# INSCRIBE VISUALS

## WE CREATE WORLDS

**3D CREATORS**

INSCRIBE.View

INSCRIBE.Sound
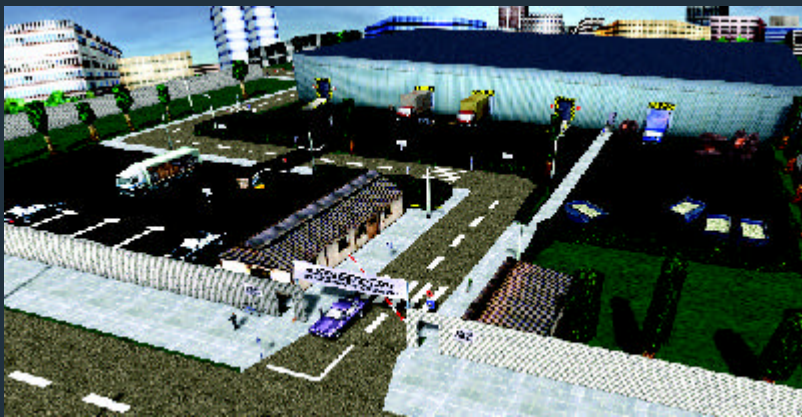
INSCRIBE.VSM



VR-Simulation "Safety parcour"

INSCRIBE VISUALS

# Inscribe Visuals

## Introduction

InscribeVisuals is managed by Udo H. Metzler. His references extend from TV (SAT 1, ARD, FAB) and film productions (Babelsberg) through creating high-grade 3D graphics (IBM, Microsoft), 3D Internet visualizations (Mercedes-Benz, CyBerlin) to assorted multimedia presentations (Playmobil). Our clients include Cybermind Interactive Europe AG, SAT 1 and motionsystems.

## Welcome to InscribeVisuals

We'd like to invite you to experience with us the fascination of virtual worlds in "n" dimensions.

At InscribeVisuals we're focused on developing interactive 3D technologies. Our products include InscribeView, InscribeSound and InscribeVisualSoundModeling (VSM). These three products are based on Pentium systems. InscribeVisuals' software convinces with its flexibility and user-friendliness. It can be used both as a complete package and as individual components. We have also designed it for integration into your own software.

Use InscribeView to create three-dimensional worlds that you can influence in realtime. With InscribeSound you can control three-dimensional sound. Music and sound envelop you, move around you. Spatial depth isn't just an optical but an acoustic experience too, which you can create with InscribeVSM. You can model and place three-dimensional sound and connect to a multi-channel environment.



Udo H. Metzler
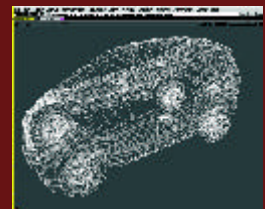


Mercedes A-Class



Motionsimulator "Rock'n Ride"

**CREATORS**

**3D**



Architecture Visualisisation & VirtualCharacter "Katja"

## Inscribe Visuals

# Inscribe Visuals

## Company Profile

Established in 1998, InscribeVisuals is a successful media company based in the center of Berlin.

Focused on interactive 3D technology, Inscribe has been developing and producing a comprehensive selection of high-grade PC-based 3D solutions, which range from fast and elegant VR applications, 3D characters and 3D scanners to numerous special effects for film, advertising and industry, and the development of the InscribeVisuals software for three-dimensional images and sound that can be influenced in realtime.

We present all imaginable kinds of three-dimensional models. Our services cover design, modeling, animation, visualization, soundtrack composition and presentation, while at the same time the interplay of 3D graphics, audio editing and software development is especially important.

**Digital image editing now has a firm and significant position in our company's services. inscribeVisuals provides complete VFX production.**

We offer:
- in the conceptual phase:
  consulting, conception, storyboarding and pre-visualization

- in the developmental phase:
  Telecine operation, FAZ, scanning, digitizing video films, 3D animation, compositing, corrections, signal enhancement, transfer to video or digital data media and handling film exposure

InscribeVisuals

# 3D Creators

**Our primary aim is to meet and exceed market demands for innovative high-quality 3D graphics at high resolutions.**

With our InscribeView, InscribeSound and InscribeVSM products you can immerse yourself in virtual worlds that expand the horizons of your experience. Our virtual 3D environments set the perfect stage for any performance, rehearsals included. We create our complete design environment using Maya.

