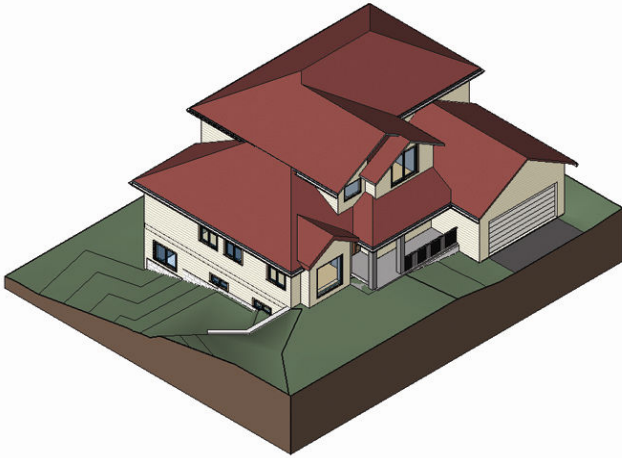


# APPLIED IDEAS IVIEWER3D™ Curriculum

## Learn How to Prepare Revit® files for Interactive Real-Time Viewing



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### Description

iViewer3D showcases the process of taking models from Autodesk® Revit®, exporting them to 3ds Max®, then preparing them for viewing in a real-time viewer. iViewer3D is built on our popular Ignition® Game Engine technology.

You export your scene from Revit® via the FBX format and then use tools within 3ds Max® to prepare for a real-time viewing experience. Finally, use the iViewer3D Packager to bundle your project into an .exe file for distribution.

### The Documentation

iViewer3D was developed by experienced educators and technical experts. The material is customizable and delivered on DVD in Microsoft® Word® .doc format so teachers can select the components that match their curriculum goals, requirements and standards for a specific course.

### iViewer3D Features

- Flexible Camera Configurations
- Full-Featured Particle System
- Terrain Tracking
- Camera Collision Detection
- Animation Triggers
- Publish to a Stand-Alone Executable

### Academic Standards

Applied IDEAS has mapped iViewer3D to the National Council of Teachers of Mathematics (NCTM) standards, the national Council for Teachers of English (NCTE) language art standards, the National Council for Science Education Standards Assessment (NCSESA), and the International Technical Educators Association (ITEA), for technology standards.

### Purchasing Options

iViewer3D can be purchased as a lab pack. Each perpetual license comes with the iViewer3D engine, tools and documentation. For pricing or additional information, please contact Applied IDEAS directly at 1-800-929-8155 or [info@applied-ideas.com](mailto:info@applied-ideas.com).

### Minimum System Requirements

- Intel or AMD based Processor at 1.2 GHz
- 512 MB RAM
- Microsoft® Windows XP, Service Pack 2 or higher
- Graphics card supporting 1024 x 768 resolution, 24 bit color, 128 MB RAM. OpenGL and DirectX 9
- 3ds Max® 2009 or higher, or 3ds Max Design 2009 or higher
- Revit 2009 or higher