



## SoftF/X™ v2.5

**Operating Systems:** Windows® 3.1 (with Win32s) and Windows for Workgroups 3.11  
Windows® 95 and Windows NT™ (Intel and Alpha™ NT)

**Hardware Requirements:** Windows compatible 80386 (with math coprocessor), 80486, or Pentium PC  
with 8 Mb RAM and 40 MB free hard disk space

### Animation Features

- Easy-to-learn, intuitive interface, completely Windows-standard
- Linear Tweening, Spline Tweening and Quaternian Tweening for keyframe-based movement, rotation and scaling
- Skeletal animation with both interactive frame-by-frame posing and keyframe modeling
- Morphing of model geometry and all attributes (color, maps, shaders, etc.)
- Interactive zoom, pan, tilt, dolly and tracking controls for all Cameras
- Interactive & data-entry Camera lens control with commonly used presets (35mm, 50mm, 100mm, etc.)
- Interactive and data-entry control of spotlight cone and soft-shadow edge width
- Interactive real-time wireframe preview controls
- Real-time preview without precalculation delays
- Real-time preview of animated special effects (squeeze, squash, spring, warp, etc.)
- Multiple cameras
- User-customizable bounding boxes for even faster previews
- Built-in animation templates for flying logos, walk-throughs, etc.
- Data entry options for all interactive controls
- Move, Rotate and Scale all Actors interactively or 'by the numbers'
- Follow Attached, Follow Offset, Follow On Path, Follow by X-, Y- or Z-Axis for coordinated movement
- Look-At, Track, Mimic, Align to Path for coordinated rotation
- Interactive spline controls for realistic accelerated motion along paths
- Timeline editing
- Animated ground plane
- Dynamic fluid surfaces (ripples and oceanic waves)
- Assign and Edit animated Special Effects quickly and easily
- Exportable animation scripts for distributed rendering
- Direct-rendering support for the DPS Personal Animation Recorder
- Third-party special effects plug-in support

### Rendering Features

- Super-fast, photorealistic rendering to 8-, 16-, 24- or 32-bit color depth
- High-resolution rendering up to 5,000 x 5,000 pixels for film or print media
- 8 bit anti-aliased Alpha Channels
- Generates FLI, FLC, and AVI (NT only) animation files for multimedia applications
- Ambient, point and spot lights with shadows, no shadows, or shadows only
- Spotlight shadow casting with automatic soft shadows
- Glowing (Halo) lights
- Unlimited number of lights



## Rendering Features (continued)

- Image and bump mapping with map gluing
- Reflection and environment mapping
- Transparent (glass, fog) materials
- Reflective (mirrored) materials
- Procedural shaders with shader gluing
- Wireframe rendering with adjustable hidden-line threshold
- Third-party shader plug-in support, including the Essence libraries of procedural shaders from Apex Software Publishing
- Third-party rendering engine plug-in support

## Post Process Effects

- Fog and Haze
- Halo
- Starfields
- Color Filters
- Third-party plug-in support for additional post process effects

## Modeling Features

- Vertex-based editor with high speed redraw
- Real time rendering of models with texture maps via OpenGL on Windows NT and 95
- Individual models up to 7 million polygons, edges, or vertices
- Models both organic and geometric forms
- Build letter models from any ATM font with automatic extrusion, beveling, and coloring
- Bezier curve modeling tools
- Automatic construction of 3D models from 2D plan & elevation profiles
- Shaper and Magnet tools for deformation modeling
- Lathe and Spin tools
- Lofting tools join non-parallel cross-sections, even with different vertex counts
- Welding vertices within controllable radius of effect
- Subdivide and Smooth tools
- Extrude and Scale along paths
- Explode and Shatter
- Automatic fill-to-point or fill enclosed polygon
- Automatic bevels and round-overs
- Height fields for generating terrains, roughened surfaces, etc. from images
- Optional data entry for most interactive tools
- Built-in primitives include cones, blocks, spheres, rectangles, disks, cylinders, tubes, etc.
- Built-in procedural spirals and helices
- Mathematical surface generation, sine waves, etc.
- Interactive, real-time movement, rotation and scaling
- Selection by color, shader, name or map
- Up to 64 independently scalable and movable shader axes per model
- Tracing of GIF images
- Third-party modeler plug-in support

**Imports:** DXF, 3DS, ATM fonts, SA4D Amiga, Sculpt, TDD, GIF, TGA, FLI, FLC  
Plus third-party plug-in support for data import

**Exports:** DXF, 3DS, SA4D Amiga, Sculpt, TGA, GIF, TIFF, FLI, FLC, AVI (NT only)  
Plus third-party plug-in support for data export