

KINETIX™

R E L E A S E 4

THE OPEN STANDARD FOR
PROFESSIONAL-QUALITY 3D
GRAPHICS AND ANIMATION



3D Studio®

- Fast, workstation-quality rendering with network support
- Comprehensive materials creation and editing
- Flexible keyframing plus true 3D inverse kinematics and scripting
- Complete support for a world of 3D Studio® Plug-Ins
- Includes 3DSurfer™, the patch modeler
- Easy file exchange with 3D Studio MAX™ for Windows NT®

3D Studio® Release 4 software is the comprehensive, market-leading graphics software you need for creating high-resolution 3D models, renderings, and animations on 386/486/Pentium®/Pentium Pro-based PCs. Production-tested 3D Studio provides the versatile, extensible features your work demands.

FEATURES

"3D Studio: The Black and Decker of world-building tools."

WIRED magazine, May 1994

3D Studio software is ideal for producing animations for video production, designing, creating multimedia and educational presentations, reconstructing accident scenes for courtroom use, preparing high-resolution still images, and creating advanced architectural or engineering visualizations. Widely used by videographers, architects and engineers, trainers and educators, corporate presentation specialists, industrial designers, forensic animators, game developers, and a host of other creative professionals, 3D Studio has rapidly become the industry standard for 3D animation and graphics software for the PC.

Virtually anything you and your clients envision can be modeled and photorealistically rendered in 3D Studio. Or you can animate your work for digital delivery or recording to film, print, or videotape. Shaped by years of extensive user feedback and tailored to meet your demands, 3D Studio Release 4 provides the tools you need to build world-class animations and visualizations, plus extensive tutorials and context-sensitive Help.

"3D Studio renders
like a
workstation."

PC Magazine, November 1993

WORKSTATION-QUALITY RENDERING To help you produce rich, workstation-quality images, the robust rendering capabilities in 3D Studio Release 4 include 64-bit Super Truecolor computation, true analytical antialiasing, plus gamma and video color correction. Release 4 also delivers the fastest production-quality rendering on the PC.

With 3D Studio software, you can render across an entire network for no extra licensing fees. You can assign rendering jobs to specific processors or automatically distribute the rendering among all available machines. When you need to increase rendering capacity, simply add more PCs to the network.

"Awesome modeling."

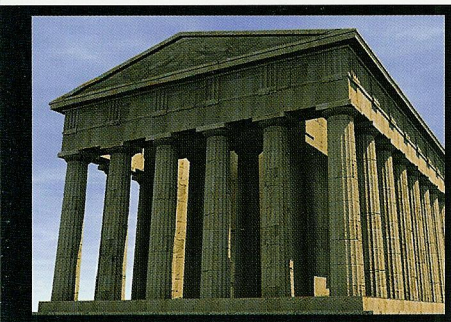
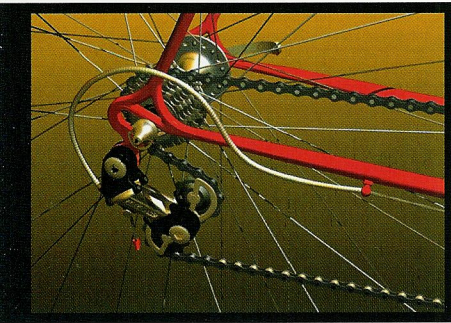
Richard Raucci, *Microtimes* magazine,
January 1994

ADVANCED MODELING So popular has 3D Studio become for modeling that its file format (.3DS) is the de facto industry standard. 3D Studio software's modeling capabilities include both a comprehensive polygonal modeler and a powerful Shaper/Lofter combination. The Shaper lets you create 2D spline profiles—or load in external files like Adobe Illustrator™ or .DXF™ files. Any nonintersecting collection of 2D profiles can then be extruded in the 3D Studio Lofter. As well as extruding a set of shapes along a 3D spline path, the Lofter gives you additional control over options like capping, deformations, texture coordinate assignment, and beveling. Polygonal meshes can be created within 3D Studio or loaded in from the .DXF format. Powerful Boolean operations let you carve objects using other objects, while vertex-level editing tools give you the precise controls you need to make or modify 3D models. Fence-based selection tools and numerous display controls make the 3D Studio modeler the choice of working professionals.

