

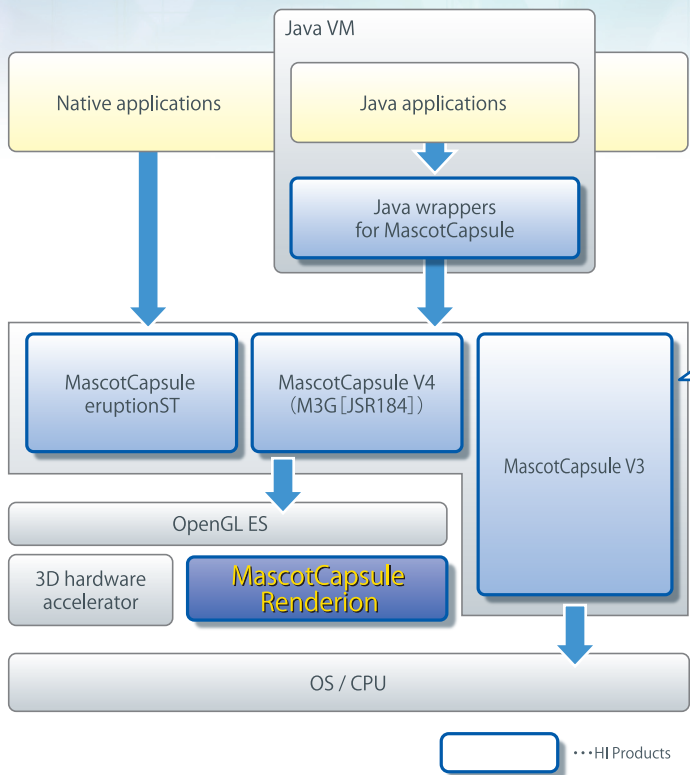
MascotCapsule® Renderion

MascotCapsule Renderion is a cost-effective, complete software implementation of OpenGL ES, the industry standard for embedded 3D graphics API.

The widely adopted industry standard OpenGL ES is normally not available in budget home electronics and mobile phones as they are not equipped with a graphics accelerator (GPU). With MascotCapsule Renderion, the OpenGL ES conformant 3D graphics software implementation, graphics are processed not by the GPU, but by the main CPU as a software-implemented alternative processor using the processing capacity that has increased significantly in recent years. With MascotCapsule Renderion, manufacturers will be able to support the industry standard OpenGL ES 1.1 at low cost without GPU.

- MascotCapsule Renderion library can be implemented on any devices.
- Optimized for specific CPUs; this software engine runs at high-speed while supporting OpenGL ES.

System Architecture



What is "MascotCapsule"?

MascotCapsule is a real-time 3D rendering engine that has been widely adopted by Japanese as well as overseas carriers and handset manufacturers in the U.S., Europe, Korea and China, including five carriers in Japan. Over 600 million devices (as of March 2010) have been shipped with MascotCapsule. Many console quality 3D contents and user interfaces using MascotCapsule are available widely through various networks worldwide.

- Runs at high-speed even in the environment, such as mobile phones, handy game machines, car navigation, and so on, without enough hardware resources such as CPU, memory size, etc.
- MascotCapsule library can be implemented on any devices, and it is capable of supporting various environments including native, Java, etc.
- Displays the special file format converted from the data created using commercial 3D authoring tools. It also can display by directly specifying the primitive data

Target product groups for implementation



Note: OpenGL is a registered trademark and the OpenGL ES logo is a trademark of Silicon Graphics Inc. used by permission by Khronos. OpenGL ES 1.1 is a subset of OpenGL 1.5, and is a royalty-free 2D/3D graphics API for embedded devices created by removing OpenGL desktop functionality not needed for embedded and mobile devices. Controlled by the Khronos Group industry consortium, it is intended for use in cellular phones, car navigation systems, etc. For more information, visit the Khronos Group website at <http://www.khronos.org/opengles/>.

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MascotCapsule Developer Network

(MascotCapsule application developers' site)
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