

PROFESSEE™**RECEIVES SPECIAL DISTINCTION AND ACKNOWLEDGEMENT FROM THE****JURY**

**AT THE INTERNATIONAL COMPETITION
ON
“MULTI-PLATFORM VIRTUAL REALITY EXPERIENCE
FOR THE GENERAL PUBLIC”
MULTI-PLATFORM ENTERTAINMENT VR COMPETITION
SECOND PHASE: COMPLETING A VIRTOOLS PROTOTYPE**

Decision of the Jury

- ✦ On Wednesday, April 1, 2009 six finalists presented their interactive VR projects in front of the Jury designated by Dassault Systèmes.
- ✦ Announcement of a winner was postponed the night of April 1, 2009. The jury needed more time to deliberate.
- ✦ On April 17, 2009 Richard Breitner, Passion for Innovation Program Manager, Dassault Systèmes conveyed the following message to the finalists:

“Dear All,

First of all we would like to thank you again for your participation in our VR Contest. After long and careful considerations of your projects, the VR Contest Jury finally decided not to designate a winner. The decision was hard to make. We carefully reviewed the projects one by one. Unfortunately, none of them met the requirements to be presented at la Géode. Either the interactivity with 400 persons or the linear narrative style of some projects just did not fit. As this was a major criterion to have a winner, this accounts for this difficult decision.

All teams will receive one free Virtools license, except the seeCOSM team, who will get two licenses. As a matter of fact, the Jury altogether agreed on a special distinction in appreciation for the great work of Mr. Ekmekji and Mr. Nasr on the Professee project. From both an artistic and a technical point of view, with a fine 3D content and extensive use of the VRPack and Virtools multi-user features, this project is the leader and we wish to acknowledge that. You will soon be informed of the procedure to get your free licenses.

Yours sincerely,
Interactive Strategy & Marketing Team.”

Background

- ✚ International competition announced in May 2008 by Dassault Systèmes.
- ✚ The organizers aim to promote the design and production of new multi-platform virtual reality programs for the general public.
- ✚ This competition aims to select, contribute to the development of and introduce its new programs, some of which may be broadcast to the general public concurrently on the Internet and at La Géode.
- ✚ Creation of a pilot using 3DVIA Virtools for broadcast online and in a virtual reality environment.
- ✚ The organizers reserve the right to offer certain applicants the opportunity to produce or contribute to the production of the project in its final form, at the end of the competition.
- ✚ On October 17, 2008, the Pre-selection Jury nominated six finalists for the final presentation in front of the Jury. **PROFESSEE™** featured among the six finalists. The message received follows:

“Dear all,

you’ve been selected to enter the Dassault Systèmes VR contest Phase 2: building a prototype of your application using Virtools with VR components. Those guidelines will remind you of the Contest fundamental points. With “Khufu revealed” 3D immersive interactive show, Dassault Systèmes created a totally new kind of show. It is the first time that 400 people can experience immersive 3D and interact with the animator. Regularly, people will ask questions to the animator, who will direct the 3D pilot to the required spot on the Khufu pyramid in order to answer. This is a totally new way to teach and entertain.

The contest you’re in has been launched by Dassault Systèmes as a sequel to this brand new show to ask creative people to imagine similar shows.

We do not expect you to produce your final application during this phase. We expect a prototype. However, just like “Khufu revealed”, we expect it to include the following elements:

- Immersive 3D in a rich, appealing 3D world
 - Interactivity: 400 people may potentially interact in La Géode Theater. We encourage you to create a show where they won’t be passive as in a classic theater/cinema show. They must enter the show and interact!
 - Teach and/or entertain. “Khufu revealed” has shown both qualities. We encourage you to catch people with a good story and possibly to teach them something that will make the show a must-see.
- ✚ You’re about to participate in a totally new kind of media/show. Unleash your imagination and make us thrill!
 - 1/ Getting your free license:
 - ✚ You will receive the appropriate instructions to receive licenses for 2 Virtools user with the following:
 - Virtools 4.1 (NFR)
 - VR Library Complete
 - Physics Library



Be sure when you install Virtools to check the VR documentation additional components

- 2/ Using 3DVIA Virtools VR Pack in the scope of the competition

In order to provide maximum portability and simplify your development process, you **MUST** use the VR Pack VRNR. You can test your application with the Géode specific display “VRNR_Display_Géode”, or any “VRNR_Display_Wall”

Please read the VR_Library.pdf documentation to understand its scope and learn how to use the VRNR

Amicalement/Best regards

Richard Breitner

3ds.com Senior Project Manager

<http://www.3ds.com>

The innocent and the beautiful”