



"Without a question, working with the HOOPS technology has helped Surpac to consistently produce more robust, visually rich applications. We've relied on the HOOPS technology for 14+ years, and have been impressed with TS3D's pace of innovation, consistency and responsiveness. Graphics technology has come a long way in that time, and HOOPS has helped us stay in front of that curve."

Steve Carter, Manager - Research and Development

Business Profile

Product Using HOOPS
Surpac Vision

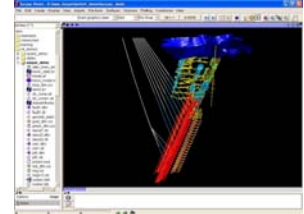
More Info
www.surpac.com

Industry
Mining Visualization

TS3D Products
HOOPS/3dAF
HOOPS Stream Toolkit

Company Brief

Surpac Minex Group (SMG) is dedicated to the development and support of an outstanding suite of mining, engineering and environmental software products. Their SurpacVision product is a comprehensive software system for orebody evaluation, open pit and underground mine design, mine planning and production. It is the most widely used system of its kind in the world, with clients across 85 countries.

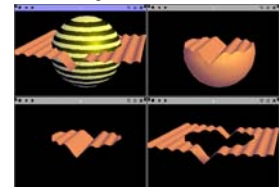


The Challenge

In 1991 Surpac began looking for a solution for 3D graphics for Surpac Vision. The primary challenge was finding a graphics solution that would stand the test of time and keep up with their product as it evolved in response to the needs of their clients.

The Solution

After thorough testing, Surpac selected HOOPS to be the graphic core of SurpacVision. They found the HOOPS API and overall architecture to be well designed and felt the dedicated HOOPS team would work with them to keep pace with their evolving requirements. In 1998 SMG undertook a new review of 3D graphics libraries to determine whether HOOPS still offered the best solution for their needs. At this time a number of alternatives existed (OpenInventor, Live 3D, Liquid Reality, Java 3D and others). SMG settled on HOOPS, again, based on features, performance, reliability and Tech Soft's track record of delivery. The years since have shown this decision, again, to be correct,



The Results

- SMG continues to focus their R&D resources on their core areas of expertise rather than on reinventing graphics capabilities, thus keeping their offerings at the leading edge of the market.
- In the 15 years since SMG turned to HOOPS as their graphics solution, they have found HOOPS keeping pace with their needs by consistently delivering major improvements to features and performance.
- Developing a tight working relationship with the Tech Soft team has allowed SMG to help guide the direction of HOOPS to ensure key new features are made available and new graphics hardware supported. This enables Surpac to keep their R&D team "lean and mean" and focused on their core competency.

About Tech Soft 3D

HOOPS toolkits from Tech Soft 3D (TS3D) dramatically simplify the design, development and maintenance of high-performance, interactive 2D/3D engineering software. HOOPS components are part of over 175 commercial software applications that run on millions of desktops worldwide. Headquartered in Berkeley, CA, TS3D is on the web at <http://www.techsoft3d.com>. For more information, contact Ron Fritz, Managing Partner: 510.883.2180 x 201 or ron@techsoft3d.com.



CASE STUDY
SURPAC MINEX GROUP