



DI-Guy is software for adding realistic human characters to real-time visual simulations.

DI-Guy characters move realistically, respond to simple high level commands, and travel about the environment as directed. DI-Guy characters make seamless transitions from one activity to the next, moving naturally like real people.



You can add characters to a simulation with as few as six high level function calls, or tweak their behavior and appearance using any of the 400+ function calls available in the DI-Guy API.



Distributed with easy to follow coding examples, it takes most users just a few hours to get a solid DI-Guy performance up and running in their application.

DI-Guy™ SDK

Multi-Platform Support

DI-Guy SDK is extremely flexible. It supports:

- Linux (gcc compiler)
- Windows (MSVC)
- OpenGL
- OSG
- Vega Prime
- DirectX

In addition, our DI-Guy Graphics API lets you tightly couple your code to most other renderers. Our customers have created DI-Guy solutions for Unreal, EPX, BARE, Argus, Ogre, etc.

A Powerful API

The DI-Guy SDK has a wide and deep API with classes and functions that allow you to query and control everything you'll need for your humans. Broad function areas include:

- Formations
- Expressive Faces
- Pathing
- Gestures
- Parenting
- Transformations
- DIS/HLA Networking
- First Person Shooting

High Performance

An advanced motion engine ensures that DI-Guy's behavior is lifelike and realistic while not burdening the CPU. DI-Guy provides excellent real-time performance through use of optimizations, such as:

- Level-of-detail (LOD) switching
- Motion level-of-detail (MLOD) switching
- Object-level culling
- The *DI-Guy Load Manager*