

**Applications**

**Interactive Authoring**

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### 3D Realtime Models

Amy Bayers  
Marketing Manager  
Paradigm Simulation, Inc.  
14900 Landmark Boulevard  
Suite 400  
Dallas, TX 75240  
USA  
**972-960-2301**  
**972-960-2303 (fax)**  
**amy@paradigmsim.com**  
**http://www.paradigmsim.com**

Paradigm maintains an extensive library of high-performance 3-D models which have been built for use in interactive visual simulation and virtual reality applications. The model list includes aircraft, weapons, missiles, autos, trucks, trains, buildings, factories, and cultural detail. These models are available with or without photo-texturing. Custom modeling services are also available. All models are generated in MultiGen Flight® format.

IRIX version compatibility:

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### Alias | Wavefront PROcreator™

Marketing Administrator  
Alias Wavefront  
110 Richmond Street East  
Toronto, ON M5C 1P1  
Canada  
**416-362-9181**  
**416-362-0630 (fax)**  
**800-447-2542 (tollfree)**  
**http://www.aw.sgi.com/**

Alias | Wavefront PROcreator™ is a set of specialized software tools for video game and interactive multimedia developers. These tools are used to create imagery and geometry that are optimized for the specific characteristics of target games consoles. Alias | Wavefront PROcreator includes tools such as: interactive color quantizer, NURBS to polygon conversion, polygon editor, sprite editor, sprite renderer, distributed renderer, sound sync and hidden line rendering. When combined with other powerful Alias | Wavefront features like Digital OptiF/X™, NURBS-based modeling and animation tools and Alias | Wavefront MotionSampler™ for performance animation, it enables game developers to achieve a new level of realism in their games.

IRIX version compatibility:

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### AlphaMation Motion Simulation Systems

Alan Madsen  
Chairman  
AlphaMation, Inc.  
180 North 2400 West  
Suite 300  
Salt Lake City, UT 84116  
USA  
**801-942-6100**  
**801-322-0172 (fax)**

Fully Interactive cab-based motion simulation systems for entertainment and training. Flight, equipment and specialized training capabilities.

IRIX version compatibility: 5.3

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### AudioWorks 2™

Amy Bayers  
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14900 Landmark Boulevard  
Suite 400  
Dallas, TX 75240  
USA  
**972-960-2301**  
**972-960-2303 (fax)**  
**amy@paradigmsim.com**  
**http://www.paradigmsim.com**

AudioWorks 2™ Interactive, real-time, 3-D sound adds a whole new dimension to simulation and virtual reality applications. AudioWorks 2 makes it easy to add continuous, real-time 3-D processing of multiple independent moving sounds. Real-time sound waveform processing in the Sound Engine™ includes Doppler shift, distance/time delay, low-pass filtering, looping, pitchbend, and more. The AudioWorks 2 software development system includes an ANSI C callable library of routines for easy program development. AudioWorks 2 is integrated with the new Vega system and provides extended functionality, higher performance, and greater flexibility. AWLynX, a Vega-based X-Motif graphical user interface, is part of the new AudioWorks 2 system.

IRIX version compatibility: 5.3, 6.2 Certified, 6.3 Certified

# Interactive Authoring

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## CDR Publisher

Paul Ling  
President  
Creative Digital Research  
7291 Coronado Drive  
San Jose, CA 95129  
USA  
**408-255-0999**  
**408-255-1011 (fax)**  
**paul@cdr1.com**

CDR Publisher is a cross-platform desktop CD-ROM recording software which organizes data from the user's computer system and generates HyCD™ CD-ROMs. These CD-ROMs can then be read by CD-ROM readers on all major computers. CDR PUBLISHER HyCD™ is cross-platform; supporting PC (ISO 9660), UNIX (ISO 9660 with Rock Ridge Extension) and Macintosh (HFS) formats integrated on a single CD-ROM. The CDR PUBLISHER HyCD™ Multimedia version supports both audio and video formats. This cross-platform and multi-platform capability makes it a natural choice for business and software or multimedia developers for internal and external distribution of information, multimedia title development, and archival purposes. All versions of CDR Publisher can create compliant CD-ROMs for PC, Macintosh, and UNIX. Its cross-platform and multi-platform capability makes it a natural choice for business and software or multimedia developers for internal and external distribution of information, multimedia title development, and archival purposes.