We work at a technically superior level, creating virtual reality and virtual characters for industry and entertainment that sets international standards. We are able to offer you a complete service at any time, from the concept through to the final product.

# Inscribe Visuals

# Inscribe.View

## 3D DISPLAY

### INTERACTIVE REALTIME 3D-DISPLAY

InscribeView is a new, a different kind of product - it is a class apart from previous 3D representation capabilities.

It makes interactive realtime 3D representation cost-efficient. The software enables the creation of an n-dimensional pre-computed image space. It shows users three-dimensional images from this space in realtime. There are various control in- and outputs such as HMD tracking, mouse, midi and network.

The great majority of existing high-grade 3D representation systems are based on disproportionately cost-intensive hardware. 3D virtual studios are usually created with Sgi Onyx but this gives noticeably lower quality in comparison to the 3D quality of cinema productions. The reason is the graphics' interactivity.

inscribeVisuals is now proud to be able to offer InscribeView technology - a highly optimized solution for pre-rendered 3D graphics representation. It generates an n-dimensional image store that allows you the user to interact in realtime in virtual reality. The software fully supports layer technology, split-view, picture-in-picture up to 2048x1536 resolution

In the entertainment world, the projection of graphically sophisticated shows that can be influenced simultaneously and interactively is creating particular interest. The software is based on Intel Pentium systems and creating content is no more complex than e.g. with Macromedia Director applications. What's more, it offers many different ways of manipulating images (e.g. realtime digital enhancement).

This technology is finding applications in science, in research and in the entertainment world, such as for virtual studios, presentations, showrooms, and not least Virtual Reality.

For example, it can be used in cancer research and especially in cancer screening to help detect more tumors in the early stages. It represents a significant advance in visualizing and understanding surgical techniques and the complex systems and structures of the organism as a whole.

**inscribeView technology from inscribeVisuals provides the optimum solution for representing cinema-quality 3D graphics..**
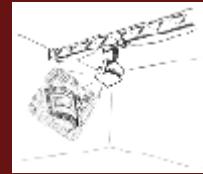
### ADDITIONAL FEATURES ARE:

HIGH RESOLUTION UP TO 2048x1536
REFRESH RATES UP TO 150 IMAGES/SEC.
PICTURE-IN-PICTURE / LAYER TECHNOLOGY
MULTIPLE SCREENS SYNCHRONIZATION
REALTIME GENLOCK
OPTIONAL: INSCRIBESOUND
COMING SOON: CONTROLLABLE/ETHERNET, IP, DMX,
DMX-512 MEDIA CONTROL SUPPORT

# INSCRIBE.SOUND

## INTERACTIVE 3D-SOUNDENGINE

INSCRIBESOUND IS POWERFUL SOFTWARE FOR REPRODUCING AND CONTROLLING THREE-DIMENSIONAL SOUND, I.E. EACH SOUND IS DEFINED IN ALL THREE SPATIAL AXES. IT ALSO SUPPORTS 5.1 SPEAKERS, WHICH IS NORMALLY LIMITED TO ONE SPATIAL PLANE BUT CAN BE EXPANDED INTO 3D SPACE.

INSCRIBESOUND IS A "READY TO USE" SOUNDENGINE WHICH DISPLAYS SOUNDS FROM REAL 3D-SPACE

We developed INSCRIBESOUND for integrating top-grade sound into computer games, virtual reality applications and special interest software. It's exactly in this sector that the highest sound quality and realtime interactivity guarantee an ultimate audio experience. It supports position and rotation devices such as HMD Tracker. Furthermore, you can integrate the sound engine into your own software.

Interactive reproduction of real three-dimensional sound is especially important in the entertainment industry. INSCRIBESOUND lets you control up to eight speakers simultaneously, using any conceivable inputs. The sound can be stored on normal DVD-Audio. Imagination knows no limits here. New dimensions unfurl for musicians. Sound comes to life.

The core software is based on Intel Pentium and Creative Labs SoundBlaster. We recommend SoundBlaster Audigy Platinum eX. SoundBlaster Audigy Platinum eX supports the full spectrum of possible options.
This means you don't have to spend a fortune on expensive hardware.

