

Specular Infini-D™

Version 3.5
Now Available For
Macintosh
and
Windows
(95 & NT)

3D POWER MADE EASY



Polished, professional 3D animation doesn't have to be difficult or expensive to produce. Specular Infini-D combines powerful modeling, rendering and animation into one tightly

integrated package at an incredibly low price. Infini-D has the most intuitive animation interface on the market, incorporating features like **editable motion paths**, **extensive velocity graphs**,

animated spline morphing,

animated surface mapping,

and a powerful sequencer into

a straightforward environ-

ment that allows you to

spend your time creating,

not poring through manuals and arcane dialog boxes.

Unique features like **animated Booleans**, integrated

animated SuperFlares™, **ShadowCatchers™**, and

unlimited image mapping allow you to produce amazing

effects quickly and easily. Rendering

quality is flawless, producing

photo-realistic images

with true reflections,

transparency with

refraction, and

beautiful anti-aliasing.

And, Infini-D brings you all this at an unbeatable price. We'll even let you try it risk-free for thirty days. So give us a call, and see how easy professional 3D can be.

**For details and ordering
information call us at:
1-800-433-7732**

**Check out our Web site at:
www.specular.com**



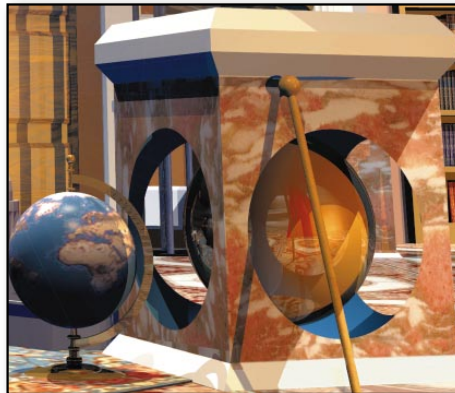
Infini-D, Specular, and the Specular logo are trademarks of Specular International, Ltd.
Windows is a registered trademark and Windows NT is a trademark of Microsoft Corporation.

Specular
The 3D Graphics Company

An Awesome New Set of Tools for Amazing 3D Effects.

Animated SuperFlares™

Infini-D 3.5 features incredibly powerful, fully integrated animated lens flares. Any light can have a lens flare added, and the flare moves with the light in 3D, adding incredible realism to your scene. Create anything from a beautifully realistic lens flare to fantastic visual effects like exploding super novae and blazing photon torpedoes. Controls include color, intensity, glow, halo, streaks, and reflections. Create effects that would be impossible to get in a post process, right in Infini-D!



Animated Boolean Rendering

Specular has taken the power of Booleans and combined it with Infini-D's award-winning animation interface to create a truly unique set of capabilities. You can use any object as a tool to carve into other objects, letting you quickly render complex 3D models that would otherwise be impossible. Best of all, you can actually animate the process, opening the door to a limitless array of visual effects—a canyon carving into the ground, a hole boring through a planet, insects eating away an apple. No other desktop 3D program offers this kind of power.



ShadowCatchers™

One of the most powerful features of a 3D graphics program is its ability to automatically render realistic shadows based on the light sources you create. Now, in Infini-D 3.5, you can capture that shadow and export it with your rendered model, allowing you to realistically match an object's shadow to the scene behind it. In the image at the right, objects were created to simulate the shape of the White House, creating a shadow that realistically follows the contour of the photograph, moving across the objects as the saucer flies forward. No more fake shadows added after rendering!

Infini-D 3.5 Production Studio*

INCLUDES

- ◆ Infini-D 3.5
- ◆ BackBurner 3.5
- ◆ Replicas CD
- ◆ Pro Resource CD

EVERYTHING YOU NEED
FOR STUDIO-QUALITY
PRODUCTION!



(*Production Studio available for Macintosh only.)

Infini-D 3.5 Feature Set

MODELING

- Boolean Rendering**
 - Bezier Spline Drawing Tools
 - Lathe, Extrude, Path Extrude, and Lofted Objects
 - Twisting and Tapering of Objects
 - Object Libraries
 - Extensive Sets of 2D and 3D Primitives
 - Customizable Bevels
 - Full Type 1 and TrueType Font Support
- Scene-Specific Preferences**
 - Rulers, Guides, and Alignment Tools
- Workshop Enhancements: Multiple EPS Import, Nudging, Show Path & Rails in Object View**
 - Hierarchical Object Linking
 - 3DMF Import and Export; DXF™ Import and Export; EPS Import

RENDERING

- Shadow Catchers**
- Transparency in All Shading Modes**
- Faster Ray Tracing (up to 500%)**
- Interactive Real-time Rendering with QuickDraw 3D**
 - Output QuickTime VR Panoramas
 - Wireframe, Flat, Gouraud, Phong (with shadows), and Photorealistic Ray Tracing
 - Four Levels of Anti-Aliasing
 - Built-in Texture Generation for Plastic, Wood, Metal, Marble, Glass, Liquids, etc.
 - Built-in Bump, Noise, Corrosion, Wave, Tile, and Fractal Generation
 - Powerful Image Mapping: Unlimited Image Layers, Precise Placement, Environment, Bump, Transparency, Glow and Reflection Mapping
- Import Multiple Images at Once**
 - Atmospheric Effects: Fog and Environment Maps
 - Unlimited Lights (Spot, Point, and Distant Lights), with Lighting Gels and Masks
 - Lighting Controls Include Falloff, Spotlight Angle, Softness, Color, and Intensity
- Select Lights Via Light Floater**
 - Automatic Anti-aliased Alpha Channels

ANIMATION

- Animated SuperFlares™**
- Animated Booleans**
- Safe Title/Safe Action Indicators**
- Powerful Event-Based Animation Sequencer**
 - SplineForm™ Animation (True 3D Object and Texture Morphing)
 - Editable On-Screen Motion Paths
 - Velocity Graph
 - Individual Animation Control of Object Attributes
 - Birth/Death Events
 - Animated Image Mapping
 - Animation Assistants™ (Spin, Explode, Align to Motion, AutoBank, Reverse, etc.)

Specular

7 Pomeroy Lane • Amherst, MA 01002