



Cosmos 3D

Component name	History data archival & retrieval framework		
Category (IP/ Reusable)	IP & Reusable	Component type (HW/SW/product etc)	SW
HW Platform	Full Direct3D 9.0c Compliant GPU with 128MB RAM minimum	Supporting OS	Windows XP SP2
Applications / applicable products	Any applications which required 3D rendering engine that can render large amount of triangles with high fps count.		
Market/ industries applicable	Industries where 3D models are involved.		
Product Description	Cosmos™ is a 3D Graphics visualization Engine. It incorporates all basic 3D functionalities that are expected from a professional 3D graphics system. It supports 12 basic 3D primitives (from cube to angular torus) and can be extended to support more 3D primitives. It is highly customizable to fit multiple needs/roles of the host application/suite in a very developer friendly manner.		
Features /benefits	<ul style="list-style-type: none">• Easy Integration.• Performance Tuned.• Imparts navigation through the rendered mesh.• Supports arc ball rotation, panning, scroll wheel zoom etc.• Wire-frame view.• Supports texture mapped meshes.		
Readiness	Available, Customization might be required for specific requirements		