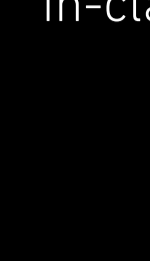


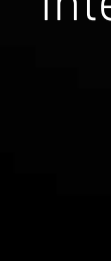


KANZI ONE

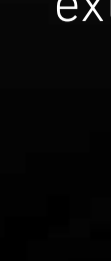
The first and only all-in-one toolchain for the creation of Signature UI in the modern, intelligent cockpit. Kanzi One provides the most capable automotive-centric graphics engine, the deepest integration with Android, and a new UI framework for optimal workflow and performance.



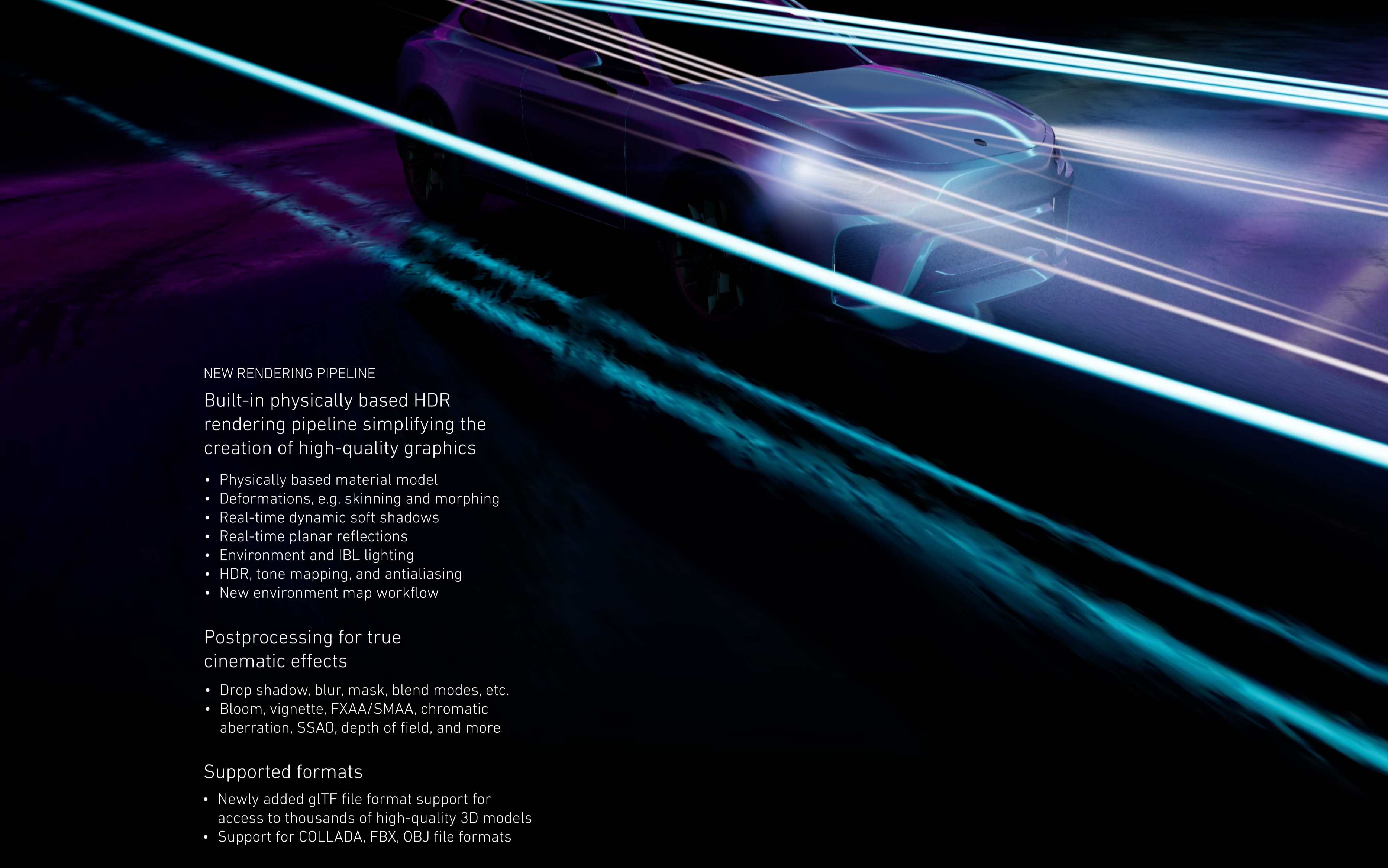
NEW RENDERING PIPELINE
Platform-independent graphics engine for best-in-class 3D rendering



KANZI FOR ANDROID
Native Java support for uniquely deep Android integration



NEW UI WORKFLOW
Automated UI management for extreme efficiency



NEW RENDERING PIPELINE

Built-in physically based HDR rendering pipeline simplifying the creation of high-quality graphics

- Physically based material model
- Deformations, e.g. skinning and morphing
- Real-time dynamic soft shadows
- Real-time planar reflections
- Environment and IBL lighting
- HDR tone mapping and anti-aliasing
- New environment map workflow

