OpenMASK (Modular Animation and Simulation Kit) is a platform for modular heterogeneous and distributed applications supporting development and execution in animation, simulation and virtual reality fields.

**Technological Breakthrough:**
In OpenMASK, the modularity unit is the simulated object (OSO). It can be used to model and to control an entity or a virtual object behaviour or motion control as well as input devices.

**Potential application fields:**
Manufacturing industry, sports, education, training.

**Key Words:** Virtual reality, simulation, man-machine interfaces.

**Coding and Operating System:**
C++, Windows and Linux.

**Licensing:** Open-source with a QPL license

**Academic Partners:**