

BODYPAINT 3D

PAINTING • TEXTURING • MAPPING



Basics & Highlights

Real-time 3D painting (basics)

The quality of 3D rendering is closely related to the quality of the textures used in the scene. Textures are two-dimensional images that are projected onto three-dimensional objects in order to form their 'skin'. Without textures, even the most detailed object looks artificial and incomplete. That is why textures play an important role in the everyday life of professional 3D artists the world over.

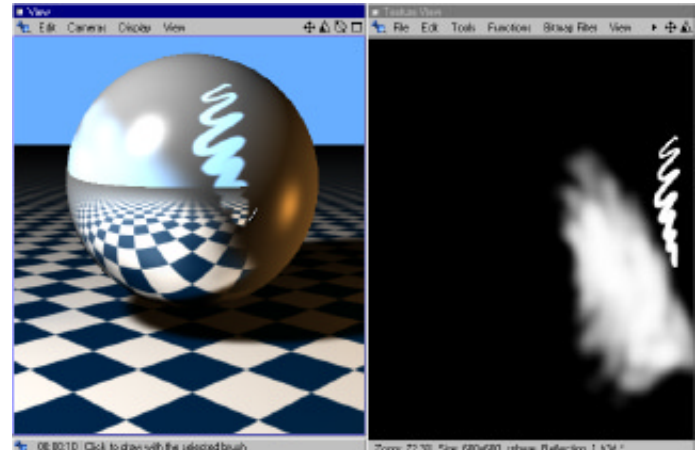
BodyPaint 3D enables you to paint directly onto your 3D objects in real-time.



RayBrush (TM) technology - painting with rays

You can create complicated surfaces easily and quickly by painting in up to ten different material channels with a single brush stroke. The channels available to you include color, bump, reflection, transparency, diffusion, luminance and specular. In addition, you can use multiple layers in each material channel.

The star of the show: Thanks to this revolutionary RayBrush technology, you can paint in a rendered image and see the results in real-time! You can use a brush to paint transparency and all manner of surface effects. You can even paint true reflections!



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Not just a pretty face

One object - countless forms. With BodyPaint 3D's flexible painting and editing tools, your days of modeling every last surface detail are over. Now you can paint stitching, buttons, screws, hair, spots, scars, wrinkles, dents, holes and any other surface detail you require.

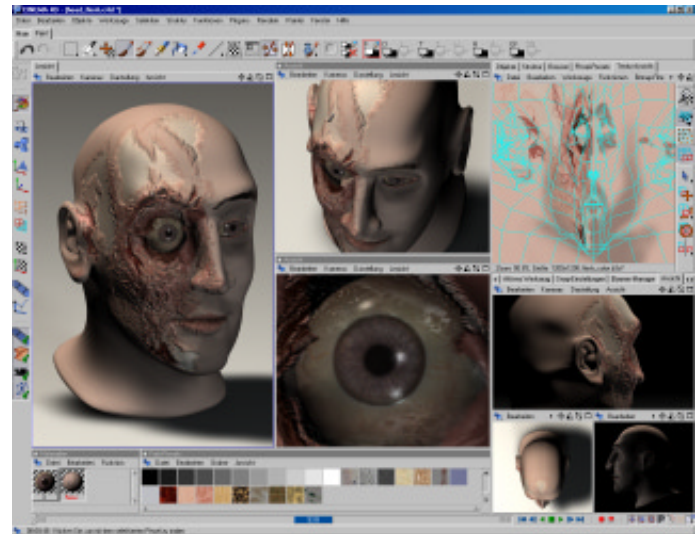
Numerous preset tools are included to assist you. You can use the tools in their original state or modify them. You can even create your own tools so that you can always paint the detail you need.



MultiView technology

With BodyPaint 3D you can paint in the 2D view, in the shaded 3D view or in the raytraced 3D view. Changes that you make in the 3D view are applied to the 2D view in real-time and vice versa.

For the first time ever, you can open and edit multiple 3D views. This enables you to switch between views quickly - there is no need to adjust camera settings. For example, you might use separate views for important areas and areas that are difficult to reach.