Postprocessing for true cinematic effects

- Drop shadow, blur, mask, blend modes, etc.
- Bloom, vignette, FXAA/SMAA, chromatic aberration, SSAO, depth of field, and more

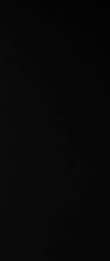
Supported formats

- Newly added glTF file format support for access to thousands of high-quality 3D models
- Support for COLLADA, FBX, OBJ file formats

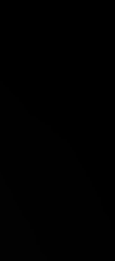


KANZI FOR ANDROID

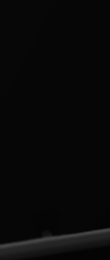
Kanzi architecture has been renewed for full compatibility with the Android OS and ecosystem. Kanzi guarantees powerful graphics on top of any Android functionality, without compromise.



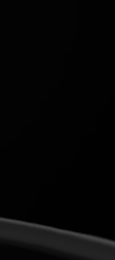
Native Java and Kotlin support



Android Studio for development



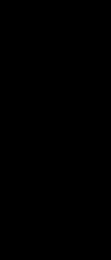
Kanzi Engine integrated into Android UI thread



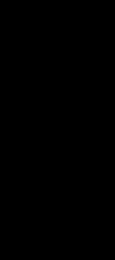
Free composition of Kanzi views within Android UI

NEW UI WORKFLOW

The new Activity System allows projects to be structured into small, manageable UI parts. Each part is dynamically loaded only when needed and unloaded when not active, for extreme efficiency in design workflow and performance.



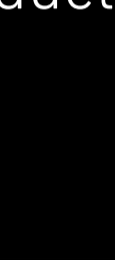
Automated UI workflow



Dynamic loading of UI parts



UI state monitoring in Kanzi Studio



Modular projects management

PRM.k2b

MEDIA.k2b

SPEED.k2b



Boost your productivity with Kanzi One

COST REDUCTION

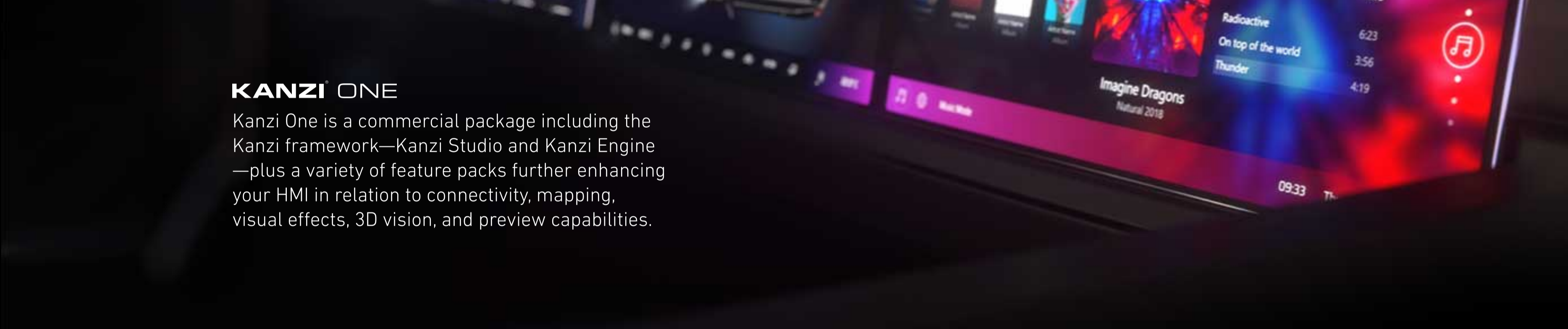
Kanzi enables fast prototyping and easy deployment to target, with out-of-the-box solutions for connectivity, simulation, debugging, and profiling.

FASTER TIME-TO-MARKET

Kanzi Studio promotes an efficient development workflow where designers and developers work in parallel on the different HMI components.

80% UI CODE ELIMINATED

Kanzi provides fully visual HMI editing through its powerful UI framework. The newly added Java API enables smooth integration with Android.



KANZI ONE

Kanzi One is a commercial package including the Kanzi framework—Kanzi Studio and Kanzi Engine—plus a variety of feature packs further enhancing your HMI in relation to connectivity, mapping, visual effects, 3D vision, and preview capabilities.



