

HOOPS for MINING & EARTH SCIENCES

A Robust Platform for the Rapid Development of High-Performance Applications.



Image from Listech.

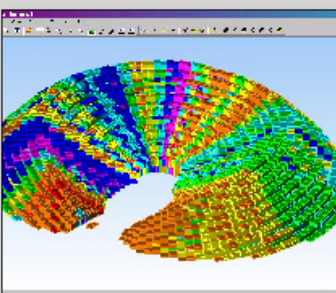
HOOPS is a 2D/3D development platform for creating or enhancing professional-grade applications. HOOPS' rich set of API's enable developers to work from a very high level – dramatically jumpstarting application development. Programming teams using HOOPS are able to produce more competitive applications, while reducing total R&D costs and accelerating project delivery.

HOOPS WILL HELP YOU:

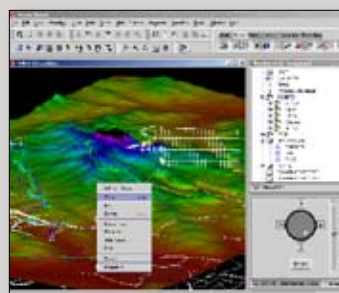
- Develop High-Performance Applications
- Reduce R&D Costs
- Compress Time-to-Market

HOOPS is the perfect platform for Mining & Earth Sciences applications such as:

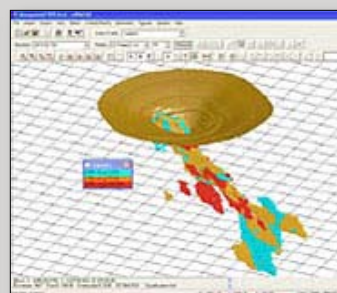
- Oil & Gas Exploration
- Mining Analysis & Planning
- Seismic Processing & Visualization
- GIS & Mapping
- Modeling & Simulation
- Geologic Profiling
- And More...



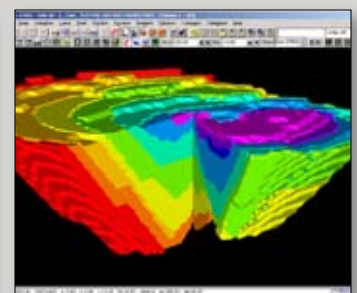
Screenshot from LaFarge.



Screenshot from Surpac.



Screenshot from GeoStat.



Screenshot from Mintec.

HOOPS for Mining & Earth Sciences Customers

HOOPS is used in over 175 engineering applications worldwide. HOOPS-based Mining & Earth Sciences applications have been developed by companies such as Surpac, Mintec, ASARCO, Autodesk, Bentley, Landmark Graphics, Exxon R&D and LaFarge all of whom benefited from creating their software using the robust foundation of the HOOPS 2D/3D graphics platform.

Tech Soft 3D Services

To help HOOPS developers get maximum return from their investment in HOOPS, Tech Soft 3D offers dedicated support, consulting and training; as well as extensive documentation, tutorials and sample code. These services are designed to assist developers make optimal use of the rich HOOPS API's and further speed the development of high-performance applications. In addition to gaining access to all of the power contained within the HOOPS libraries, you're also partnering with Tech Soft's dedicated team of graphics professionals – leveraging our extensive experience helping companies deliver industrial-grade 2D/3D applications.

HOOPS for Mining & Earth Sciences

By licensing HOOPS, you are building upon the market-proven HOOPS Foundation - a robust set of API's encapsulating all of the necessary graphics tools you'll need for the creation or enhancement of an advanced engineering application. In addition, you'll have immediate access to HOOPS' rich set of specialized technology that addresses the unique needs of Metrology & Scanning applications.

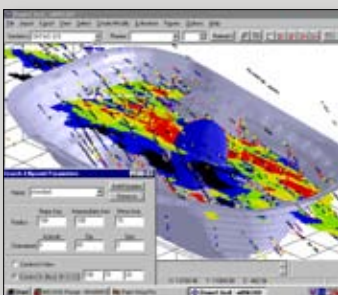
HOOPS' Foundation Capabilities Include:

- Rich 2D & 3D integrated scene-graph creation and management
- Fast interactive on-screen viewing, manipulation and interaction
- Full support for optimal rendering on both OpenGL and Direct3D
- High quality text rendering and management
- Crisp print and plot output
- Support for all major 32bit and 64bit platforms, including Windows Vista
- Comprehensive & intelligent handling on over 80 popular graphics-cards
- Pre-integrated with all major UI systems
- Highly compressed streaming format for graphics communication
- Source-code level sample applications for desktop, web, Java and .NET

HOOPS' Advanced Mining & Earth Sciences Capabilities Include:

- Large Model Visualization (LMV) for real-time viewing of even extremely large models
- Stereo-Viewing for Immersive Display
- Advanced shader-based material rendering
- Clash detection for interference and proximity checking
- Walk-through operators including gravity and collision avoidance
- Animation of time-series events including record and playback
- Point-cloud support for inserting scanned models into scenes
- Advanced annotation options including bill-boarding and occlusion
- Advanced sectioning on multiple planes for creating cut-away views
- Sophisticated scene clipping for selective zoom and interegration
- Texture-based analysis-shading for accurate display of analysis results
- Overlay of 2D lines, text and markers over 3D terrain
- Large-Format Plotter output
- Boolean support for modeling material/earth removal
- Advanced multi-layer transparency for displaying hidden objects
- TCP/IP and HTTP Graphics server for collaborative design review
- Direct import of DWF*, DWG* DGN, VRML, STL, and OBJ Files
- Direct import of MCAD formats* to insert mechanical models into scenes
- Microstation and 3D Studio Plug-ins for exporting HOOPS' native HSF format
- Direct Export of DWF*, PDF, 3D PDF, VRML, and HSF formats for model publishing

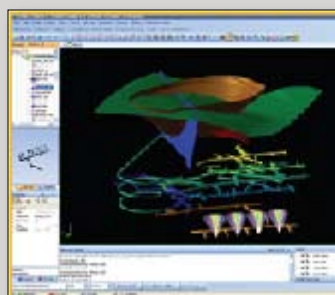
** Requires additional 3rd party toolkits.*



Screenshot from GeoStat.



Screenshot from Surpac.



Screenshot from Surpac.

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