT
- NVIDIA Quadro FX 1400

WOWvx OpenGL Visualizer

The WOWvx OpenGL Visualizer makes visualization on a 3D display available for OpenGL applications. The Visualizer comes as a software library that should be placed next to a DirectX application and 'translates OpenGL function calls to enable output in the 2D-plus-Depth format instead of 2D only. The WOWvx OpenGL Visualizer comes with a set of application specific settings files that can be adapted. Instructions for this and for creating settings files for new or not yet supported applications are described in the manual.

Initial supported applications*

- FarCry
- Quake 3
- Quake 4

Operating system compatibility

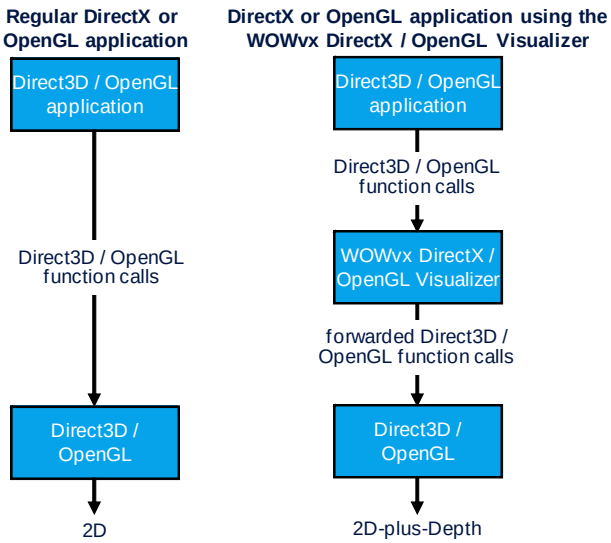
- Windows XP Professional SP2 32 and 64-bit
- Windows Vista Ultimate 32 and 64-bit

Graphics card compatibility

The WOWvx OpenGL Visualizer is known to work on the following graphics cards:

- NVIDIA GeForce 6600
- NVIDIA GeForce 6800GT
- NVIDIA GeForce 7800GT
- NVIDIA GeForce 8600GT
- NVIDIA Quadro FX 1400

* *The application should support the native resolution of the 3D display connected in order to have the Visualizer function properly.*



Product highlights

WOWvx DirectX and OpenGL Visualizer

Philips 3D Solutions introduces the WOWvx DirectX and OpenGL Visualizers to support the visualization of Direct3D and OpenGL based interactive applications in 'true' 3D on autostereoscopic multi-view 3D displays. With this the rich legacy of existing applications can immediately benefit from stunning 3D viewing experience. The WOWvx Visualizers enable real-time extraction of the depth information from the graphics library and thus real-time visualization on a 3D display with an application performance close to 2D.
Initially both Visualizers come with a set of application specific settings files. Moreover, it provides users the ability to easily adapt the 3D visualization settings and define settings files for new or not yet supported applications.

2D-plus-Depth format

To decouple content creation from content visualization, Philips champions the 2D-plus-Depth format. This flexible 3D format can easily be implemented into existing 2D creation and distribution infrastructures. The 2D-plus-Depth format comprises additional depth information with every 2D image. The depth information indicates the position of each 2D image pixel on the Z (depth) axis in or out of the screen plane. The WOWvx DirectX and OpenGL Visualizers fully support this flexible 2D-plus-Depth format.

The WOWvx content formats offer flexibility and compatibility with existing production equipment and compression tools. Moreover it allows the application of different 3D display screen sizes and designs in the same system. Supported by various companies across the display industry, Philips took the lead in MPEG standardization of 3D video based on the WOWvx 2D-plus-Depth format.

Low integral cost of ownership

Philips 3D displays and content enabling software are designed for maximum reuse of content and concepts from 2D.
Key enabler is the WOWvx content format that allows easy 3D content creation with standard tools and content distribution using existing infrastructures. This results in a flexible 3D system solution with optimal visual performance and low integral cost of ownership.

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Philips 3D Solutions

www.philips.com/3Dsolutions