

# Highlights of SAIC's OLIVE Version 2.4 Virtual Platform



## OLIVE 2.4 Accelerates Performance and User Authentication and Delivers New Functionality and Content to Enhance the User Experience

Science Applications International Corporation's (SAIC) release of version 2.4 for the OLIVE (On-Line Interactive Virtual Environment) software platform enhances existing capabilities in this enterprise-level, three-dimensional (3-D), virtual environment for users, and positions OLIVE for future growth.

OLIVE 2.4 improves performance and resolution, provides new capabilities in the OLIVE software development toolkit (SDK), and delivers new features. Here are highlights of OLIVE 2.4.

### **Faster Rendering**

OLIVE 2.4 accelerates rendering performance by 50 percent for two of the most computing-intensive elements – custom terrain and avatars. This enables users to run existing datasets faster and include more detail in avatars and customer, geo-specific, or standard OLIVE environments.

### **Persistent Settings**

OLIVE 2.4 saves all of the preferences and settings that users select, including audio options and name-tag display parameters, to streamline in-world participation and action.

### **Web Framework Integration**

The new OLIVE release integrates the Drupal® Content Management System (CMS) framework, improving avatar account management and virtual world onboarding. This framework enables developers to create web-based portals that leverage internal and independent client-side and server-side components for the authentication mechanism of their choice and support both "single login" systems (such as Passport) as well as "common account repository" systems (such as Lightweight Directory Access Protocol, LDAP). This streamlines and accelerates the process of going in-world and joining virtual meetings, events, training, and more.

### **Integration of Third Party Software**

The OLIVE Open World API (application programming interface) in the new release makes it easier and more flexible for developers to integrate external applications, software packages, and libraries into OLIVE and communicate between OLIVE and external applications, particularly in the area of artificial intelligence (AI)-driven, non-player character (NPC) avatar controls.



### Google Inc.'s SketchUp® v7 and v8

OLIVE 2.4 restores conversion of SketchUp data to OLIVE .om files via COLLABorative Design Activity (COLLADA), making it easier to add custom user content inside OLIVE.

### New Games Pack

The new OLIVE release offers an optional Games Pack with content that provides four entertainment venues for team-building exercises, including target practice, off-road racing, boating, and a tag-style capture-the-flag game.

### Autodesk® 3ds Max®

OLIVE 2.4 Art Tools Max continue to support the use of 3ds Max versions 8, 9, 2008, 2009, and 2010. Support for 3ds Max 2011 is targeted for a future release of OLIVE.

### Discontinued Features

OLIVE 2.4 discontinued features include IBM® Lotus® SameTime™ collaboration services and a proprietary OLIVE virtual meeting calendaring and scheduling module which was replaced with new calendaring and account management capabilities in the OLIVE Drupal integration.

For more information about OLIVE 2.4, visit [www.saic.com/olive/support](http://www.saic.com/olive/support)

For assistance in using OLIVE Client on Windows or Linux, or the SDK, contact OLIVE support weekdays at [OLIVEhelp@saic.com](mailto:OLIVEhelp@saic.com)

### About OLIVE

SAIC's OLIVE is a powerful software platform that enables organizations to deploy their own secure virtual worlds (VWs). Users collaborate over computer networks using a video game-like 3-D user interface that provides access to a variety of functionality and media. OLIVE-based VWs bring together physical presence, action, voice, data, and media in realistic, context-specific, simulated environments with hypothetical or geo-specific terrain.

OLIVE computer-generated, 3-D synthetic environments support a variety of collaboration, training, analysis, operations, experimentation, and socialization applications across virtually all industries. With over 10 years of development behind it, OLIVE is one of the most advanced VW environments available today and the winner of numerous awards, including the 2008 Virtual Worlds Innovation Award for the Enterprise. The OLIVE software platform provides:

- A vast library of art assets, including samples of most types of objects, room interiors, avatar clothing, and animations for use in any VW effort
- A set of integrated software modules and tools that work together to instantiate highly realistic virtual environments where users interact with one another
- Multimedia sharing, scalable computing, and network-enabled connectivity that allows a complete IT-ready system for developing and supporting multiplayer, interactive VWs
- Architecture and capabilities that are secure and proven – a critical consideration in making long-term investment decisions

### OLIVE Supports Enterprise-wide VW Implementations

OLIVE's technology supports VW implementations in defense, homeland security, emergency management, healthcare, energy, transportation, and higher education for U.S. government organizations, Fortune 500® companies, medical institutions, universities, and others.

For more information on OLIVE and to view a video on OLIVE-based virtual worlds, go to [www.saic.com/olive](http://www.saic.com/olive)