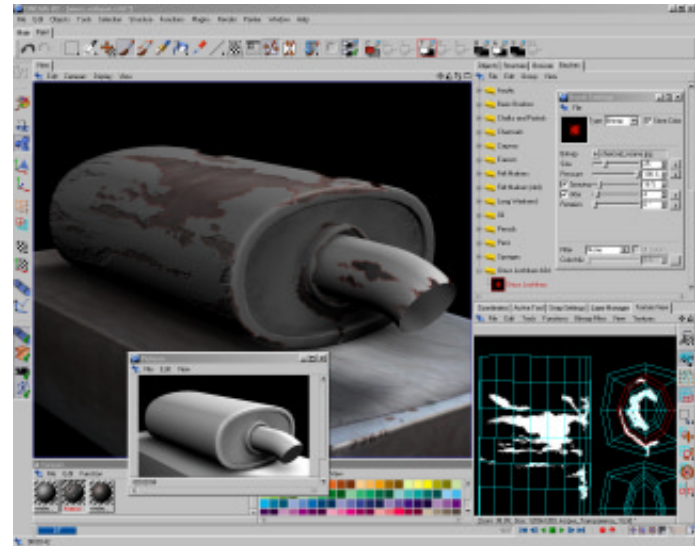


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Fits like a glove

BodyPaint 3D's GUI is easy-to-use and the default layout is an excellent starting point. However, no two artists require exactly the same tools and working environment, hence you can configure the GUI freely to suit your needs. For example, you can place palettes, tools and views anywhere you like. Among other things, you can also define your own keyboard shortcuts.

Incidentally, if you own CINEMA 4D XL Release 6, you can integrate BodyPaint 3D seamlessly into your existing layout!

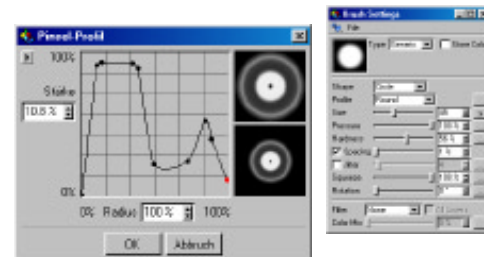


Brush tools

BodyPaint 3D includes a plethora of paint tools such as airbrush, chalk, watercolor, oil pencil, calligraphy feather and felt-tip.

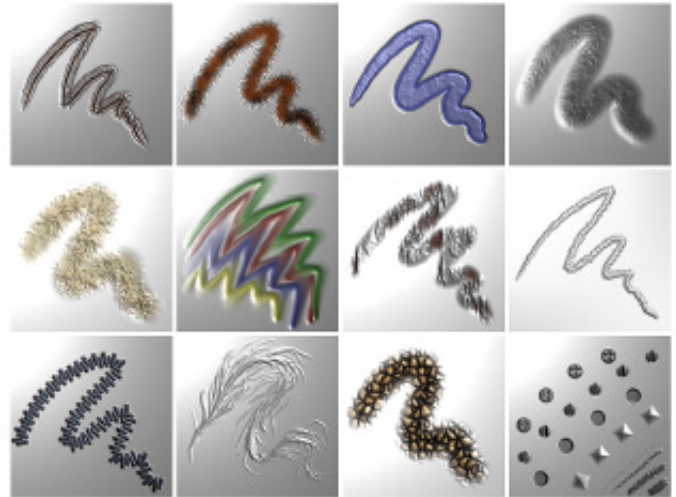
You can modify the existing brush tools or create your own brushes. For example, you can define your own bitmap as a brush tip and then activate graphics pen sensitivity. BodyPaint 3D offers an unprecedented level of support for the Wacom Intuous graphics tablet - all values that can be interpreted are supported, including pen pressure and pen tilt.

Once you have defined a brush tool, you can use it to paint in as many material channels and as many layers as you wish. You can give names to your new brush tools, place them into groups and save them for future use.