## 3D SOUNDS

# Inscribe.VSM

**APPLICATION**

**3D**

## Visual Sound Modeling for DVD-Productions

InscribeVisualSoundModeling is a software application for editing three-dimensional sound. It lets you place, animate and edit sound sources in virtual space. Sound can output via eight separate channels to individual speakers or to a storage medium such as DVD for later editing. Multi-channel recording and playback make full use of DVD's technical capabilities.

**InscribeVisuals brings you a unique innovation in three-dimensional sound creation.**

We developed InscribeVSM as a plug-in for Maya from AliasWavefront. Since the mid-1980s, AliasWavefront has been the market leader in producing 3D software and the tools to create sophisticated digital imagery and explosive visual effects.
Maya is the most important 3D software for creating 3D graphics, especially virtual characters. It is used in the production of award-winning games, and in many blockbuster movies such as Final Fantasy.

InscribeVSM means that the production of three-dimensional images no longer has to be separated from the accompanying sound production. Parallel to graphics editing, InscribeVSM allows sounds to be placed, edited and optimally matched to the image. We decided on Maya because it offers the best interplay with our software. In our experience Maya provides a fast, intuitive user interface. Graphic designers, musicians and sound engineers find new possibilities open up for creating three-dimensional sound.
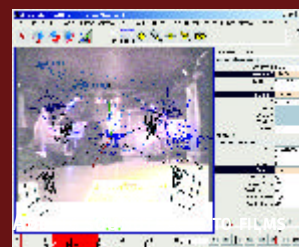
Our aim is to establish InscribeVSM as the favorite tool for film, television and DVD productions. At the same time, our InscribeSound software is the first choice for realtime 3D audio playback.
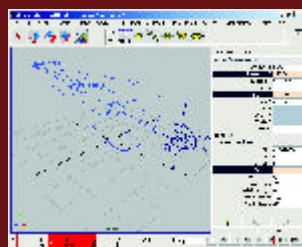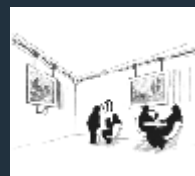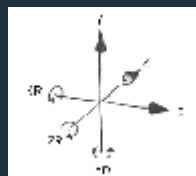
**Creating sounds**
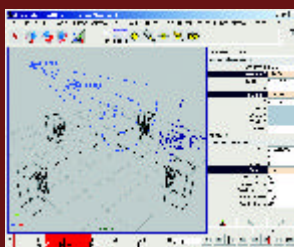
**Placing microphones/loudspeakers**

**Applications:**
DVD video - creating surround sound
DVD audio - creating multi-channel sound
Virtual Reality - supporting position and rotation devices (HMD), multi-channel output
Shows - controlling various sound parameters with media control
Games - creating acoustic depth, atmosphere

# History and Present Projects

## Projects

**2001** Since 1998 we've been focused on developing InscribeView, InscribeSound and InscribeVSM. We've presented these products at trade fairs such as Showtech and in the printed media. Additional projects include: a 3D animation of the ice age on behalf of the Brandenburg environmental protection agency. Together with DJ Dominik Sangeet we created further products for "Planet Inspiration".

**2000** We moved to our present offices in Zimmerstrasse in Berlin-Mitte, next to Checkpoint Charlie. Here we created two new virtual characters, 'Glassman' and 'Katja'. In addition, we produced a multimedia CD called "Planet Inspiration" together with DJ Dominik Sangeet.

**1999** "Pinguin" was born, a new kind of virtual character with Motion Capture. It was created for a television program that broadcast daily. Also in this year, we completed two VR projects that won awards at the VR world congress in Brussels.

**1998** We produced the film trailer and all print media for the "Sex and Insanity" 14th International Short Film Festival. Prior to this project we produced an interactive three-dimensional trade fair stand, various video sequences for the Cebit Home exhibition and a Mercedes A-Class model used in advertising on the World Wide Web.

Our many well-known clients include Cybermind Interactive Europe AG, Steps Film GmbH Austria, Futurum X GmbH, Kramberg.

"Supraleiter" - EON 2001

Logo-Animation for Interfilm

**Inscribe Visuals**
www.inscribe.de

# 3D Creators

## Contact

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Forklifter-Simulation 1999

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