IRIX version compatibility: 5.2, 5.3

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## DynaText™

Yvonne Dahl  
VP, North American Sales  
Electronic Book  
Technologies, Inc.  
One Richmond Square  
Providence, RI 02906  
USA  
**401-421-9550**  
**401-421-9551 (fax)**  
**info@ebt.com**  
**http://www.ebt.com/**

DynaText™ is the leading SGML-based electronic book publishing system. SGI's IRIS Insight is based upon DynaText. DynaText accepts any valid SGML document and builds a dynamic electronic book that can include hyperlinks, tables, equations, graphics, audio and video. Users can write notes, create cross-references, print selectively, and cut-and-paste into other applications. End-users view a dynamic table of contents that enables them to easily navigate to desired information. Full-text searches can be conducted for individual books and for collections of DynaText books. DynaText books can be viewed on client/server networks or standalone workstations. DynaText runs on Windows™, Macintosh®, and major UNIX platforms, including IRIX 5.2.

IRIX version compatibility: 5.3

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## DynaWeb™

Yvonne Dahl  
VP, North American Sales  
Electronic Book  
Technologies, Inc.  
One Richmond Square  
Providence, RI 02906  
USA  
**401-421-9550**  
**401-421-9551 (fax)**  
**info@ebt.com**  
**http://www.ebt.com/**

DynaWeb™ is EBT's high-function SGML World-Wide Web server software. DynaWeb enables publishers to distribute information products on the Internet using the same tools and process currently used for CD-ROM and LAN publishing, while preserving corporate information assets in a single, standards-based, vendor-neutral format--SGML. DynaWeb is designed to fully exploit the SGML structures already in place in publishers' DynaText™ electronic books. DynaWeb connects DynaText electronic books to the Internet, adds powerful search and navigation functionality to the multitude of Web client browsers, and does so in a manner that is efficient and sustainable. DynaWeb runs on all major UNIX platforms, including IRIX 5.2.

IRIX version compatibility: 5.3

# Interactive Authoring

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## Ez3d RenderWorld

Lee Seiler  
CEO  
Radiance Software  
International  
1726 Francisco Street  
Berkeley, CA 94703  
USA  
**510-848-7621**  
**510-848-7613 (fax)**  
**lee@radiance.com**  
**http://www.radiance.com/**

Raytracing at the touch of a button!

- \* Import and export models and scenes in a wide variety of 3-D formats
- \* Produce photo-realistic ray-traced images complete with real shadows, reflections, environment, fog, bump maps, anti-aliasing, and a host of other photo-realistic effects.
- \* Background rendering: Ez3d lets you render in the background and graphically monitor the status of the rendering.
- \* Remote rendering: Render on a remote system on your network

IRIX version compatibility: 5.2, 5.3

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## FlashWare™ SDK

Janet Spinks  
Marcom Manager  
Precept Software, Inc.  
1072 Arastradero Road  
Palo Alto, CA 94304  
USA  
**415-845-5200**  
**415-845-5235 (fax)**  
**jspinks@precept.com**

The FlashWare Development Kit (SDK) provides a C++ interface to an RTP (Real-time Transport Protocol) stack. RTP, and its companion RTCP (Real-time Transport Control Protocol) allow real-time audio/video streams to be sent over existing IP LANs, WANs and the Internet. RTP and RTCP form a real-time networking foundation for solutions such as CBT, telemedicine, video conferencing, and process monitoring.