MultiBrushes

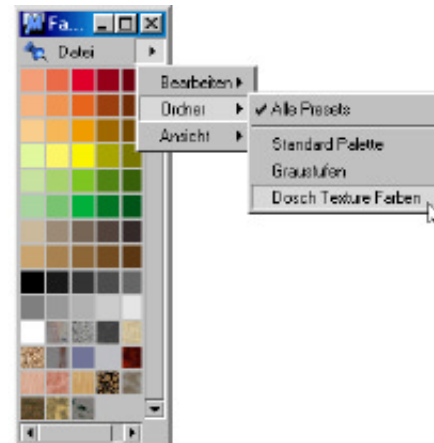
BodyPaint 3D's MultiBrush technology enables you to paint in several material channels (and hence in several textures) at the same time. You can paint in as many as ten textures with a single brush stroke. Each material channel has an independent opacity setting and its own color or pattern so that you can create complex surface detail such as intermittent rust, frayed holes and blue veins in seconds. Numerous MultiBrush tools are included for instant welding, rivets, rust, rock, hair, skin, scars and so on.



Colors

BodyPaint 3D's Color manager enables you to manage and edit your colors. As with the brush tools, you can create and name your colors, place them into groups and save them.

You can even use a bitmap as a color. This enables you to paint a true color pattern independently of the image used for the brush tip. With the MultiBrush, you can paint a different pattern in each material channel!

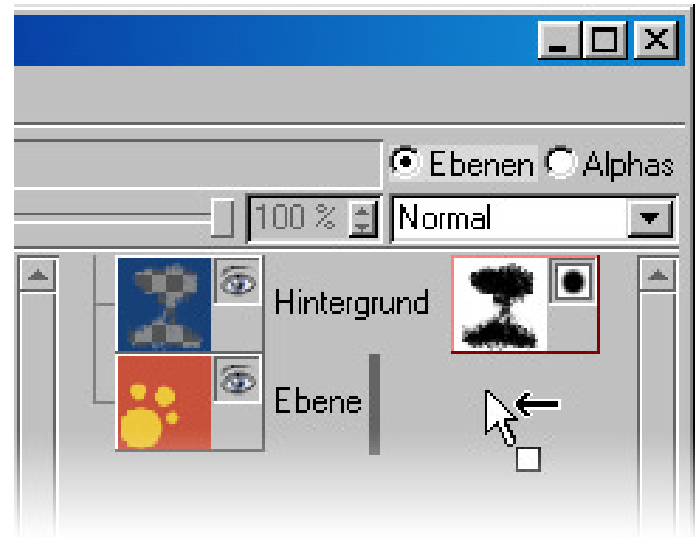


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Layer technology

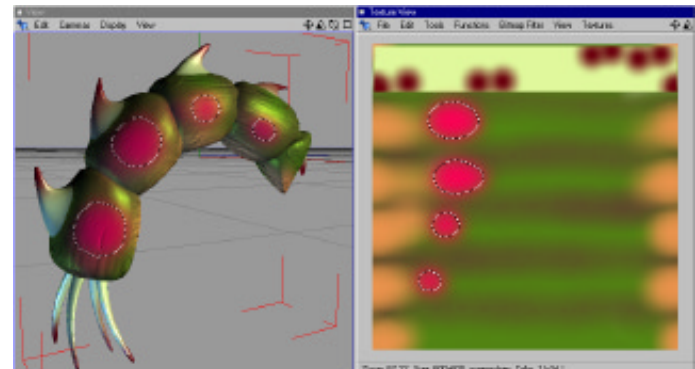
BodyPaint 3D enables you to work effortlessly with layers. You can use any number of layers with each texture. These layers are like stacked sheets of acetate that can be moved and edited separately. You can assign a layer mask to each layer and mask the composite globally using an alpha channel.

BodyPaint 3D's layers stand comparison with classic 2D paint programs - advanced compositing and montages are easy to achieve.



