


3D graphical user interface for presentation software (Technion)

code: COM-1352

Many industries are intensive users of 3D. However, their inability to present 3D information in their everyday workplace and outside their natural 3D working environment (e.g. a CT scanner) is a significant operational and financial drawback. Current 2D presentation tools are less efficient and are prone to misunderstandings and errors of misinterpretation when 3D content is involved and this has a direct and substantial economic implication on these industries. Currently, presentations with 3D content are typically constructed by specialized production teams that are extremely expensive. The technology presented is of a multi-modalities presentation software that will also provide the average user with the ability to create 3D presentations with 3D content at a fraction of the cost and will allow the presenter to annotate, transform, animate, and arbitrarily manipulate (e.g. slice) 3D content in a seamless manner within the presentations.

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