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The World's Best Combination

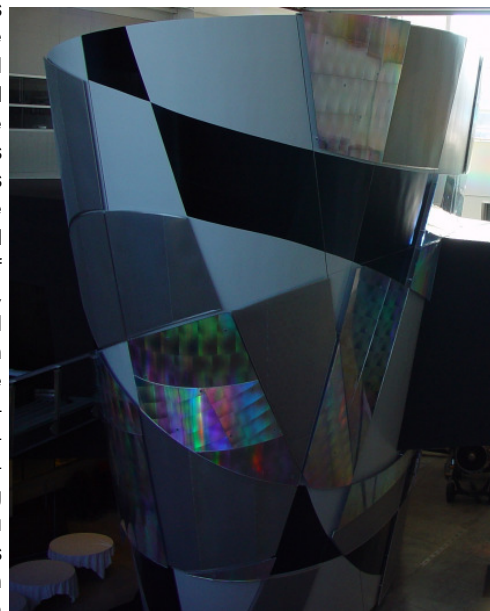
German Software Provider ICIDO beats any other commercial provider at IOWA States Virtual Reality room



On April 26 IOWA State University has unveiled the most realistic virtual reality room in the world. Iowa State's new C6 now projects more than twice the resolution produced by any other virtual reality room in the world. It also projects 16 times the pixels produced by the original C6. The April 26 demonstration of the higher speeds, better pictures and improved realism in C6 also showed the technology's versatility. Featured applications will show how researchers are using C6 to visualize data from as many as 22,000 genes, train soldiers for urban combat, show students how plant photosynthesis works, display data from an atom probe microscope and help

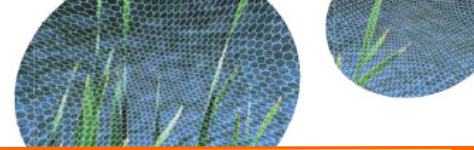
engineers visualize new products. A new demonstration application will also take you on a virtual trek to a tropical

island, including a hovercraft trip over the sea and a dive to explore a shipwreck. But all of these demonstrations are based on research and limited to its very specific domain



The German virtual Reality software vendor ICIDO was the first and only commercial company able to present a fully functional suite of virtual reality applications in stereo mode and with headtracking. Its "Visual Decision Platform" provides a software infrastructure that unites data integration, Result Management and the user interface of different visualization solutions. As a general platform it permits the reuse of data and functions over the entire product life cycle. With IDO:Explore VDP, which is now being presented, ICIDO bundles a large number of previously separate and isolated applications into one complete application platform for decision-making based on virtual reality.

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Dear Reader,

We are proud to present to you the first english issue of IDO:Communicate, the newsletter that is specially designed for ICIDO's customers and all of our friends in the World. We hope and wish that this medium will help to extend the communication between us. We would be pleased, if IDO:Communicate will enrich your daily work.

Certainly this first issue is not yet perfect. Thus, we would like to encourage you to send us suggestions and ideas about information you would like to get through this medium. The feedback and service form below will make that easy for you!

The IDO:Communicate Newsletter was not created only to "one-way" communicate more directly to you but also to provide you with a media to exchange and share your experiences with us and others. Together we will eventually establish an IDO:Community from which we all benefit. We will do the first step by enlarging the tips & tricks section in the upcoming issues.

We are looking forward to your feedback and hope that IDO:Communicate will be the right step to take our cooperation with you to the next level.

Your Ralf Heimberg

ICIDO Summit 2007

Call for Papers

For the first time in 2007 the ICIDO Summit will take place in the city center of Stuttgart and thus the qualitatively distinguished call of the meeting will become also spatially fair. As for the past, the customers can expect an interesting mix of presentations by top industry advisers, exciting applications for Virtual Reality and the Visual Decision Platform (VDP) of ICIDO, a top-class occupied exhibition approximately around all topics of the Virtual Reality and a surprising leisure program.



This year's ICIDO Summit will provide our partners and exhibitors with more space so that the booths can be better arranged. This allows better communication and interaction with the visitors.