IRIX version compatibility: 6.2

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## GAMEWARE™

Marketing Administrator  
Alias Wavefront  
110 Richmond Street East  
Toronto, ON M5C 1P1  
Canada  
**416-362-9181**  
**416-362-0630 (fax)**  
**800-447-2542 (tollfree)**  
**http://www.aw.sgi.com/**

GAMEWARE™ is the only high-end computer graphics software created specifically as an authoring tool for game development. GAMEWARE allows developers to create games with realistic 3-D objects and terrain, synthetic actors with natural motion and stunning special effects. GAMEWARE and its family of Hyper-Plug-Ins is the first Silicon Graphics based software to provide a complete end-to-end solution for 2-D and 3-D asset creation in the games environment. The GAMEWARE family consists of GAMEWARE, offered at minimal cost and GAMEWARE PRO which includes additional advanced image authoring tools.

IRIX version compatibility:

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## Gain Momentum™

Marshall Leisten  
SGI Business Development  
Sybase, Inc.  
Emerging Markets Group  
1870 Embarcadero Road  
Palo Alto, CA 94303  
USA  
**415-813-8328**  
**415-813-8333 (fax)**  
**marshall.leisten@sybase.com**  
**http://eventsource.com/sybase/**

Gain Momentum™ is the only industrial-strength multimedia application development environment targeted at large, commercial application projects. It is an object-based, hypermedia application development and delivery system. Gain Momentum applications may combine a wide range of sensory-rich data types and corporate data from SQL databases and is designed to support multiple users across distributed, heterogeneous computer networks.

IRIX version compatibility:

# Interactive Authoring

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## Gebel Barkal: Temple 3700

Donald Sanders  
President  
Learning Sites, Inc.  
151 Bridges Road  
Williamstown, MA 01267  
USA  
**413-458-2828**  
**413-458-2828 (fax)**  
**dsanders@berkshire.net**

Gebel Barkal: Temple 3700 is a digitally reconstructed virtual world representing the ancient Nubian temple and its ennumons around G50 BCE. The virtual ancient world presents highly detailed views of the temple architecture, hieroglyphics, and inscriptions as well as aspects of the site around the temple. Interactive information panels are linked to objects throughout the world. At earthlink, the data (text and images) is ordered hierarchically to facilitate browsing. The virtual is thus enhanced for users as an instructional and research tool; Learning Sites is devoted to public education and the promotion of digitized archeology.

IRIX version compatibility:

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## INSIDETRAK® Motion Tracker

E.W. Costello  
VP, Marketing & Sales  
Polhemus, Inc.  
One Hercules Drive  
P.O. Box 560  
Colchester, VT 05446  
USA  
**802-655-3159**  
**802-655-1439 (fax)**  
**800-357-4777 (tollfree)**  
**e\_costello@polhemus.com**  
**<http://www.polhemus.com/trackers/>**

The first six degree-of-freedom tracker for under \$1,000, INSIDETRAK is an ISA insertable version of the award winning FASTRAK, with slightly reduced specifications. The INSIDETRAK master board can handle an optional second receiver. If more receivers are required, slave boards can be added. Each slave board can accomodate up to 2 receivers. The ultimate number of receivers is limited only by the number of ISA slots available.

IRIX version compatibility:

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## ISOTRAK® II

E.W. Costello  
VP, Marketing & Sales  
Polhemus, Inc.  
One Hercules Drive  
P.O. Box 560  
Colchester, VT 05446  
USA  
**802-655-3159**  
**802-655-1439 (fax)**  
**800-357-4777 (tollfree)**  
**e\_costello@polhemus.com**  
**<http://www.polhemus.com/trackers/>**

A low cost six d-o-f tracking system, it is the next generation version of the time proven ISOTRAK with improved specifications. ISOTRAK® II can now support up to 2 receivers with a single transmitter and has an accuracy of .10" RMS. It may also be used as a low cost digitizer, with the optional stylus.