"Every time I use
the Materials
Editor, I come up
with a fresh look—
even better than
I had imagined."

Tom Rzonca,
Rzonca Multimedia, August 1994

COMPREHENSIVE MATERIALS EDITING 3D Studio software's comprehensive Materials Editor offers a wealth of options for visually developing how surfaces and solids appear. You can draw on state-of-the-art techniques for combining multiple bit maps to create layered textures, from the realistic to the exotic—from marble to the skin of an alien creature. In this highly interactive visual editor, you can produce stunning metallic surfaces and self-illuminated materials like neon—even textured and bumped wireframes.





**FULL AUTOCAD®
COMPATIBILITY**

For AEC or mechanical designs, 3D Studio ideally complements AutoCAD® software. Because the two programs are tightly integrated, importing AutoCAD geometry into 3D Studio is easy. And 3D Studio software reads .DXF files, making it the right tool for users of other 3D CAD programs, as well.

3D Studio Release 4 software's powerful keyframe scripting language enables you to create precise data-driven animations using BASIC-like commands. Its Match Perspective feature accurately positions 3D models onto photographs or video stills of existing sites. To add sun sources, human figures, landscaping, and more to your presentations, a variety of 3D Studio Plug-Ins are available from independent application developers.

**"The animation
champion on the
PC platform."**

Bruce Goren, *TV Technology magazine*,
March 1994

FLEXIBLE KEYFRAMING—AND BEYOND

Whether you animate with attitude, accuracy, or both, 3D Studio software has the tools to do the job. With the true 3D inverse kinematics in Release 4, you can intuitively choreograph characters and then tweak for personality using power keyframing tools. Send objects along 3D splines with automatic banking, or create a data-driven animation using the new keyframe scripting language. Precise morphing, motion-blur, and explode—they're all there.

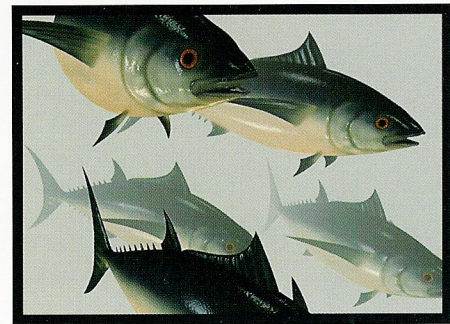
3D Studio also has a time-line-based interface, Video Post, to add backgrounds, composite unlimited layers of images, and invoke image-processing functions. With full alpha-channel support, this popular 3D Studio feature lets you produce complete digital movies—including special effects, titles, and transitions.

**"A rare crop of
outstanding third-
party add-ons."**

Bruce Goren,
TV Technology magazine, March 1994

THE POWER OF CHOICE Because of 3D Studio software's open architecture, an active community of independent application developers are able to supply a comprehensive range of 3D Studio Plug-Ins that make the product even more powerful. For example, with optional 3D Studio Plug-Ins, you can customize your system to perform motion capture, flocking animation, skeletal animation, dynamics, skinning, and particle animation. No other 3D animation system gives you access to such rich developer resources.

A GROWING USER COMMUNITY 3D Studio boasts the largest installed base of any professional 3D animation software—so when you join this community, the numbers are on your side. What do they mean? Whether you are new to 3D Studio or a seasoned 3D artist, you will find books, instructional videos, or periodicals covering the topics that concern you. In many locations, 3D Studio user groups meet regularly, and by joining the Kinetix™ Forum on CompuServe® (GO KINETIX), you can communicate directly with the developers of 3D Studio, with application developers, and with other users.