Registration without obligation is already open and it is as simple as dropping a just a note to the contact provided below. Also, we are open to receive your input for desired topics we should address, suggestions for lectures and exhibitors you may want to see.

Send your Papers to Sebastian Grimm:
E-Mail: sebastian.grimm@icido.de

ICIDO generates huge interest in Virtual Reality Solutions at Navy Leagues's Sea-Air-Space

For the first time ever – ICIDO presented its portfolio at the Sea-Air-Space exhibition and generated huge success from the visitor side as well as from the industry side.

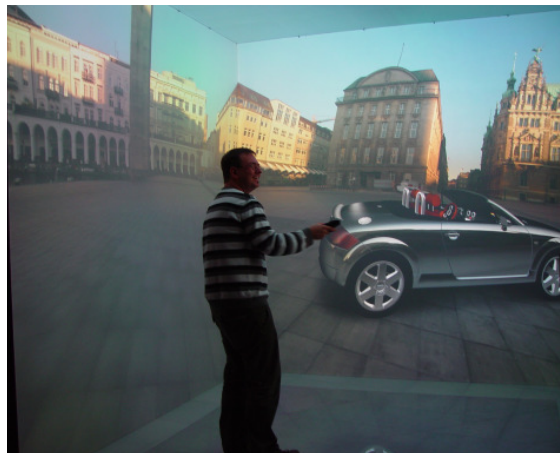


The use of modern digital development and evaluation tools in the field of ship design is essential in making accurate predictions about the properties of a model. Predicting the effects that design changes will have on the ship as a whole is much easier and quicker using modern simulation and visualization technology than in the past. That's also the reason, why ICIDO was chosen as exhibitor at the Sea-Air-Space, which is very limited to products that "enhance and advance the quality of America's Navy, Marine Corps, Coast Guard or Merchant Marine."

The World's Best Combination

"In contrast to any other commercial software provider ICIDO was able to demonstrate its strength and capabilities in a very short time." said Ludger Hemesath, Vice President Sales North America at ICIDO LLC and he adds: "It also showed the benefits of the Visual Decision Platform concept which allowed for a short installation time and the easy integration of different hardware components." James Oliver, the director of Iowa State's Virtual Reality Applications Center and a professor of mechanical engineering supplement: "ICIDO delivered a very professional and exciting performance. We are very

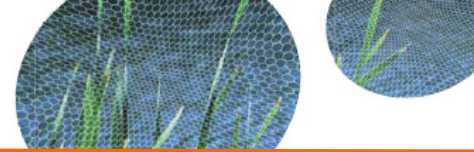
impressed by the concept and the possibilities of ICIDO's Visual Decision Platform."



Upcoming Events

- 14./15. June 2007: **6th Paderborn Workshop** „Augmented & Virtual Reality in the Product development“:
- 18. June 2007: **ICIDO Partner Meeting**, Stuttgart, Germany
- 27./28. June 2007, Fraunhofer IFF, Magdeburg, Germany : **4th professional conference on Virtual Reality**, Virtual Reality and Augmented Reality for Engineering, Testing and Operating Technical Systems
- **27./28. September 2007, Le Meridien Stuttgart, Germany: ICIDO Summit**

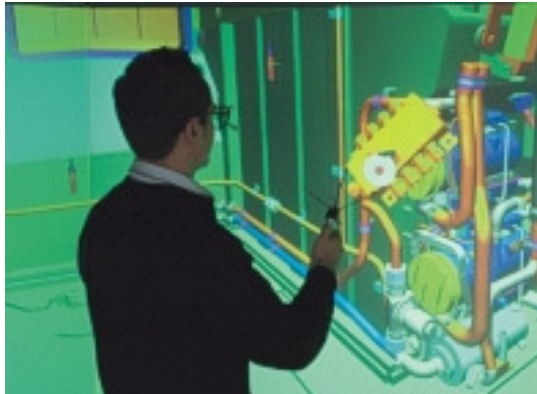
: Request more information on Page 6



Immersed in an artificial world

Rheinmetall Defence Systems pioneers the use of virtual reality in the development process