IRIX version compatibility:

# Interactive Authoring

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## IconAuthor® for Unix

Joe Gabriel  
Marketing Programs  
Manage  
Aimtech Corporation  
20 Trafalgar Square  
Suite 300  
Nashua, NH 03063  
USA  
**800-289-2884**  
**603-883-5582 (fax)**  
**joe@aimtech.com**  
**http://www.aimtech.com/**

IconAuthor® is a powerful and flexible cross-platform authoring system for developing interactive multimedia applications in an enterprise-wide, client/server environment. By seamlessly combining multimedia content (text, graphics, animation, digital video and audio), users can build comprehensive, sophisticated applications - all without scripting or programming.

With IconAuthor 6.0, aimTech now provides common IconAuthor file formats across leading development platforms, including Unix, Windows, and OS/2. Users of these platforms can run and edit interactive multimedia applications developed and stored on a Unix system. This enables IconAuthor developers to create on one platform and play on another, without converting files.

IRIX version compatibility:

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## Laser Blast 150

David Hooper  
President  
Vision Quest  
24257 Del Amo Road  
Ramona, CA 92065  
USA  
**619-788-1560**  
**619-788-1524 (fax)**

Fantasy racing game for location-based entertainment centers. Supports six vehicles with a driver and gunner per vehicle.

IRIX version compatibility:

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## OBJ Loader v.2

Heedong Ko  
Principal Research Scientist  
Korea Institute of Science  
And Technology  
Sungbuk Ku, Hawalkok  
Dong 39-1  
Seoul, 136-791  
South Korea  
**82-2-958-5646**  
**82-2-958-5639 (fax)**  
**ko@kistmail.kist.re.kr**  
**http://www.kist.re.kr**

OBJ Loader v.2 enables importing and converting Wavefront OBJ format data into a scene graph for IRIS Performer database. OBJ Loader v.2 not only imports geometry and graphics state in an OBJ file but also provides a functionality to reorganize the imported objects into a node hierarchy of IRIS Performer and to access and control in the application for real-time performance optimization.

IRIX version compatibility: 5.3

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## Ski Dude

Diane Kjellberg  
Director of Marketing  
KSA Technology  
705 Commerce Street  
Euless, TX 76040  
USA  
**817-355-1629**

Ski Dude is the first commercially available virtual reality skiing experience. This game allows the players to become the snowman skiing down the slopes as snow sprays off the back of their ski's. The course is complete with hair-raising runs, a ski jump, moguls and snow covered conifers to ski around. The player controls the real-time motion through Polhemus sensors which are connected to a ski jacket and ski poles. The game can be viewed from a large screen monitor or through head mounted displays.

IRIX version compatibility:

# Interactive Authoring

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## SoftQuad Author/Editor™ 3.1

Sales Department  
SoftQuad, Inc.  
56 Aberfoyle Crescent  
Suite 810  
Toronto, On M8X 2W4  
Canada  
**416-239-4801**  
**416-239-7105 (fax)**  
**info@sq.com**  
**http://www.sq.com**

Author/Editor™ 3.1 allows users to easily create SGML documents using built-in templates and full, context-sensitive assistance in mark-up.

Author/Editor also provides support for external graphic and other formats, customizable macros, and easy to use SGML capabilities.

This SGML authoring tool is for anyone who writes, edits, manages or produces SGML documents. SoftQuad Author/Editor 3.1 is available on Windows (min. 80386 with 8MB), Macintosh (min. 68030 with 8MB), Sun/SPARC (SunOS 4.1.3 and Solaris 2), DEC Alpha (OSF/1), Silicon Graphics (IRIX), Sun4/SPARC (OPENLOOK), IBM RS6000 (AIX), and HP9000/700 (HP-UX).

