

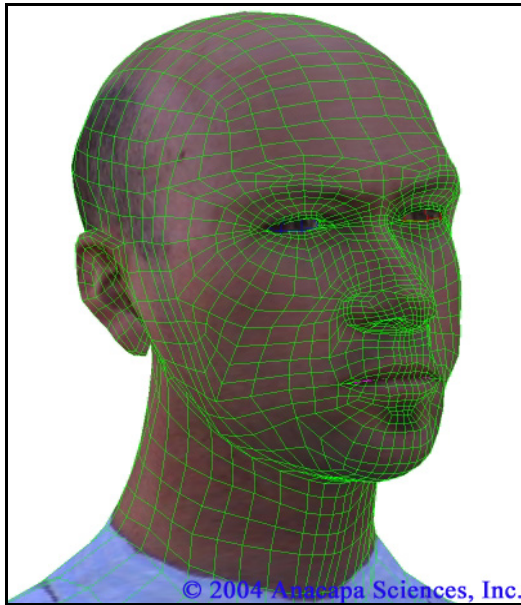
Anacapa Avatars™

3D Avatars and Animations for Real-Time PC Simulations

Anacapa Sciences, Inc. offers a variety of pre-designed and custom 3D models, including low-polygon models optimized for real-time simulation and gaming and high-polygon models for animated multimedia training and other applications.



- Avatars are available in a variety of genders, ethnicities, ages, and body types.
- Our 3D avatars include a variety of civilian and military clothing and accessory options.
- All avatars come with animations of many common behaviors.
- We are also happy to develop custom models and animations for your specific needs.



High-polygon 3D avatars available for multimedia training and other applications.



Anacapa Sciences 3D avatars and other objects in a Vizard-Based* virtual reality application.

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- Models work in many 3D and VR applications.
 - Plug-and-play ease of use in Vizard.*
 - Low polygon counts mean fast performance in real-time PC simulations and games. Most avatars are under 1,500 polygons.
 - High-polygon models available.
 - Diverse combinations of genders, ethnicities, ages, and clothing available. 3D locations, equipment, and accessories also available.
 - Custom models and animations upon request.
 - Academic, Government, and Commercial and Developer licensing available.
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For questions, pricing, or other information, contact:

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*Vizard is a product of Worldviz Inc. (www.worldviz.com)