

# Features

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## Advanced Decaling And Labeling

- Stencil for any material
- Automatic decal creation
- Emboss and bump labels
- Add detail to a model quickly
- Multi layer decals for sophisticated texture effects
- Decal over multiple surfaces
- Decal brightness, gamma and tint control
- Single sided viewing

## High quality texture mapping

- Box, planar, spherical, cylindrical, radial, from camera mapping types
- Automatic fit to part
- Color, bump,specular and anisotropic channels
- Clamp, border, mirror, mirror once mapping

## Lights:

- Multiple real-time lights
- Point, spot and directional light
- Constant, linear, quadratic attenuation
- Light color, intensity, and temperature adjustment
- Toggles for on/off, and shadows on/off
- Export lights to HyperShot

## Cameras

- Perspective and orthographic cameras
- FOV or Focal Length sliders
- F-stop or aperture setting for depth of field
- Shutter time for motion blur in x, y, z or rotation
- Camera twist slider
- Toggles to lock camera, allow under ground
- Follow and aim camera
- Standard views
- Dynamic camera icons
- Unlimited number of cameras in a scene
- Split views with individual cameras
- Export cameras to HyperShot

## Animation

- Key frame, rotation animation
- Object, light, camera
- Innovative "3D graph editor" – animation ribbon
- Simple yet sophisticated animation timeline form clip blending and timing control
- Auto key frame and auto time line
- Automatic output to avi
- Output to non ray traced or ray traced output
- Output format jpg, tiff, hdr

## Pro Features

- Camera motion blur
- Physics for animation
- Formation tool for simple multiple product placement
- Bunkspeed Rays: Live Global Illumination and Interactive, Environment based shadows on the GPU

## Input/Output

### Input:

- ALIAS StudioTools, SolidWorks, Pro/ENGINEER, Rhinoceros, SketchUp, Maya binary, FBX, Collada, Autodesk 3D Studio Max (3DS), IGES, STEP, obj, JT

### Output:

- JPEG, TIFF, EXR
- GPU capture or raytrace movie creation
- Automatic snapshot to AVI