

Release Notes.

Microspot Modeler version 3.6.

New in this version.

Animation

Animation Tools.

- Animation Draw Path tool. Draw the path for animating objects or the camera or the viewpoint. Path can comprise straight lines, arcs, splines and beziers. Normally it is constrained to eye level but may be edited after drawing
- Animation Edit Path tool. Edit the path for position of nodes, scale for objects, and twist for objects. Change the vertices to arcs splines or beziers. Add new vertices.

Animation Palettes

- Animation Path. Attach either Camera or Object to the path and then set the options for either one
- Animation Player. Controls the playing of the animation and it's speed.
- Animation Tweener. Controls the animation tween points of the objects, cameras, ambient light and sun on the animation time line.

Export Movie records the current animation to disk as a QuickTime movie.

3DS File format import. Choose import 3DS from the file menu to add 3rd party objects to your design.

Translucent Objects. Object with greater than 50% transparency now allow light to pass through in the Microspot renderer.

Dynamic Tessellation. Curved objects that have paths or sections are rendered with less segments in the circle if they are in the background than when they are in the foreground.

Improved in this version.

Library Items. The 3D libraries have been expanded and optimized to give more choice of furnishings and to make them render faster.

Renderer. The algorithms used by the renderer have been improved to give faster rendering.

Tiger support. This new version is now fully Tiger (Mac OS X 10.4) compatible

Bug fixes. Bugs fixed from previous version.