In the fast-paced world of technical development and production, change is unstoppable, demanding maximum adaptability during the entire process. A highly advanced system at the Rheinmetall Landsysteme GmbH plant in Kiel now enables design engineers to take this kind of relentless change into account right from the very start. Nicknamed the "Holodeck", the new system offers



a host of immediate and long-term advantages. What are we talking about here? Virtual reality, of course, or VR for short. "The great thing about VR technology is that you can apply it during a product's entire life cycle" declares René Nieprasch, the mechanical engineer in charge of the VR system in Kiel. "It's the various components that make this pos-

sible, enabling us to come up with solution concepts for just about any problem you think of", adds Nieprasch.

"The system is extremely easy to operate. Anyone can work it after about an hour of instruction and you definitely don't have to be a VR specialist to control it," insists Nieprasch. Equipped with a set of master goggles and a futuristic joystick remote control, Nieprasch is obviously delighted at the chance to present the software elements. "At Rheinmetall Landsysteme in Kiel", he explains "we primarily use four modules from the system supplier, IC:IDO of Stuttgart: IDO:Review, IDO: Package, IDO: Reflect and IDO: Ergonomics."

[: Request the complete paper on Page 6](#)

Possible Fields of Application of Virtual Reality in Shipbuilding

The Usage of Virtual Reality at Thyssen Krupp Marine Systems

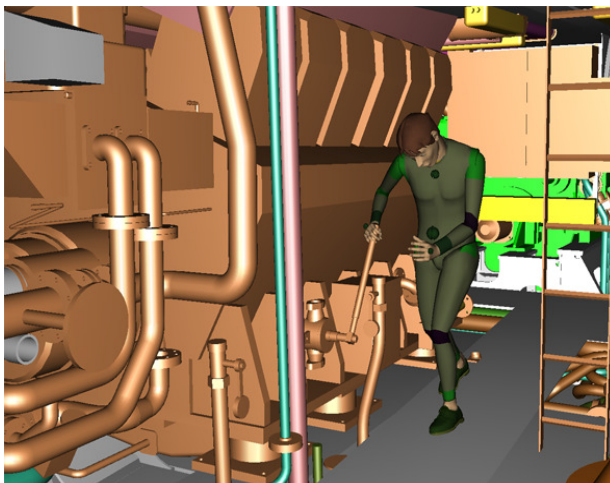
The research on new technologies and their applications is a crucial task to remain industrial technology leader. Since several years the Virtual Reality (VR) technology belongs integrally to the product development and production in the automobile industry. Good stereo projected VR solutions with their strongest property as the immersive visualization in scale 1:1 belong to the engineering process.

- high requirements for efficient training due to more frequent changes of crew and
- remarkably lower investment cost of current VR systems by improved quality of software and hardware.

[: Request the complete paper on Page 6](#)

There are some reasons to investigate the appropriate use of this plastic visualization tool in shipbuilding:

- replacement or complement of mock-ups,
- high assembling-density of engine installations and system coordination as well as the resulting complex system production,

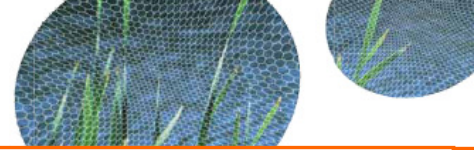


ICIDO is supplying technology for a highly modern VR laboratory



Last year, one of the most modern centres for virtual reality in research and application was finalized at the chair for design technology/CAD of Dresden Technical University's mechanical engineering faculty. The main focus is on comprehensive visualisation of complete products and interaction with them. This is why new, fascinating insights - in the truest sense of the word - are being made possible thanks to highly modern 3D project technology in combination with the Visual Decision Platform (VDP), a software solution from the Stuttgart-based provider ICIDO - The Visual Decision Company.

[: Request more information on Page 6](#)



Easy from the very beginning

The ICIDO entry-level package for visual decision-making

With IDO:Explore VDP, which is now being introduced, ICIDO bundles a large number of previously separate and isolated applications into one complete application platform for decision-making based on virtual reality. Thus, in combination with the standardised hardware, for the first time ever a fully-fledged complete offering is being launched on the market at an entry-level price of far below 85,000 euros.