DESIGN WITH
KANZI STUDIO

FEATURE PACKS

- KANZI CONNECT
- KANZI MAPS
- KANZI PARTICLES
- KANZI STEREOSCOPY
- KANZI SHAPES
- KANZI VR



POWERED BY
KANZI ENGINE

KANZI STUDIO

The core HMI development tool used around the globe for state-of-the-art multi-screen UIs

KANZI ENGINE

The most powerful real-time graphics engine for automotive HMIs, combining physically based HDR rendering with a production-proven runtime

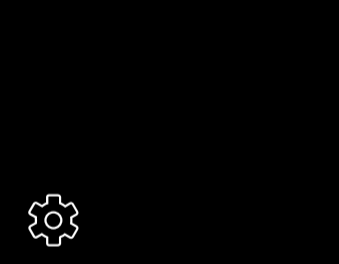
FOR DESIGNERS



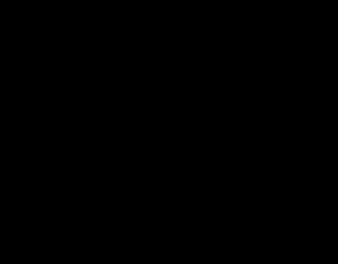
Automotive assets and libraries



Real-time preview with VR capabilities



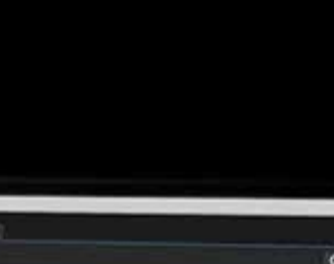
Multi-language support



Extensible architecture with plugins



Platform-independent output binaries



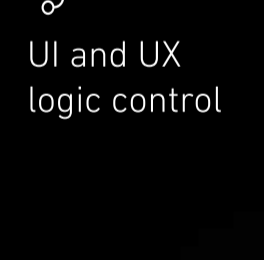
Production-proven automotive compliance



Visual editing



Touch, voice, and gesture control



Backward compatibility



Functional safety

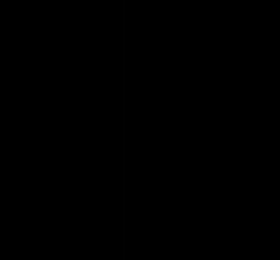


Vector graphics



Particle effects

FOR DEVELOPERS



Plugins in C++, Java and Kotlin



Profiling and debugging



Long-term support



Easy deployment to target



Easy data integration



UI and UX logic control



KANZI CONNECT

Fully customizable connectivity platform bringing automotive electronics, consumer devices, and the cloud under one single interface.

By enabling a Service-Oriented Architecture, Kanzi Connect lets you exploit local and remote services in a structured and controlled way.

- Share data, content, and services across devices
- Synchronize multiple screens to any event
- Distribute services to different devices
- Set up content databases
- Simulate data flow and HMI functionalities in Kanzi Studio

KANZI MAPS

Award-winning map design environment to enhance the navigation experience with elegant and unique graphics.

Kanzi Maps allows you to integrate map data from any source in a coherent HMI design and to fully control the rendering of each information layer.

- Start building with included templates
- Create contextual theming for different driving conditions
- Align the look of all displays in the car
- Simulate navigation to test your design

KANZI PARTICLES

Slate-of-the-art particle effects tailored to the automotive industry boosting your UI with eye-catching visuals.

Kanzi Particles enables astounding animations and transition effects such as morphing, fluids, sparks, glowing trails, dust, smoke, rain, and snow.

- Bring user interfaces to life by adding more visual stimuli to the UI or splash screen
- Create impressive background animations, simulating fluid flow and movement inside and outside the car
- Control the physical characteristics, movement, number, and lifetime of particles

KANZI SHAPES

Resolution-independent rendering of 2D shapes such as lines, ovals, polygons, and complex shapes defined by path specifications or boolean operations.

Kanzi Shapes provides support for SVG 1.1 content in Kanzi, allowing you to specify the style of fills and strokes and to define gradients.

- Create and use vector images that can be scaled to any level of detail
- Define images with algebraic operations to achieve flawless rendering
- Style any component of a Signature UI with your brand's logos and icons

KANZI VR

New workflow accelerator shortening your design cycle and simplifying the decision-making process.

The virtual environment enables simulation of the UI in a variety of contexts, allowing designers to rely on an immersive, real-time, interactive preview.

- Use Kanzi VR with or without the VR headset for early validation of your HMI design
- Preview and interact with complex multi-display HMIs in a virtual environment
- Create and validate the different scenarios impacting the appearance of your user interface

KANZI STEREOSCOPY

Realistic-depth enabler for autostereoscopic displays.

Kanzi Stereoscopia provides a foundation for creating 3D views inside the car with a realistic perception of depth.

- Create three-dimensional gauges and content on the display
- Prompt the driver with safety-critical information
- Enhance map view and offer rear-seat entertainment in 3D



RIGHTWARE

Rightware is the pioneering provider of automotive graphics software tools and services. We are uniquely positioned, with a heritage in gaming, graphics, and UI developments and with a dedicated focus on the automotive industry.

Our mission is to help automakers become highly efficient and creative with no limits. Our vision is to transform the traditional HMI into a real Signature UI.

Rightware is headquartered in Finland and has a presence in China, Germany, Italy, Japan, South Korea, UK, and USA. As a ThunderSoft company, our combined skills and assets allow us to deliver fully integrated HMI solutions, engineering support, and design services.

Kanzi is the market-leading automotive UI tool, trusted by over 50 automotive brands across the globe.

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Finland

rightware.com

A ThunderSoft® company

