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UC-WinRoad v3.2 3D Real-Time Virtual-Reality Software

OUTLINE

UC-WinRoad enables a concurrent creation of dynamic three-dimensional (3D) space, allowing users to create clear 3D computer images with simple operations. This software product provides invaluable help in building consensus for almost any type of road/public/private construction project.

Usage of movement functions (running, walking, driving), flight simulation and other interactive virtual-reality technology facilitates **consensus building**, **technical proposition** and **design discussions** for public-work projects, private developers, construction projects, and for road planning and design.

The virtual-reality features of UC-WinRoad is highly effective for the discussion of designs and construction projects, examination of comparative ideas, landscape evaluations, or for any other technical propositions.

UC-WinRoad is able to take data from a number of different CAD and modeling software packages using a variety of formats. This allows the development of 3D models of large areas of the environment to be easily and quickly generated.

Video and still images of these 3D models can then be easily created for use in presentations.

Visualization of Proposed Bridge Project, City of Kushimoto, Japan. Courtesy of Japan Bridge & Structure Institute, Inc.

SOFTWARE FEATURES

Topographic Input

XML data (convertible from DXF) can be utilized and edited. Spatial data foundation, DM data, satellite pictures, and aerial pictures can be loaded as geographical information.

Road Definition

Linear road layouts can be inputted with defining parameters or roads may be drawn freehand. Users can define tunnel and bridge sections. Cross sections can be chosen from many default sections and the sections conforming to road structural laws, and user definition and texture definition can be made by providing coordinates. These sections can be registered and shared.

Road Creation

Automatic cutting and banking of the terrain, creation of slopes, on-ramps/off-ramps, and grade crossings can be done instantly. Users can arrange 3D models and textures in both 2D and 3D modes.

Simulation

The program provides the highest level of real-time VR capability for a personal computer. The swift process of road creation allows users to create quick driving simulations. UC-WinRoad supports a wide range of modes (car speed, lane change, direction, viewpoint, left/right turn signal, etc.). Users may pause a running simulation at any time and change viewpoints, speed, etc. In the flight simulation, automatic flight is available on providing a flight route.



Proposed Transit Mall, City of Naha, Japan. Courtesy of Nihon University College of Science and Technology.

Impact of Proposed Highway Intersection, City of Machida, Japan. Courtesy of Japan Bridge & Structure Institute, Inc.

Impact of Elevated Highway, City of Machida, Japan. Courtesy of Japan Bridge & Structure Institute, Inc.

UC-winRoad
VISIT US ON AUGUST 7-9, 2007
AT SIGGRAPH CONFERENCE
IN SAN DIEGO CONV. CENTER

UC-WinRoad v3.2

3D Real-Time Virtual-Reality Software



Model Simulation of the Petronas Towers, Kuala Lumpur, Malaysia. UC-WinRoad exhibition sample.

UC-WinRoad USAGE

- ▼ Real-time presentations for building consensus with local residents.
- ▼ Comparative evaluations of bridge shapes and coloring while driving and from different perspectives.
- ▼ Assessing continuity and amenity of inner road views in accordance with traveling speed.
- ▼ Assessing harmony of outer road views with the environment.
- ▼ Design and visibility checks of highway signs and displays.
- ▼ Evaluation of signs and driving safety at on/off ramps.
- ▼ Simulation and representation of construction processes.

Software Packages

ADVANCED

UC-winRoad Ver. 3.2

Advanced version includes all the Standard version features plus all additional plug-ins.

Advanced plug-ins include:

- POV-Ray Plug-in
- Traffic lights Plug-in
- Road Obstruction Plug-in
- 3D-Tree Plug-in
- MD3-editor Plug-in
- Vehicle Plug-in
- Street Map Plug-in
- Replacement Plug-in
- AVI-tool Plug-in
- LandXML Plug-in
- Scripting Plug-in

All versions support Japanese, English (NZ), Korean, Chinese, Taiwanese, and French.

STANDARD

UC-winRoad Ver. 3.2

Standard version can be extended by adding individual plug-ins.

Standard features include:

- Terrain editing
- Mapping
- Road alignments
- Intersections
- 3D model placement
- Visual effects – weather, lighting, wireframe and other views.

PRESENTATION

UC-winRoad Ver. 3.2

Capable of presenting all plug-in and standard features for display purposes designed for clients to view your proposals.

UC-winRoad PRICING (US\$)

UC-WinRoad v3.3 Standard _____	\$5,800.00
UC-WinRoad v3.3 Advanced _____	\$9,000.00
UC-WinRoad v3.3 Advanced for Civil 3D ____	\$9,750.00
UC-WinRoad v3.3 Advanced for TRACKS ____	\$9,750.00
UC-WinRoad v3.3 Academic Version _____	\$2,000.00
UC-WinRoad Web Viewer _____	\$3,800.00

Maintenance Cost after the first year is 20% of original purchase price.



Model Simulation of the Arc de Triomphe, Paris, France. UC-WinRoad exhibition sample.



Model Simulation of the Tower Bridge, London, UK. UC-WinRoad exhibition sample.



Model Simulation of Bridge, Shanghai, China. UC-WinRoad exhibition sample.