IRIX version compatibility:

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## SoftQuad Explorer™ 1.0

Sales Department  
SoftQuad, Inc.  
56 Aberfoyle Crescent  
Suite 810  
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Canada  
**416-239-4801**  
**416-239-7105 (fax)**  
**info@sq.com**  
**http://www.sq.com**

SoftQuad Explorer™ delivers SGML documents to your users or customers electronically, and is optimal for delivery via CD-ROM. Explorer incorporates cross-document hyper-text capabilities for electronic delivery on-the-fly filing, and hierarchical document organization tools. Explorer's personal reference webs - complete with annotations and bookmarks - allow for improved personal information management while its multiple-document indexing feature provides users with fast, effective searching.

This product is equally useful to electronic content deliverers as it is to creators of SGML documents who need a useful mechanism for managing their information. SoftQuad Explorer™ 1.0 is available on Microsoft Windows.

IRIX version compatibility: 5.2, 5.3

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## SoftQuad HoTMetaL Pro

Sales Department  
SoftQuad, Inc.  
56 Aberfoyle Crescent  
Suite 810  
Toronto, On M8X 2W4  
Canada  
**416-239-4801**  
**416-239-7105 (fax)**  
**info@sq.com**  
**http://www.sq.com**

HoTMetaL Pro makes it easy to create HTML documents that can be published on the Internet and read by millions using Mosaic, Netscape or any other WWW browser. HoT-MetaL Pro comes with such standard word processing features as a spell checker, thesaurus, dictionary, and full search and replace capabilities. HoTMetaL Pro also provides simple dialogs for building links, a browser previewing capability, easy-to-use markup tools, rules checking and validation capabilities and flexible import functionality.

HoTMetaL Pro is available for MS-Windows, Apple Macintosh, Sun/SPARC (SunOS 4.1.3 and Solaris 2), DEC Alpha (OSF/1), IBM RS6000 (AIX), Silicon Graphics (IRIX) and HP9000/70 (HP-UX).

IRIX version compatibility: 5.2, 5.3

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## SoftQuad SGML Enabler for QuarkXPress™ 1.0

Sales Department  
SoftQuad, Inc.  
56 Aberfoyle Crescent  
Suite 810  
Toronto, On M8X 2W4  
Canada  
**416-239-4801**  
**416-239-7105 (fax)**  
**info@sq.com**  
**http://www.sq.com**

SoftQuad SGML Enabler is a QuarkXTension™ that allows you to import your SGML documents directly into QuarkXPress where you can take advantage of its superior page layout and typesetting capabilities.

SGML Enabler is smart software that knows both SGML and QuarkXPress, and maps SGML elements to styles for automated formatting.

It will be available for Apple Macintosh.

IRIX version compatibility: 5.2, 5.3

# Interactive Authoring

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## TIE™ Computer based Training Authoring & Delivery

Daniel Lorenc  
Vice President  
Global Information Systems  
Technology, Inc.  
Trade Centre South  
Suite 301  
100 Trade Centre Drive  
Champaign, IL 61820  
USA  
**217-352-1165**  
**217-352-9307 (fax)**

TIE™ is a training authoring system that makes the creation of computer-based training easier. Courseware developers can create interactive multimedia presentations by selecting and arranging small graphics symbols called icons. This authoring system is so easy to use, it allows even beginning programmers the power and flexibility of a programming language interface with the icon system. Training materials are deliverable on DOS, Dos/Windows, or UNIX X.11 Window systems.

IRIX version compatibility:

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## True3D™ Game Development System

Sinjin Bain  
President  
PyroTechnix  
30 Garfield Place  
Suite 600  
Cincinnati, OH 45202  
USA  
**513-929-4200**  
**513-929-4240 (fax)**  
**sbain@pyrotechnix.com**

True3D™ - Game Development System is a Windows95 real-time game development system for the consumer entertainment industry with support for SGI application software from Alias, MultiGen, and others. The rendering engine is full 3-D capable with 6 degree freedom of movement and includes: support for Microsoft's Game SDK DirectX API's, multiple proprietary rendering technologies, 2-D and 3-D sprite animated objects, collision detection, automatic BSP tree and visibility list generation, sound rendering for real-time sound processing and mixing to achieve realistic sound (echoes in big room, etc.), import support for Alias, GameGen, and 3DS files. The technologies included in True3D are entirely proprietary to PyroTechnix and are all written in platform portable 32-bit C code.

