



**After Hanover 2000, *de pinxi*, the Belgian company specialised in *Interactive Experiences* once again makes the news!**

When **Siggraph** was held in New Orleans from the 25th to the 27th July (27<sup>th</sup> International Conference on Computer Graphics and Interactive Techniques), *de pinxi* once again showed the quality and diversity of its interactive productions.

The 30 000 international visitors will have had the chance to extensively discover the most recent experiences achieved by our company:

- The archaeological reconstruction of Mexico City in the XVth century;
- The three dimensional virtual visit of the Tuscany Villa, currently closed to the public;
- A voyage through a painting dating from the XVIIIth century;
- An interactive immersion in Kegopolis, the city of the future;
- Sauza2000, interactive group experience where *all* the public interact.

*de pinxi* was displayed in 3 areas:

In the **Emerging Technologies** area, in the immersive theatre at a very high resolution created by **Barco**, with a mono resolution of 6000 x 1200 pixels at 72 images/second and in stereoscopy (3D) at 4800 x 1000 at 96Hz! Never before have virtual universes been able to be explored in such visual quality, with such a fidelity in the depiction. The theatre infrastructure enabled us to equip the 18 seats with our exclusive system of group interaction (as described below).

On the **SGI « Wizards of Visualisation »** stand, we have had the chance to display our museographic achievements, benefiting from the launch of new company equipment: a new immersive screen (RC 3300), a new central computer (Onyx3000) and new graphics boards (Infinite Reality 3). The combination of this new equipment enables us to achieve *de pinxi* interactive experiences in absolutely state of the art conditions: hundreds of megas of previously filed away textures have been able to come to life on the Siggraph screens, and reveal to the public the details of frescos and materials filling the virtual environments.

Finally, on the stand of the **Trimension** company, expert in integration of immersive theatres, we have had the chance to present the Tuscany Villa and the Gallery of Virtual Art on the new V-desk8 system of visualisation. This offers a surprising comfort of work for the designers and the work co-operative, and furthermore, a truly perfect image linking (edge blending).

The Siggraph will have confirmed more than ever the importance of Interactivity in the 21<sup>st</sup> century, offering « users » and « spect-Actors » the possibility of navigating and interacting in real time with the digital content. *de pinxi* has also developed **group interaction** for museums and amusement parks enabling the entire room to interact with the explorable virtual world.

Each booth, equipped with a joystick and a personal display enables each visitor to place himself in the team and/or to obtain specific information. *A true dynamic is established in the group ...* the visitors collaborate, play and take part in an experience with people they have never met before !

Contact: Philippe De Witte / pdw@depinxi.be / www.depinxi.be