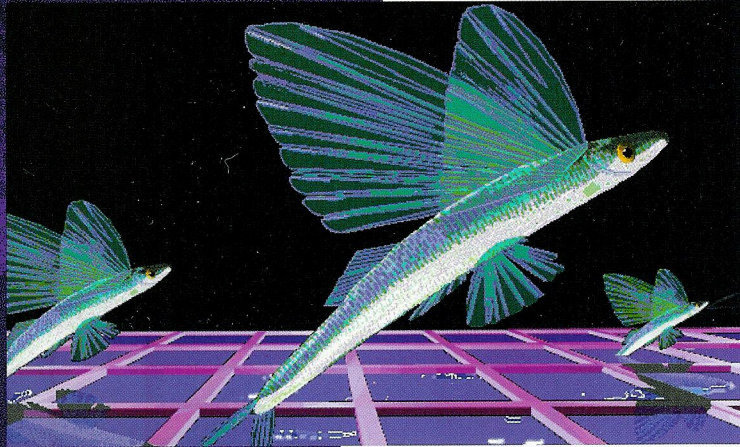


V E R S I O N 1.3

Animator Pro[®]



AUTODESK ANIMATOR PRO[®] VERSION 1.3

The award-winning Autodesk Animator Pro[®] is a high-resolution, 2D paint and animation software program for 386/486-based PCs that lets you communicate complex ideas with drama and accuracy. Present your animations on-screen in Microsoft[®] DOS[®] or Windows[™], or record them to video in real time or frame by frame.

The Animator Pro Version 1.3 enhancements include PostScript[®] Type 1 font support; Show'em, a POCO-based, text-charting facility; and the Animator Pro Image Collection CD-ROM containing sample animations, animated clips, backgrounds and textures libraries, and 100 PostScript Type 1 fonts.



Animator Pro provides a repertoire of special effects like tweening and color cycling plus time-based functions for titling and text animation. You can create images from scratch, work with scanned images, or import graphics from other programs or formats.

Animator Pro also works in concert with Autodesk 3D Studio® software to provide a comprehensive 2D and 3D animation solution. Import Animator Pro still or animated texture maps into 3D Studio to wrap around 3D objects.

Or bring 3D Studio .FLC files into Animator Pro to edit individual frames.

GENERAL

- 8-bit, 256-color 2D paint and animation
- Screen-resolution independent
- Built-in, C-based programming language for extensibility (POCO)
- DPMS compliant: Runs as DOS application under Windows
- GUI with customizable colors and keyboard shortcuts
- F1 Help for keyboard commands
- Compatible with 3D Studio and AutoCAD® software.

PAINT FEATURES

- 23 paint and draw tools such as spline, box, polygon, line and spray
- 35 inks such as smear, glass, glow, scrape, emboss, glaze and unzag
- Multiple brush shapes
- User-definable zoom window
- Controllable color palette including RGB and HLS, rainbow ramps, color tweening, tinting, blending and global image-processing effects such as lace and engrave
- Custom mask

TEXT TOOLS

- Supports PostScript Type 1 fonts (.PFB)
- Supports Hewlett-Packard Laserjet bitmap fonts
- Includes bitmap and PostScript fonts
- Leading and spacing control
- Justifies left, right and center
- Includes text editor with automatic word wrap

SIX KINDS OF ANIMATION

- Polymorphic Tweening
 - Transform shapes over a range of frames automatically
 - Render tweened shapes as filled, outline, linear or splined
- Digital Optics Effects
 - Move elements along splined paths
 - Adjust acceleration
- Traditional Cel Animation
 - Animates frame by frame
 - Automatic next-frame registration
 - Automatic in-betweening and “blueing”
- Color Cycling
 - “Animate” a range of colors
 - Reverse, ping-pong or forward cycling
- Text Animation (Titling)
 - Import text from ASCII files or type text directly
 - Animate pixel by pixel or by character
- Animated Cel (Sprite)
 - Create animation within an animation
 - Cel manipulation capabilities such as mirror, scale and rotate

RESOLUTION-INDEPENDENT

- Customer-selectable screen resolution with installable VESA device drivers
- Screen resolution limited only by hardware

FLIC™: HIGH-RESOLUTION ANIMATION FILE FORMAT

- DOS animation standard (.FLC and .FLI™)
- Fast, efficient playback
- Supported by numerous authoring packages
- Edit and save any frame of a Flic to a still-image file

GRAPHICAL USER INTERFACE

- Move or hide toolbox and palettes to paint entire screen
- Select from a “postage stamp” graphics file
- Mouse and keyboard macro-recorders included

POCO PROGRAMMING LANGUAGE

- Includes built-in, C-based interpreter so customers can control program functions
- Allows use of your own add-on programs or programs created by other developers

COMPATIBILITY

- Create still or animated texture maps to wrap around 3D objects in 3D Studio
- Add animated effects to 3D Studio Flics in post-production
- Import .SLD files from AutoCAD seamlessly

INPUT/OUTPUT

- Import .FLI, .FLC, .CEL, .GIF, .JPG, .SLD, .PCX, .TGA, .TIF, .BMP, .RLE, .PICT, .MOV, .IFF, .RIF and .ANI (Amiga)
- Export .FLI, .FLC, .CEL, .GIF, .JPG, .PCX (8-bit), .TGA, .TIF, .BMP, .RLE and .PICT
- Video output: Real time to VCR or frame by frame (with appropriate hardware)

UTILITIES INCLUDED

- Show'em: Text-charting facility
- Flisumry: Storyboard summaries of Flics
- Flitape: Professional video output in single frame
- Flipaper: Facilitates hard-copy output
- Converter: Converts different still or animated file formats
- PixelPop: Facilitates screen captures
- Autodesk Animation Pro Player™
- Autodesk Animation Player™ for Windows

SYSTEM REQUIREMENTS

- IBM® or COMPAQ® 386/486-based PC or 100 percent compatibles. MS-DOS® 3.3 or later, 4MB RAM and a hard disk with 11MB to 20MB free space
- Pointing devices
 - Microsoft-compatible mouse

- Summagraphics- or WACOM-compatible digitizing tablet
- Support displays: VGA, Super VGA, Video 7 VRAM, VESA Standard and COMPAQ Advanced VGA
- Optional equipment
 - Autodesk Device Interface™ (ADI®)-compatible printers and frame controllers
 - VGA to NTSC (or PAL) conversion devices

For the Authorized Autodesk Multimedia Dealer nearest you in the United States and Canada, call 800-879-4233. Outside the U.S. and Canada, please fax your request for information to 415-491-8303 (Latin America), 415-491-8398 (Asia/Pacific) or +41-22-788-21-44 (Europe).



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