IRIX version compatibility:

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## Video CD 2.0 Authoring System "Scenarist"

Takashi Honma  
Daikin Industries Ltd.  
Shinjuku Sumitomo  
Building 30F  
2-6-1, Nishi Shinjuku  
Shinjuku-ku  
Tokyo, 163-02  
Japan  
**81-3-3344-8147**  
**81-3-3344-8113 (fax)**

Scenarist is a Video CD 2.0 Authoring system for professional production. It provides rich authoring function, easy operation and efficient environment. Scenarist supports full specification of Video CD 2.0 from Play Back Control to Closed Caption and Extended Directory. Encoded ISO stream files. VCD files, high-resolution and normal-resolution files can be used with Scenarist. Once registered in the database, users can manipulate all data with simple menu selection. Users also can draw complex scenario of PBC easily with simple mouse operation. Simulation function of Scenarist saves the cost of write-once disks. Programming knowledge is not necessary for using Scenarist.

IRIX version compatibility: 5.2, 5.3

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## X/TeleScreen©

Prashant Parekh  
President  
VisualTek Solutions  
46750 Fremont Boulevard  
Suite 207  
Fremont, CA 94538  
USA  
**510-353-0952**  
**510-353-0954 (fax)**  
**prashant@visualtek.com**  
**http://www.visualtek.com**

X/TeleScreen© is an advanced software which allows most off-the-shelf, X Window based applications to be shared simultaneously by any number of X displays, terminals and workstations. It is used for group training sessions, help desk response, remote customer support, sharing of documents, drawings and spreadsheets, and much more. Product is currently at version 1.09. X/TeleScreen© does not require any additional hardware and it does not require any prerequisite software.

IRIX version compatibility: 5.3



# Interactive Authoring

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## dVISE™

Mike Harrison  
VP, Sales & Marketing  
Division, Inc.  
1400 Fashion Island  
Boulevard  
Suite 510  
San Mateo, CA 94404  
USA

**415-312-8200**  
**415-812-0300 (fax)**  
**mike@division.com**  
**<http://www.division.com>**

dVISE™ is a virtual world authoring and simulation software tool. It allows the non-programmer to easily develop virtual worlds, animate them with intelligent and realistic properties, and experience them in partially or fully immersive modes. dVISE requires Division's dVS™ runtime environment and runs on any Silicon Graphics system from Indy to ONYX, with or without virtual reality peripherals. It accepts three-dimensional models from various sources, including AutoCAD, 3D Studio, Alias/Wavefront, Multi-Gen, CADD5 4 & 5X, CATIA, Intergraph EMS & Microstation, IGES, and any system producing standard .DXF files.

IRIX version compatibility: 5.3, 6.2

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## dVS™

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VP, Sales & Marketing  
Division, Inc.  
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Boulevard  
Suite 510  
San Mateo, CA 94404  
USA

**415-312-8200**  
**415-812-0300 (fax)**  
**mike@division.com**  
**<http://www.division.com>**

dVS™ is a platform-independent software environment for virtual applications. Based on a distributed, multi-user architecture, dVS provides a natural model for virtual environment simulation and rapid application development. It consists of both a runtime module providing all services necessary for complete VR, and a C developer's library and tools for accessing the runtime module.

dVS supports fully-immersive or flat-screen VR on all SGI platforms from Indy to ONYX and all graphics options from Indy to RealityEngine2. It takes advantage of multiple-processor and multiple-channel systems for maximum performance. It supports a wide variety of VR peripherals.

IRIX version compatibility: 5.3, 6.2

# Interactive Authoring