

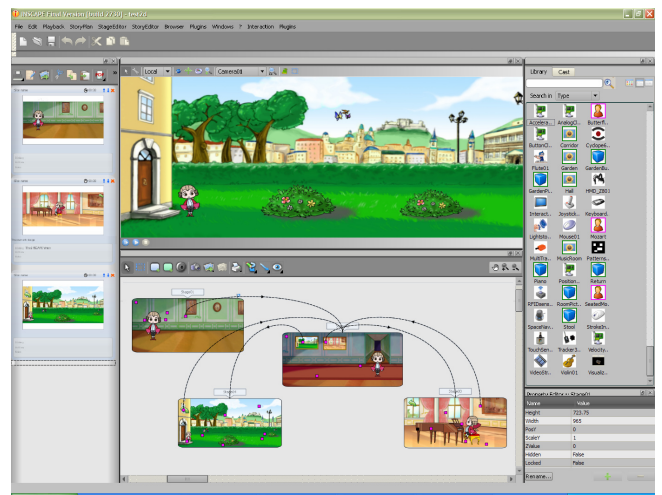
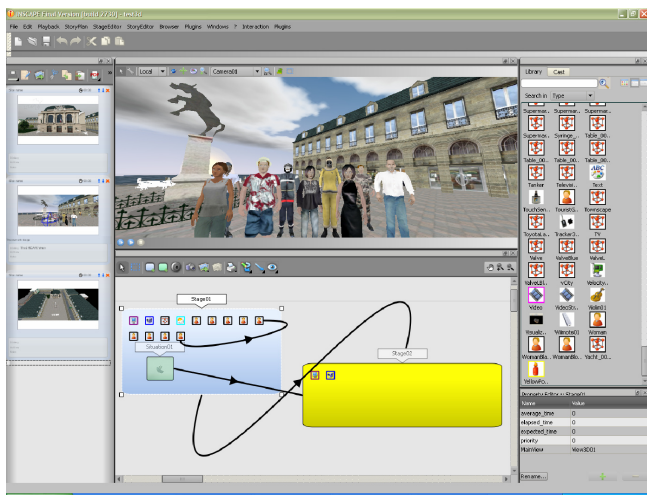
inscape

storytelling

An authoring environment for planning, creating and experiencing interactive stories and simulations

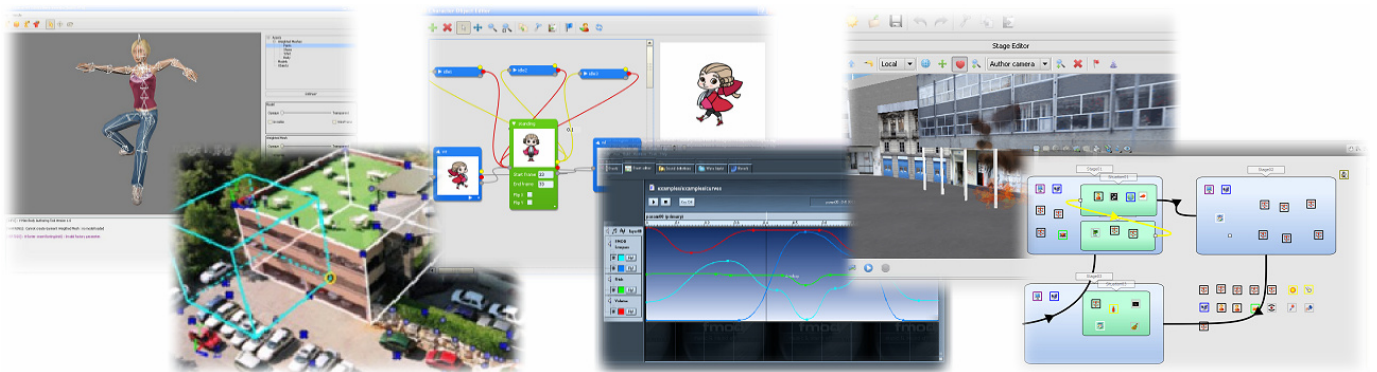
INSCAPE addresses the growing demand for virtual and interactive content in the domains of simulation, training, edutainment, animation, marketing, television and live performance. It allows digital content creators with standard computer skills to intuitively create complete interactive stories and simulations.

INSCAPE provides a unique approach for authoring your real time 3D application and 2D interactive stories.

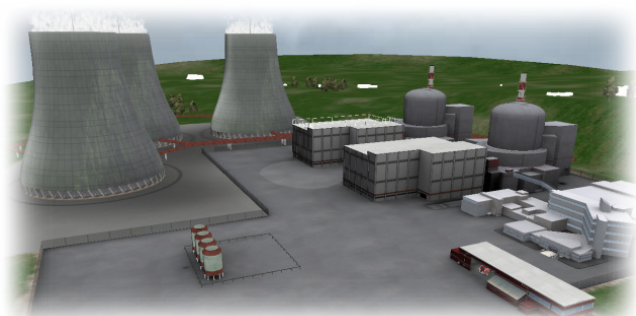


INSCAPE boasts an unprecedented set of features in one integrated cost-effective software suite.

