



Specular

Express Yourself



Specular On Line

We at Specular are dedicated to being 100% accessible to our customers and future customers. The "net" is an excellent venue for interacting with Specular staff and users of Specular products. So plug into one of our sites and talk to us!

America Online: Keyword "Specular"

Hop onto America Online and chat with us. Our bulletin boards are extremely active with talk about our products and the world of graphics in general. We're committed to answering your questions rapidly and thoroughly, and consequently our customers rave about our online support. You'll find an impressive selection of user artwork, sample files, and tips for getting the most out of your Specular programs. Specular's forum is also the fastest way to find out about upgrades, new features, and job opportunities.

World Wide Web: <http://www.specular.com>

Our World Wide Web site is filled with cool stuff. You can browse information on each of our products and download demo applications. You'll see the very best images and animations created by our users, including winners of our monthly art contest. Get your tech support questions answered or read through the answers to frequently asked questions. There are also hot links to tons of other graphics sites.

How To Reach Us

In the USA

Orders & Information

1-800-433-SPEC

Main Office

479 West Street
Amherst, MA 01002
Phone: (413) 253-3100
Fax: (413) 253-0540

Retail Distribution

Ingram Micro, Inc. 1-800-456-8000

Educational Distribution

Douglas Stewart, Inc. 1-800-279-2003
Academic Distribution, Inc. 1-800-531-3227

Mail Order Purchasing

ComputerWare 1-800-326-0092
MacMall 1-800-222-2808
MacWarehouse 1-800-255-6227
MacZone 1-800-248-0800

And Around The World

Australia

Specular Australia
Phone: 61-2-907-1123
Fax: 61-2-939-1911

UniMagic Australia
Phone: 61-2-930-3900
Fax: 61-2-450-0077

Austria

DynaBit USA Inc.
Phone: 813-222-2050
Fax: 813-222-5658

Hofmuller Repro
Phone: 43-732-23-7090
Fax: 43-732-23-0970

Logic Computer
Phone: 43-1-257-2142
Fax: 43-1-257-21429

Canada

Uppercase Tech.
Phone: 905-470-6111
Fax: 905-470-6110

Czech Republic

Digital Distribution
Phone: 42-2-312-4087
Fax: 42-2-243-11357

Denmark

Once Around
Phone: 45-40-19-9867
Fax: 45-86-13-9866

Finland

MicroAided Design
Phone: 358-455-5081
Fax: 358-455-5091

France

P-Ingenierie
Phone: 33-1-47-40-4000
Fax: 33-1-47-40-9894

Germany

Prisma Express
Phone: 49-40-688-60500
Fax: 49-40-688-60511

Greece

Axis Computer
Phone/Fax:
30-421-49-653

Belgium

Font Shop
Phone: 32-9-220-2620
F: 32-9-220-3445

Ralgo B.V.