**THE WORLD-CREATING TOOLKIT®
ON CD-ROM FOR 3D STUDIO**

The World-Creating Toolkit®, which ships with 3D Studio software, provides more than 500MB of prebuilt objects, meshes, fonts, animations, textures, and backgrounds—all royalty-free. The Toolkit expedites your work, reduces the need to create everything from scratch, catalyzes your creativity, and saves you hundreds of hours of production time.

**AWARDS AND
HONORS**

Since its introduction, 3D Studio software's superb feature set and ease of use have earned it kudos from every segment of the graphics and animation industry.

Readers' Choice,
Publish, 1992 and 1993

Honorable Mention, Best Products,
PC Magazine, 1992

Readers' Choice,
PC Products and Presentations, 1992

Best Creative Software,
Computer Shopper (UK edition), 1992

Silver Award,
PC User (UK edition), 1992

Buyers' Assurance Seal,
Infoworld, 1993

MVP Finalist Award
PC Computing, 1994

World Class Award
PC World, 1996

SYSTEM REQUIREMENTS

- 386/486/Pentium/Pentium Pro-based computers or 100 percent compatibles
- MS-DOS® 3.3 or later
- 8MB RAM (amount depends on scene complexity)
- 20MB free hard-disk space
- Super VGA display capable of 640 x 480 x 256 colors (Truecolor recommended)
- Pointing device (Microsoft®-compatible mouse, SummaSketch®-compatible digitizing tablet, or Autodesk Device Interface™ [ADI®] pointing device)

• Intel or Intel-compatible math coprocessor required.

OPTIONAL

- Targa®-compatible display (e.g., Truevision, Matrox)
- ADI-compatible displays
- ADI-compatible printing devices
- ADI-compatible VTR controllers (e.g., Sony EVO 9650, LVR 3000)
- CD-ROM drive
- LAN software

**PUT AUTODESK SOFTWARE TO
WORK FOR YOU TODAY**

Autodesk is the world's leading supplier of PC- and UNIX®-based design software and PC multimedia tools. The company's 2D and 3D products and data management tools are used in many industries for architectural design, mechanical design, film-making, videography, and geographic information systems.

Kinetix products include 3D Studio MAX, AutoVision®, Animator Pro®, Autodesk Animator Studio™, 3D Props™ (Residential and Commercial), and Texture Universe™ on CD-ROM. Compatible with Animator Pro and AutoCAD software, 3D Studio ships with extensive documentation, sample files, and device drivers for a wide range of graphics cards. 3D Studio can also write and read numerous industry-standard files, including .DXF and Adobe Illustrator files.

Autodesk also provides one of the finest support networks in the desktop software industry.

Registered and Strategic Developer Programs promote the best application products by providing technical and marketing assistance to qualified, independent software developers.

The Kinetix Partner Catalog describes, categorizes, and provides contacts for 3D Studio IPAS Plug-In applications, prebuilt models, and textures, books, videos, and tutorials.

Training and Support are available from Authorized Kinetix Dealers; Autodesk, which offers direct-support contracts; the Kinetix Forum on CompuServe; and the Autodesk Education Department, which has partner-

ships with educational institutions and coordinates numerous training programs.

YOUR AUTHORIZED DEALER

Autodesk software is sold through more than 4,500 Authorized Autodesk Dealers and Distributors, and Autodesk Systems Centers (ASCs) worldwide. To locate the nearest Kinetix dealer, distributor, or ASC, call us at **800-879-4233**. From outside the United States and Canada, fax your request for information to

- **415-507-6110** (Latin America)
- **415-507-6117** (Asia/Pacific)
- **+41-38-239-394** (Europe, Africa, and the Middle East)

To obtain more information about Kinetix software or to interact with other Kinetix software users, type GO KINETIX on CompuServe.

Browse our World Wide Web site at **http://www.ktx.com** for more-detailed information about Kinetix products and services.



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