

Visual Reality: The Complete 3D Solution

Your copy of *Visual Image LT* is a subset of *Visual Image*, one of the programs that comprise *Visual Reality*, a suite of applications and data libraries that opens up the world of 3D and photorealism to everyone from the professional artist to the home user.



Renderize Live is the centerpost of *Visual Reality*, allowing you to quickly compose objects, lights and cameras in an intuitive 3D environment and render scenes with photorealistic material and lighting effects. With the generous *Visual 3D ClipART* libraries and the *Visual Font* utility that creates 3D models from Windows TrueType fonts, you don't even need to do any 3D modeling. But if you do wish to create your own shapes, *Visual Model* gives you a simple set of tools to create virtually any shapes you can imagine.

Visual Reality includes the following Windows applications and data sets:

- **Renderize Live**: Load models from any program that outputs a 3D DXF file, including those created in *Visual Font* and *Visual Model*, as well as models from the *Visual 3D ClipART* library and compose them with lights and materials in an intuitive 3D universe.
- **Visual 3D ClipART**: CD libraries containing hundreds of professionally drawn 3D models. Current libraries include Business Objects and Architectural Objects. Additional libraries are released on a periodic basis.
- **Visual Font**: Create true three dimensional text by extruding any Windows TrueType font, and save it as a 3D wireframe model.
- **Visual Model**: Create three dimensional wireframe models with a simple set of commands. Includes the ability to combine and subtract simple 3D shapes to create sophisticated 3D models.
- **Visual Image**: Combine and collage images of any resolution and color depth in a completely "object-independent" environment. Each element is stored on a separate layer over the background, making additions, modifications and deletions effortless.
- **Visual Player**: Play animation sequences back on your computer screen. Also included in *Visual Reality* are Media Player and the Autodesk AA Player, so you can play back animations saved in the AVI and FLC formats, in addition to sequential bitmap file formats.



RENDERIZE LIVE: The New Level of Reality!

Renderize Live stands alone as a premier application for generating professional photorealistic renderings and animation sequences. Interactive visual icons and a unique "drag-and-drop" approach create a highly intuitive graphic environment that enhances the creative design process and encourages experimentation.

Sold separately or as a part of **Visual Reality**, **Renderize Live** loads 3D models and images and composes them together as scenes in a virtual 3D universe. Define special lighting and material characteristics and render your scenes as full-color still images and camera animations.

Renderize Live allows you to:

- Load objects from **Visual 3D ClipART**, **Visual Font**, **Visual Model**, and any application that can save a 3D DXF file.
- Load images from **Visual Image** and the **ImageCELS** CD, and use them as material textures or view backgrounds.
- Compose unique scenes by defining camera characteristics, positioning objects in the camera view, and placing light sources in 3D space.
- Select the color, shininess and opacity of materials, and create special material effects including texture, bump and reflection mapping.
- Define the position, color and intensity of lights, and create special lighting effects such as shadows, spotlights, attenuated lights and area lights.
- Render your scenes to still images or animation sequences at any resolution and color depth.



VISUAL FONT: TrueType Font Extruder

Visual Font is a deceptively simple utility that takes Windows TrueType fonts and converts them into 3D models. These models can be imported into **Renderize Live** and used in full color still frame renderings and animation sequences.

Visual Font allows you to:

- Select any TrueType font style, including any letters, symbols or dingbats.
- Define text on multiple lines with left, center or right justification.
- Control extrusion depth and offset direction.
- Bevel extruded edges.
- Preview extruded fonts as 3D solids.
- Save extruded fonts as 3D models in the DXF file format.
- Load 3D text files into **Renderize Live** from the DXF file, or transfer models directly from **Visual Font** to **Renderize Live** directly through the Windows clipboard.



VISUAL MODEL: 3D Modeling Made Simple

Visual Model creates three dimensional wireframe models in an easy, intuitive environment. You can draw in 3D, or create 2D shapes and use a variety of commands to combine them into sophisticated 3D models. These models can be shaded in Visual Model, or they can be imported into **Renderize Live** and incorporated into a full-color rendering or animation.

Visual Model allows you to :

- Create shapes with lines, curves, polygons, etc.
- Extrude 2D shapes to multiple extrusion depths, with different scales at each point.
- Sweep and spiral shapes around an axis of rotation.
- Link 2D shapes together with a 3D polygon mesh.
- Copy a shape as a cross-section along a custom-defined path, and create a 3D solid model from the resulting geometry.
- Create boxes, spheres, cylinders and cones automatically.
- Add, subtract or intersect solid models to create sophisticated 3D shapes.
- Save models as SHP, GED or OBJ files.
- Shade models in solid colors.
- Import model files into **Renderize Live**, or transfer models directly from **Visual Model** to **Renderize Live** through the Windows clipboard.



VISUAL IMAGE: Complete Image Manipulation

Your copy of *Visual Image LT* is a subset of *Visual Image*, a complete "object-independent" image manipulation and paint program. Use *Visual Image* to combine and collage images of any resolution and color depth. Because each element is stored on a separate layer on top of the background, additions, modifications and deletions can be executed effortlessly.

Visual Image Release 2 contains some exciting new features, and this new release is available to existing users of *Visual Image LT* at a special discount. Call Visual Software today for complete upgrade details!

Visual Image Release 2 includes the following new features:

- **High-Quality Text:** Incorporate text in your images using any Windows TrueType font. Define a string of text and overlay it onto your image in a solid color, gradient color, or mapped with an image texture. Anti-alias edges and define transparency to fully integrate text with a background image.
- **Bump Mapping:** Use images to define surface topography. Control the direction and amplitude of the bump.
- **Alpha Channel:** Define and edit Alpha Channel Mattes for an image to control dropout colors and anti-aliasing.
- **JPEG File Support:** Load and save files in the JPEG compressed file format.

Additional features may also be implemented. Be sure to call Visual Software to find out more about Visual Image Release 2, and to take advantage of a special upgrade offer.

Visual 3D ClipART

The **Visual 3D ClipART** libraries are complete data sets of professionally drawn high-quality 3D models, ready to load into **Renderize Live**. Using these libraries, exciting scenes can be created with no modeling whatsoever.

Visual Reality includes the **Business Objects ClipART** Library, a CD of almost 500 3D objects ready to incorporate into presentation visuals. Additional libraries are released on a regular basis. Call Visual Software for up-to-date information.



Visual Player

Visual Player loads and plays camera animations created using Renderize Live. In addition to playing FLC files, Visual Player can playback animations that were output to bitmap files in sequential order. Supported bitmap file formats include BMP, TGA, TIF and GIF.

In addition, **Visual Reality** is shipped with video drivers for the Windows **Media Player**, so you can playback animations saved to the AVI file format. Finally, Autodesk's **AA Play** utility is included to play back FLC files.