- build interactive storyboards
- import, manage and customise story assets
- edit and visualise the story structure
- conceive and experience stories in real-time
- create and animate 2d/3d props and characters
- acquire 3d scenes and panoramas from pictures
- include dialogues, 3D sounds and visual effects
- integrate pictures, vector graphics and videos
- add interactive actions and events
- plug and play with a wide range of devices
- author multi-user and geo-based mobile content
- publish in either interactive or video format



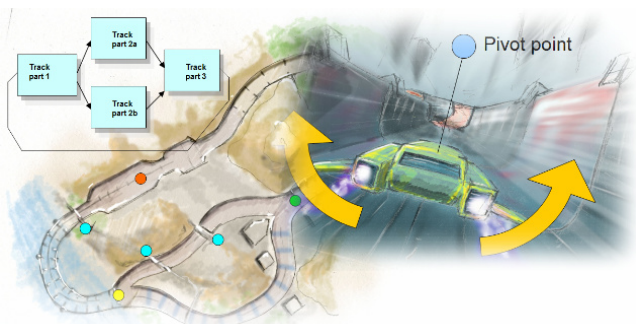
The INSCAPE system is being developed within the European Commission's sixth research framework programme. During the development of the project, our end-users have produced several examples illustrating the radically new possibilities offered by INSCAPE to turn their storytelling ideas into stimulating content.



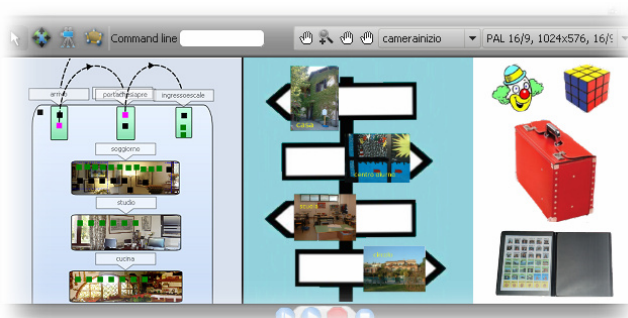
Simulation of an emergency call in a nuclear power plant. Personnel have to follow procedure and perform a set of actions to avoid reactor meltdown.



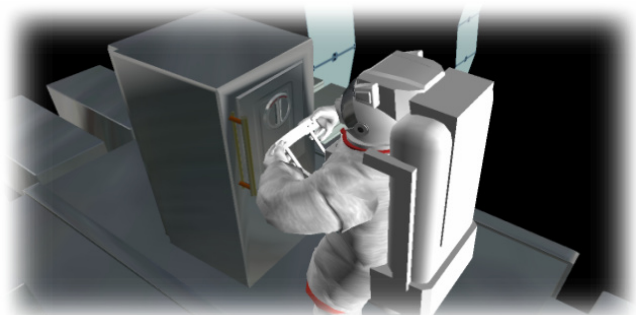
Edutainment application to learn about Mozart's life through interactive cartoons and videos, where the users can explore several ways to unfold the story.



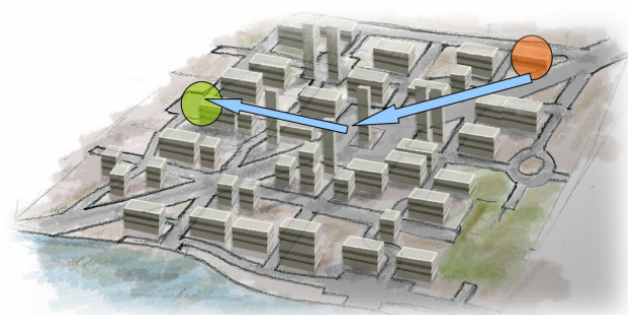
Arcade-style track based racing game, where the players compete driving a number of laps, control their speed, avoid obstacles and collect points.



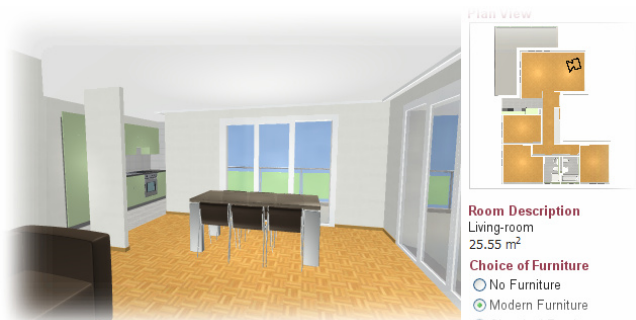
Rehabilitation communication program for severely disabled people developed with the Roma centre of neuropsychology, based on the patient's real life.



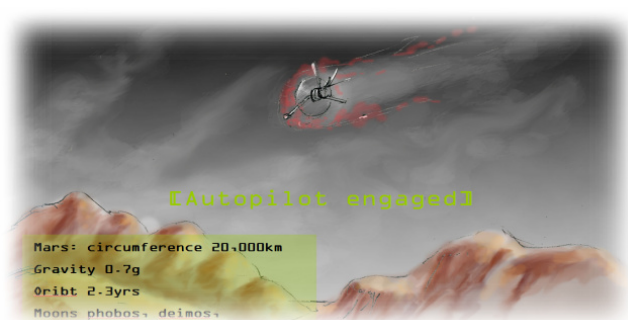
Training simulation for astronauts who have to practice critical maintenance tasks on the space station within a limited timeframe.



Political game which scenario and decor constantly evolves depending on the choices and actions made by the players.



Virtual interactive visits of apartments to attract potential buyers before the buildings are actually built. Furniture preview helps seeing available space.



Interactive learning tool to learn about the Solar System with a gaming interface. It includes accurate 3D models of planets, their satellites and orbits.