The particular focus was to create a very user-friendly system that is also low on maintenance with regards to hardware. And it can be said that it has never been easier to work with virtual products, to edit them and to reach decisions.

The IDO:Explore VDP software solution thus not only supports specialists with specific issues, but can also be used in a product's complete lifecycle from its design to product sales. Therefore, not only are consistent visual decision-making processes created. A holistic digital product process comes into being that simplifies and accelerates product development. The

complete system consists of the IDO:Explore VDP software, a visual body tracking system, the necessary computer hardware and the visualisation hardware with two video projectors and a projection system.

IDO:Explore VDP provides all the tools needed for an entry into the world of visual decision-making. As an immersive system for true-size displays, IDO:Explore VDP offers all important functions for making faster, more reliable, secured and well documented decisions. Its essential advantage is that data

is gathered together from diverse data sources to produce a consistent image of products. Thus, potential errors are detected early on, weak spots are revealed and optimisation potential is tracked down.



IDO:Explore VDP is at home in many areas of an enterprise and taps new possibilities of saving costs and improving processes, for example in the areas of engineering, development or maintenance. One essential element is the creation of a visually backed communication platform that provides a uniform view of the decision for all participants.

Many enterprises are still shy investing into visual decision making, mainly because of fear of high costs and small benefits. ICIDO counters these reservations with an attractive entry-level offering priced at less than 85,000 euros for a complete immersive system. And it will thus provide a fast return on investment. Commenting on this, Ralf Heimberg, managing director of ICIDO, says, "Many enterprises have asked us when there will finally be a standardised

virtual reality platform that is easy to operate, and is fully functional, integrative and affordable. We've now found the answer to this question. With IDO:Explore, it has become easier and more affordable than ever before to take on the issue of virtual product development."

Easy Service Process

ICIDO has streamlined the service process which allows now for an easy communication in the case of failures or service requests.

Customers of ICIDO can use several ways to promote failures and problems with its ICIDO installation:

1. Direct to its personal contact
2. E-Mail to Hotline@icido.de
3. Telephone at +49 (0)711 27 303 111
4. Over the Internet

Every customer gets its personal access to the support system of ICIDO. It can be requested with the service page at the end.

Depending on the failure category ICIDO's is aimed to deliver a feedback in only 24h.

[: Request your access on Page 6](#)

End of lifecycle for old Releases

In the past years ICIDO has achieved a respectable position in the international market as one of the leading vendors of VR software. In 2007, this product series based on the Linux operating system and the Performer renderer platform reached Release 4.8. Due to new developments and market conditions ICIDO has decided to develop the **Visual Decision Platform (VDP)**, that is based on an entirely new concept and which will do justice to newly appearing hardware technologies. The VDP allows ICIDO to look into the future. We would also like you, as a customer, to accompany ICIDO on our way there. This, however, inseparably involves leaving the old behind so that we can concentrate wholly and fully on the future.

This is why ICIDO will be taking our leave of our previous products in discrete steps in accordance with the following time schedule:

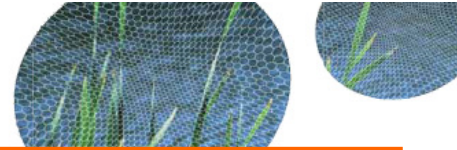
Versions 3.x to 4.5

- Bug fixes were already discontinued at the beginning of 2007
- Hotline support will be discontinued on 31.12.2007

Versions 4.6 to 4.8

- Enhancements for this product line will be discontinued as from 31.3.2007
- Bug fixing will be discontinued on 31.03.2008
- Hotline support will end on 31.12.2008

[: Request more information on Page 6](#)



SCS become the new Partner in Japan

ICIDO has signed a contract with one of Japan's major system integration and consulting houses — the Sumisho Computer Systems Cooperation (SCS).

