



intuitiv'3d™

intuitiv'3d is a complete modeling and rendering environment in three dimensions for all designers, architects and illustrators. intuitiv'3d provides a fast and powerful interface to access Renderman functionality.

intuitiv'3d provides numerous innovative features: snapshot rendering displayed in real-time in the window, dynamic user libraries of objects and shaders, 3D scrapbook, free-form sweeping, automatic generation of shadows and reflections ... and more!

Create

- *Real-time smooth 3D perspective view.*

You instantly understand your modeling actions since intuitiv'3d displays, in real-time, a smoothly shaded perspective view of the scene.

- *Innate 2D drawing tools*

Draw precise contours, cross sections and paths much as you do with existing 2D illustration tools. PostScript fonts. Rulers and grid. Unlimited undo/redo to navigate into your creative process.

- *Interactive Lathe*

Lathe any combination of contours into a 3D shape with precise control of revolution path, axis and closure.

- *Freeform Extrude*

Sweep successive cross-sections along an extrusion path to produce amazing 3D shapes. Freely arrange and transform cross-sections.

- *Primitive Shapes*

Save time by using standard 2D/3D primitives such as ovals, squares, spheres, tori... and also fractals, mathematical patches or real-life mirrors.

Arrange

- *Orthographic Views*

Interactively drop, select, translate, rotate and scale shapes in the orthographic views. Snap on a definable 3D grid.

- *Align tools, arrangers, numerical entries*

Distribute shapes along a line, square, circle or any 3D mathematical function. Inspectors for precise positioning.



intuitiv'3d™

Organize

- *World Hierarchy browser*

Select, name, group and move shapes with the World Browser as you do with files in the Workspace Manager™ browser.

- *Dynamic Libraries and Scrapbook*

Store, organize and retrieve frequently used design elements such as 3D shapes, lighting sets, camera views, rendering settings. Extensible libraries of 3D ClipArt.

Evaluate

- *Virtual camera*

Set up original, dramatic point of views by zooming and navigating in your scene with a virtual camera. Swing, Zoom, Move and Pan modes. Aim at any selected shapes.

- *Quick Rendering*

Get an instant idea on shapes with the real-time PhotoRealistic Snapshot rendering.

Photo-Realistic

- *A myriad of materials*

Simply drop shader swatches on shapes to assign any imaginable material. Use Metashaders to handle in a single object : color, transparency, texture mapping, bumpiness, rendering speed and interpolation. In the interactive Shader panel, finely tune your own materials. Full compliance with Pixar™ and The Valis Group™ extensible libraries of shaders.

- *Texture mapping*

Convert any TIFF or EPS file for use as texture, transparency, bump maps. Maps are accurately positioned onto objects with the Texture coordinates tool.

- *Photo-Quality Rendering*

With intuitiv'3d, all the power of RenderMan is within your reach : automated anti-aliasing, reflexions, mirrors, shadows, refraction.. rendering of full 32 bit images, locally or within your network.

Import and Export

- *RIB decomposition*

Import any RIB file as editable and reusable models