Bitmap selection tools

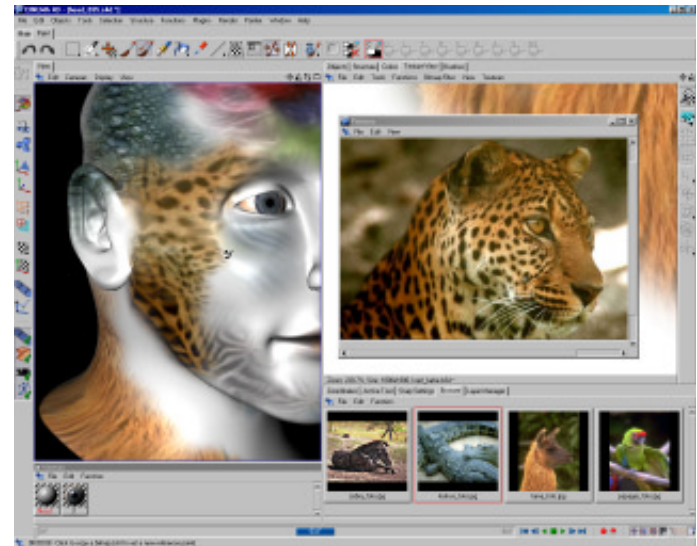
BodyPaint 3D also compares well to popular 2D paint programs in terms of selection tools. You can create lasso, rectangle, polygon and magic wand selections in 2D or 3D. Feather selections, create text, convert polygon selections into bitmaps, select contiguous pixels of like-color and much more.



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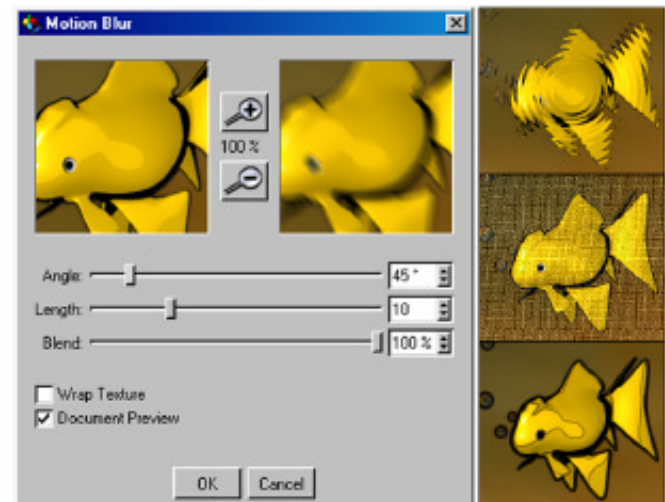
Image editing

In addition to offering numerous paint tools, BodyPaint 3D includes many 2D image editing tools such as fill (paint bucket), line, polygon, circle, color picker (eyedropper) and clone (rubber stamp). For example, the clone tool enables you to paint parts of one image into another image. BodyPaint 3D also features a continuously adjustable 2D zoom function. Furthermore, the undo buffer can be scaled freely so that twenty hasty brush strokes won't end in tears.



Filters and image manipulation

Filters and image manipulation tools are present in almost all modern image editors. BodyPaint 3D offers you everything that makes the artist's heart beat faster, such as high-quality blur and sharpen, artistic effects and color-correction. Another highlight is that all filter previews affect the entire project. For example, you can see the blur filter take immediate effect in the bump channel of a raytraced image. At all times, you remain in complete control of the changes.

