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First release of Uni-Verse tools

The first set of tools in the Uni-Verse project is now released at <http://www.uni-verse.org/Downloads.58.0.html>.

The project supported by the European Commission develops open source software based on the Verse protocol, which connects 3D graphics and audio applications over Internet in real-time. The idea is to replace file transfers and file conversion with direct communication. When one application changes the data that change is immediately visible in all other connected applications. The project develops visual tools for Verse as well as tools for 3D sound and acoustic simulation.

The most important software in this release is the Verse *server* and the native Verse 3D modeler *Loq Airou*. Included is also a *simple rendering* client, the Verse data inspection and manipulation tool *Connector* and an advanced scripting environment for Verse called *Purple*. Most tools are available in binary formats for Linux, Mac OS X and Windows.

This release contains basic tools for evaluation of the Verse idea by 3D content creators. Releases later this year will include more advanced tools like Verse connections for the 3D Studio Max and Blender modelling tools as well as the sound and acoustics simulation tools. More advanced rendering tools, a more advanced server and tools for generative objects will also be available.

For more information see <http://www.uni-verse.org> or contact the coordinator Gert Svensson <gert.svensson@uni-verse.org>