

# Golaem SDK

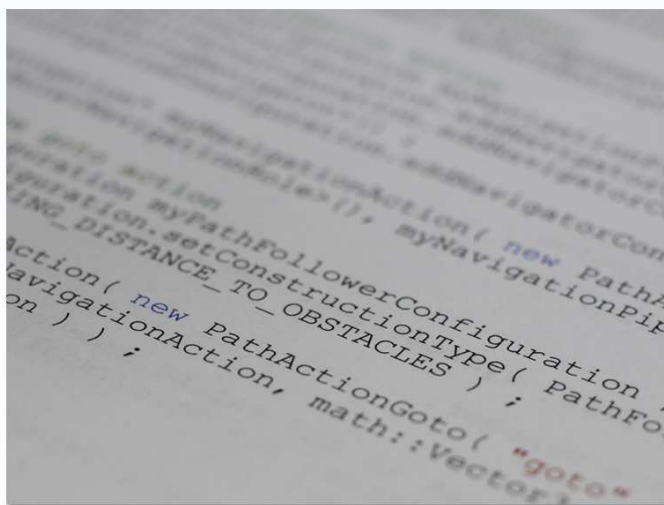
*Golaem SDK provides a powerful object-oriented framework allowing you to populate 3D worlds with virtual humans.*

*It includes C++ modular software components for **real-time animation**, **navigation**, and **human behaviors**.*

## BENEFITS

### Easy To Integrate

Golaem solutions are designed to be easy to integrate in existing simulation and game engines; several integrations are already available.



### Reliable Software Components

This is the SDK we use to build our end-user products as well as our simulators. We integrated Golaem SDK with numerous simulation and game engines, ensuring you a painless integration.

### Reduced Time-To-Market

Golaem SDK let you focus on your application added value. We provide you with years of research and development in the virtual human's field, nicely packaged in a ready-to-use SDK.

### Modular Architecture

Golaem SDK software components can be used separately or combined, fulfilling your specific needs.

### Assistance & Support

At Golaem we aim to save you production time, this includes an experienced support team assisting you to populate your 3D worlds.

# FEATURES

## Golaem Motion: Real-Time Animation Engine

- Motion retargeting
- Motion blending & mixing
- Motion deformation by inverse kinematics
- Advanced control by footprints & ground adaptation
- Biped & quadruped skeletons with automatic rigging
- Locomotion model
- Motion editor
- FBX, DAE, BVH skeleton & motion support

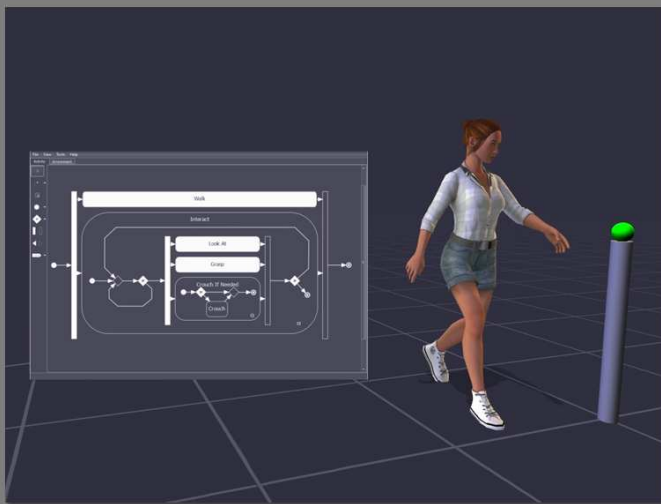
## Golaem Path: Real-Time Navigation Engine

- Path finding & following
- Efficient & configurable steering
- State-of-the-art collision avoidance algorithms
- Automatic 3D navigation mesh computation tool
- Navigation mesh tiling to manage scalability
- FBX, DAE geometry support

## Golaem Populate: Virtual Humans Ready To Integrate

- Includes **Golaem Motion** & **Golaem Path**
- Human behaviors description & simulation
  - Behaviors library: go to, look at, reach target...
  - Behavior engine: automatic scheduling, dynamic composition, triggers
  - Behaviors graphical authoring tool
- Crowd configuration and generation
  - Automatic virtual humans placement
  - Population generation based on statistical data

**Supported Platforms: Windows, Linux - 32/64 bits**



[www.golaem.com](http://www.golaem.com) - [contact@golaem.com](mailto:contact@golaem.com)

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**golaem**  
human ex machina