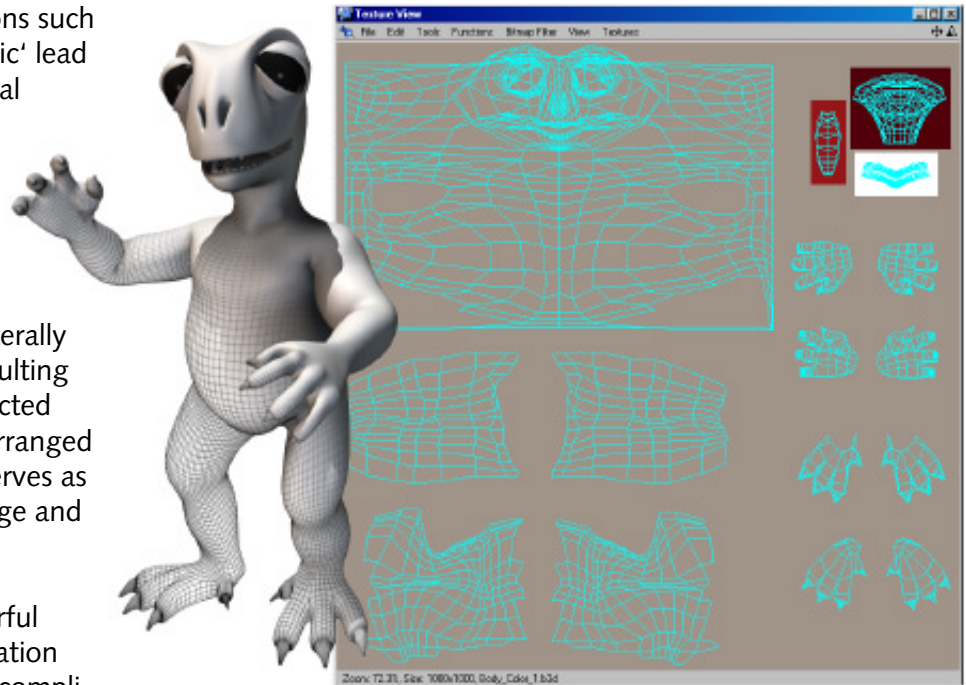


UV editing

Often, standard texture projections such as ,spherical', ,cylindrical' or ,cubic' lead to high texture distortion in critical areas. To be able to paint onto the object cleanly, the wireframe model must first be unwound and optimized and, of course, BodyPaint 3D is there to help again.

To this end, the object's skin is literally peeled off and flattened. The resulting ,polygon map' can then be corrected manually, split into groups and arranged in a sensible manner. The map serves as a reference between the flat image and the 3D object.

BodyPaint 3D offers you a powerful UV editor with intelligent automation that helps you prepare the most complicated of objects for trouble-free texturing in minimal time.



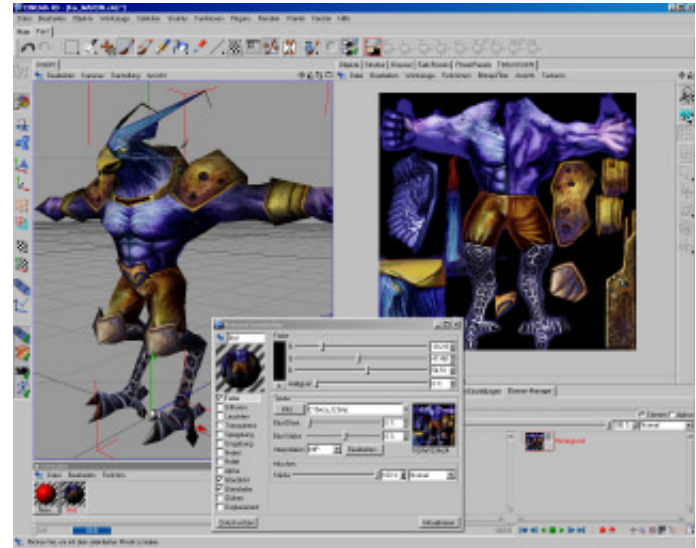
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Import/export (2D & 3D)

BodyPaint 3D supports a wealth of graphics formats so that you can exchange data with almost every 2D and 3D graphics program. For example, at present you can import the following 3D formats: OBJ, 3DS, QD3D, VRML 1 and 2, LWO/LWS and DXF.

Supported 2D images include TIF, BMP, GIF, QT, JPG, PICT and TGA. In particular, you can import the PSD format (Adobe Photoshop) with all layer information preserved.

Thanks to BodyPaint 3D's flexible plug-in architecture, additional import/export filters can be integrated when required.



Prices and ordering

For BodyPaint 3D pricing please contact your local supplier, Educational and student pricing is available. BodyPaint 3D is available for Apple Power Macintosh (Mac OS 7.6+) and Windows 9x/ME/NT/2000.

Check our website for detailed information about our worldwide distributors, current prices, bundles and more...

www.maxon.de

