



"Our products are allowing virtual designers within the gaming, feature animation and digital effects industries to benefit from the unique tools OptiTex already provides to the fashion industries."

Ran Machtinger,
President and CEO
of OptiTex



for the **CG Industry**

OptiTex presents a complete content creation solution, to create and visualize customized garments, to simulate fitting and draping of garments on fully parametric virtual models and to create movie clips in an immediate and direct manner.

OptiTex system consists of three main components:

- Cloth content creation system with our PDS software.
- 3D Runway Designer, a virtual try-on-system, which includes both cloth simulation and accurate 3D parametric mannequins.
- Cloth animation engine which enables the generation of rendered sequences.

Testimonials

"OptiTex' software will deliver new levels of creative freedom for designers."

Andy Keane, General Manager of the GPU computing business at NVIDIA.

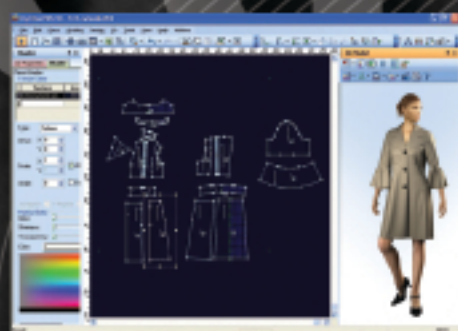
"Historically, there's never been a virtual clothing solution that has provided users this level of realistic interaction with 3D garments, nor has such realism ever been accompanied by a straight forward interface like what is available within the DAZ|Studio 3D software."

Dan Farr, president of DAZ 3D talking about Daz 3D's new virtual clothing solution, powered by the proprietary OptiTex physics engine.



Courtesy of Martin Van Heerden

Think in Style



PDS for 3D Cloth Content Creation



3D Runway Designer, the perfect tool for diversification and full visualization of content



Create stunning virtual fashion shows with our 3D Runway Designer

OptiTex
Cloth Solutions

3D Cloth Content Creation

When using PDS with 3D Runway Creator for PDS, you can easily drape your patterns on one of the several models included in the software or your own model.

Realistic 3D Design software

OptiTex uses a friendly and simple user interface to intuitively manipulate color and print with real-time results. See your styles in a high quality visual output, including large format printing and standard 3D formats.

Cloth Simulation

- High resolution simulations yield better quality and highly accurate results.
- Control piece attributes (weight, bending, stretch X/Y forces, shearing, etc.).
- Control stitch attributes (shrinkage and expansion, folding, etc.).
- Use symmetric pieces to simplify the draping process.
- Create a custom, modifiable fabric library.

Graphic Capabilities

- Placement and editing of high-resolution logos, patterns and embroidery color.
- Bump-mapping/ray-tracing tools included for superior cloth rendering.
- Realistic lighting and shadow casting.

3D/Graphic Input and Output

- Supports import/export of 3D Studio Max, Maya, DXF, IGES and VRML 2.0 files.
- Imports data directly from full-body scanners.
- Supports JPEG, PNG and BMP for importing scanned patterns and logos.
- Compress using powerful wavelet-based compression, yielding 100Kb-200Kb files.
- Print large format, high-quality pictures and posters or produce catalogues for your designs.
- Render to high-quality still images or multiple view images.

3D Cloth Engine for Animation

OptiTex technology adds new dimensions of reality to video avatar movement via its customizable, easy-to-use virtual design system depicting realistic fabric motion.

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