



Bitmanagement
INTERACTIVE WEB3D SOFTWARE

We're hiring

Profile – 09/2011

Bitmanagement Software GmbH is located in Berg near Munich, Germany. The company is developed since foundation in 2002 by 3 former employees of blaxxun interactive AG. With a German team of 12 fulltime mainly engineers (+ freelancer) and an exclusive team of 50 3D artists abroad Bitmanagement is focused a) on software development for client based interactive Web3D software and b) on services for creation of high resolution 3D content. Based on revenue growth and positive cash flow the company is independent from VCs and banks.

Product Portfolio – Viewer and Tools

The product portfolio consists of 3D real-time rendering software (Viewers - on standard client hardware) for interactive and online capable visualization and workflow software (Tools) of content preparation for interactivity and web usage. <http://www.bitmanagement.com/en/products/product-workflow>

Services/Support – Feature development and 3D content development

Based on a German and offshore team of 50 3D artists (scalable) the company develops interactive high resolution 3D content for online capable visualization in “BS Contact”. In addition features and functionalities based on our viewers and tools are developed on project base.

Customers - 350 integrators from CAD, GIS, Games

Customers (including 75 academic institutions) are applying the software as visualization front-end for interactive systems, as enabling software for mixed reality (2D/3D/video) for interactive Graphical User Interfaces (GUIs) and as client renderer in the cloud. <http://www.bitmanagement.com/en/company/customers>

Key Product – Cross-platform and Cross-browser 3D Engine “BS Contact”

The key product marketed as “BS Contact” (3D engine from Bitmanagement Software) is C++ software (directX and OpenGL) supports ISO standard and industry standard formats like X3D/VRML, Collada, CityGML or KMZ, JTOpen and is designed for cross-platform (windows, Mac, iOS, Linux, Android) and cross-browser (IE, Firefox, Chrome, Safari, Opera) usage.

<http://www.bitmanagement.com/en/products/interactive-3d-clients/bs-contact>

Technology discriminators

Content quality: High rendering speed in frames per second.

Online usage, files and applications are based on tuned workflow tools for “3D streaming”.

Major stability based on 15 years continuous development and incorporated customer feed-back.

Great feature richness due to visualization in many markets and feature requests fulfilled.

Only commercial cross-platform and cross-browser c++ renderer in our market. Focus on standard hardware from older types up to high-end multi core 64 bit workstation.

R&D backed by international projects <http://www.bitmanagement.com/en/company/research-development>

Participation in standardization organizations (e.g. web3D consortium, OGC).

www.bitmanagement.com

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