The Industrial Systems Group of SCS comprises three divisions: the Industrial Systems Unit, which targets companies in the distribution, communications and service industries, building systems catered to their needs; the Engineering Solutions Unit, which concentrates on solutions for the manufacturing sector, particularly the automotive



industry, digitizing manufacturing disciplines, or "Digital Engineering"; and the Financial Systems Solutions Unit, which provides highly specialized packaged software, primarily to the banking, securities and insurance industries, as well as account-style services geared to major clients, creating and supporting systems that address user requirements in all aspects.

The competence of SCS in the field of CAD, Visualisation- and PLM-solutions will open the Asian market for ICIDO's Visual Decision Platform.

ICIDO on YouTube

Just a few days ago ICIDO has opened its own YouTube Channel with all the high-quality product videos on it, The channel can be found at www.youtube.com/icido. This allows partners worldwide to use the videos in presentations and presents ICIDO's technology to a broader audience.

„We want to interest new customers for ICIDO's technology and made it easy for them to access all the needed information. Additional to that the use of YouTube will generate publicity, especially outside Europe.“, Sebastian Grimm, Director Marketing at ICIDO, says.

News and Trends in the Virtual World

Virtual reality helps MS patients

Scientists at the Technion-Israel Institute of Technology have created a virtual reality device that combines auditory and visual feedback to improve walking speed and stride length in patients suffering from Multiple Sclerosis (MS) and Parkinson's disease. The device combines a wearable, cell phone-sized audio component — which measures body movement, processes it and sends feedback to the user through earphones — with a visual feedback apparatus previously developed for Parkinson's patients.

The visual component presents users with a virtual, tiled-floor image displayed on one eye via a tiny piece that clips onto glasses worn by the user. This allows the user to distinguish between the virtual floor and real obstacles, making it possible to navigate even rough terrain or stairs.



IBM to push mainframes for powering virtual worlds

IBM will integrate its Cell Broadband Engine (Cell/B.E.) with an IBM mainframe, creating a hybrid with the power and security needed for new "virtual worlds." Hoplon Infotainment, a Brazilian online game company whose software is key for message passing and physics simulation in the new online worlds, is also participating.



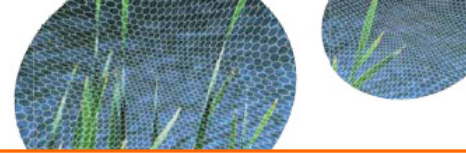
3D on your Desktop

Would you be impressed if the water will drop out of your desktop screen? Certainly you will. That's the reason why active 3D desktop screens became popular in the past month.

There are several distributors that offer such kind of displays, which allows for an autostereoscopic view without glasses or lenses. Such a display provides an easy entry into virtual reality on your working place.

[: Request more information on Page 6](#)

The approach combines the mainframe's ability to accelerate work via "specialty processors," with a networking architecture for the ultra-fast communication needed to create shared virtual worlds with large numbers of users. The Cell/B.E. will handle the complex simulation needed in creating virtual worlds -- for example, a ball thrown in a virtual reality world must obey the laws of gravity.



Service and Feedback-Fax 0049 (0)711 27 303 110

We hope that you like the first IDO:Communicate newsletter and would be pleased about your critical notes or praise. Besides we want to align the offer of the ICIDO magazine more strongly to your needs, so that we would be pleased, if you invest about 5 minutes into the answer of the questions. At the same time we give you the chance here to request further and deepening information to the addressed topics. Mark in addition simply the appropriate points.

Until the next issue—your editorial team.

My Feedback on IDO:Communicate

How would you like the first issue of IDO:Communicate in general?

- excellent Well Done All right suboptimal Not at all

How would you mark the different aspects of IDO:Communicate?

Design Content Structure Style Pictures Quality Value

What did you liked most?

.....

What did you like least?

.....

What did you missed?

.....

Send me more information:

- | | |
|--|---|
| <input type="checkbox"/> Virtual Reality in Ship Building | <input type="checkbox"/> Access to the Service System |
| <input type="checkbox"/> Virtual Reality at Rheinmetall | <input type="checkbox"/> International Events |
| <input type="checkbox"/> Informationen on Entry-level System | <input type="checkbox"/> Product information in general |

My Adress:

Name

Company

Street

Postal Code, City and Country

Telephone

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