

Kanzi™ Solution Overview

Authors: Arto Ruotsalainen, Teemu Uotila
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What is Kanzi Solution?

Kanzi is a complete solution for design and deployment of advanced graphical user interfaces. It supports a complete toolchain to take products from design stages to end devices. Kanzi Solution is technologically scalable from mobile and embedded devices to automotive industry. As a platform independent solution, Kanzi offers easy portability and rapid production cycle.

What does Kanzi solve?

With Kanzi Solution, companies achieve greater production speed, hence time-to-market period is slashed and programming needs are reduced greatly. This all results in lower design and implementation costs of the end-product itself.

With Kanzi, designers and artists have more influence and freedom when designing user interfaces, human-machine interfaces or other graphical environments. This translates to better looking user interfaces in the end products as designers are able to fully realize their vision.

How does Kanzi help?

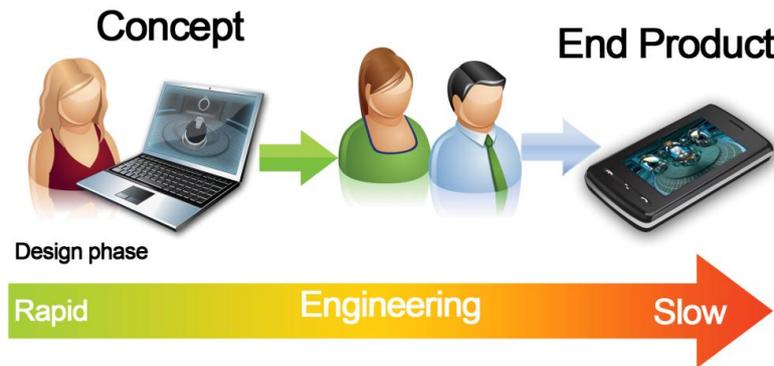
Below is an example how user interface creation cycle with Kanzi differs from conventional way of creating user interfaces.

Example 1.

Traditional way of creating a graphical user interface for mobile or embedded product:

1. Designer creates a concept, has it approved and then sends it off to the engineering department for implementation
2. Two weeks later engineers bring in the prototype of the concept running on the actual device
3. But there is a problem. Either the concept doesn't work at all in that environment and thus a new concept must be created (go back to step 1.) or the prototype doesn't match the concept and changes must be done before making the actual decision (go back to step 2.)

“Traditional workflow”



With Kanzi Solution the process looks like this:

1. Designer creates a concept and sees the final result right away in the actual device
2. Designer exports the final user interface from the Kanzi tool to the end device and it works

KANZI[®]
Solution



Summary: Substantial cost and time savings due to no need for custom programming. Better looking user interface as it is “just what the designer wanted”.

Why choose Kanzi Solution?

- **Cutting-Edge Technology**
 - o Unified pipeline for OpenGL ES 2.0 and OpenGL ES 1.x supporting shaders, multi-texturing, dynamic lighting and many more
 - o Composition framework for creating and modifying rendering pipelines
 - o Versatile animation framework supporting keyframe animations such as vertex, object and bone based animations
 - o Advanced GPU resource management allowing real-time streaming of data and minimum use of memory
 - o Multiple memory management strategies such as quick memory managers and memory pools
 - o Intuitive pipeline design allowing for example to plug-in your physics engine
 - o Optimizations (e.g. caches, geometry, texture compression)
- **Toolchain**
 - o COLLADA support allows you to use your favourite digital content creation tool, including 3DS Max, Maya and XSI
 - o Projects can share resources, such as materials and UI objects
 - o Create new or modify existing UI objects
 - o Seamless integration between UI and content editor
 - o Linking and modifying animations
 - o Ready-to-use materials
 - o Real-time view of the final result including both visual and actual logic, allowing testing the application inside the tool itself
- **Easy Deployment**
 - o Platform independent engine and content
 - o Create one design and run it in multiple different platforms with minimum changes
 - o Use of Khronos open standards makes Kanzi compliant with all kinds of platforms and devices
 - o Only requirements are the ability to compile C code to the platform, floating point support and support for either OpenGL ES 2.0 or OpenGL ES 1.x



Requirements

Kanzi is designed to run in mobile, embedded and automotive applications, consequently making it technologically scalable and lending itself to multiple use-case possibilities throughout the industry. The requirements vary depending of the end-product itself. Description of minimum requirements to run Kanzi Solution can be found below.

Engine Requirements

- Ability to compile C code to platform
- Floating Point Support
- Support for OpenGL ES 2.0 or OpenGL ES 1.x
- 400KB footprint depending on configuration

SDK Requirements

- Windows XP, Vista or Windows 7
- Visual Studio recommended, integration to Visual Studio provided as default

Contact Information

sales@rightware.com

Rightware Oy
Niittykatu 6 C
02200 Espoo
Finland

Tel. +358 9 8554-322
Fax +358 9 8554-323

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