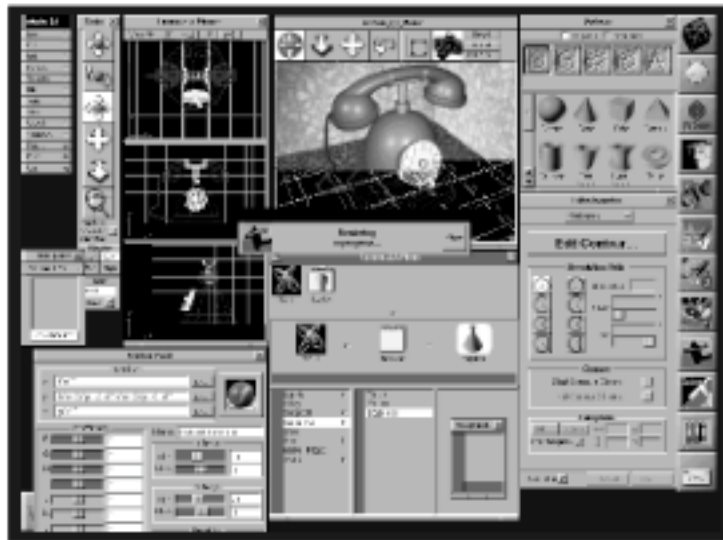


intuitiv'3D Professional

A professional 3D modeling application for NEXTSTEP™



intuitiv'3d is a complete modeling and rendering environment in three dimensions for all designers, architects, illustrators, and hobbyists—with the most easy-to-use fast interface.

Features

- Concepts/Interface—Libraries/Inspectors for 3D primitives, lights, shaders and custom 3D shapes to drag-and-drop into the views; Save and recall object parameters in libraries; Multiple simultaneous 3D worlds; 3DScrapbook to store objects, camera viewpoints, display options, rendering options.
- Modeling—3D ClipArt libraries; Drag-and-drop of RIB files with object decomposition; Constructive Solid Geometry (CSG); grouping/ungrouping of 3D shapes into sets, volume sets, unions, differences and intersections
- Navigation—WorldBrowser to move through a world hierarchy, name and have direct access to 3D shapes and groups. Its structure, design and use is similar to the browser of NeXT WindowManager; 3 complementary modes to move/rotate/scale 3D shapes and groups: direct mouse manipulation, keyboard, inspectors; Working plane can be fully customized; 3D grid to constrain motion/rotation/scaling; Align/center tools.
- Camera—Real-time Quick Renderman view; Display options (Bounding Box, point cloud, wire frame, faceted, smooth) with variable tessellation; 3 orthographic displays on which the user intervenes to drag objects/shaders from the libraries and create the design using the tools; Perspective display; Drag-and-drop of viewpoints and display options; Put on object, center functions
- Lights—Types of lights: ambient, distant, spot, point; Generic lights for special light shaders (slide projector, window light...); 3D representations of lights for easy positioning; Automated shadows; Shadow maps parameters for expert users.
- Shaders—Supported shaders: surface, light, displacement, volume; Drag-and-drop and ShaderWell interface; Shader Panel

permits the user to fully access and tune any shader parameter; Easy generation of maps from TIFF or EPS for use with texture, bump, emboss... shaders; Ergonomic tools to translate/rotate/scale a texture map among a shape; Automated generation of environment maps for use with any shader requiring reflective information: glass, shiny, shiny metal ...; Full compliance with PixarLooks and Valis Group Shaders; Automatic icon generation for visual retrieval in libraries

- Rendering—Smooth Quick Renderman view to monitor color/lights/shaders effects; Snapshot rendering to test Photorealistic Renderman rendering in real-time on part or totality of the scene; Rendering speed can be controlled through the quality level; Drag-and-drop of rendering options; Multi-host rendering over a network; Save rendered images as 32-bit color TIFF files
- intuitiv'3d Modeler—Extended 2d drawing tools with editable bezier curves to create any complex 2D shape; Creation of volumes from 2D shapes with extended extrusion, lofting, lathing and sweeping tools.
- Extensions—Fully extensible via an API: documentation, include files, and source code are available to programmers.

Requires NEXTSTEP Release 3.2 or higher. Now shipping in Multi-Architecture Binary (MAB) format.



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