Phone: 31-70-352-0999
Fax: 31-70-354-0199

Hong Kong

Virtual Media Ltd.
Phone: 852-2-804-1828
Fax: 852-2-529-5611

Israel

Mayan Software
Phone: 972-3-504-4667
Fax: 972-3-505-7126

Italy

Elcom
Phone: 39-481-536-000
Fax: 39-481-536-001

Japan

OCC Inc.
Phone: 81-3-5256-6011
Fax: 81-3-5256-6017

Korea

Elex Computer Inc.
Phone: 82-2-709-8022
Fax: 82-2-709-8451

Malaysia

Dectra Seridirian
Phone: 60-3-719 9309
Fax: 60-3-718-1430

Mexico

Genetec S.A. de C.V.
Phone: 528-3-475-466

New Zealand

Protel
Phone: 64-4-801-9494
Fax: 64-4-384-2112

Russia

Joy Company
Phone: 7-095-187-7538
Fax: 7-095-781-7310

Singapore

The MacPlace
Phone: 65-296-5555
Fax: 65-296-5556

CD Authoring PTE
Phone: 65-223-3842
Fax: 65-323-0539

Spain

Technologias Y Sistemas
Phone: 34-93-423-6302
Fax: 34-93-425-2370

Ventamatic
Phone: 343-430-9790
Fax: 343-321-3173

Sweden

EPS Graphics Tools
Phone: 46-8-283-3999
Fax: 46-18-421-390

Program Paketet AB
Phone: 46-481-11123
Fax: 46-481-11121

Switzerland

Dynabit
Phone: 41-42-64-3964
Fax: 41-42-64-3943

Taiwan

Primo Technologies
Phone: 886-4-329-6722
Fax: 886-4-326-6837

Thailand

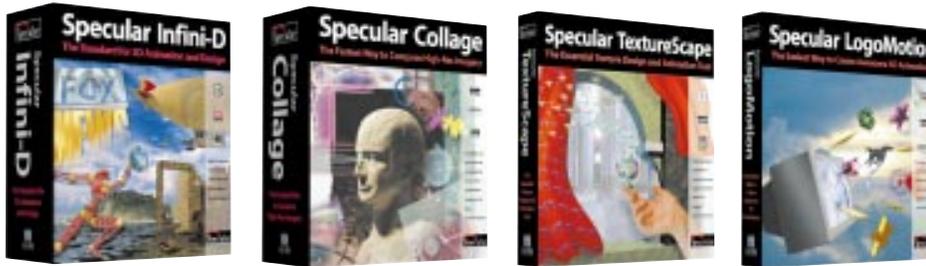
Digitron Co. Ltd
Phone: 662-559-3280
Fax: 662-559-3281

UK

Gomark Limited
Phone: 44-171-731-7930
Fax: 44-171-736-1215

If you have any trouble contacting a distributor, please call Specular at (413) 253-3100 or fax at (413) 253-0540.

Our Products



Specular is the creative force behind four awesome graphics products for the Macintosh. We are dedicated to providing powerful, easy-to-use, affordable 2D and 3D graphics programs. The following pages will clearly explain each of our products and what they can do for you, and include profiles of successful artists and galleries of incredible artwork. We have a diverse group of users

throughout the world who work in movies, television, multimedia and print, and rely on our software every day. We've created this catalog to let you know what they already do: Specular has the products that will empower you to be the best you can be. If you have any questions after reading through this, please give us a call. That's what we're here for!

Our Mission

Specular was founded five years ago in Amherst, MA with the idea that a 3D graphics program could be easy to use without sacrificing features or quality. Specular Infini-D was the embodiment of that idea. It received rave reviews and quickly became the number-one selling 3D package. We have continually refined Infini-D, and made plenty of headlines in the process. For example, Infini-D was one of only two fully native Power Mac software packages available when the Power Mac first shipped. In the past five years we've expanded the "easy and powerful" philosophy in several directions. Specular LogoMotion is providing users with unpre-



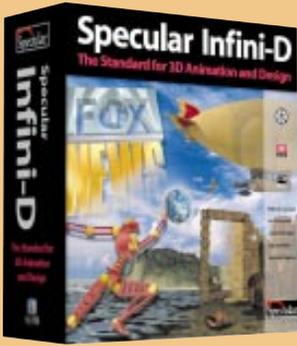
cedented 3D power for its price point. Specular Collage has set the standard for high-resolution image composition, outperforming systems costing thousands of dollars more. Our newest product, Specular TextureScape, has defined and dominated an entirely new product category—texture design. We've won multiple MacUser Eddy awards, MacWorld World Class awards, and NewMedia Awesome awards, but we're not resting on our laurels. Specular will continue to provide new versions and new products in its quest to be the premiere developer of high-quality, innovative graphics software.

The Specular Guarantee

We pride ourselves in the quality, innovation and value that go into our software. If for any reason you are dissatisfied with a Specular product, simply return it to the place of purchase within 30 days and you'll receive a full refund.

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Specular Infini-D™



The Standard for 3D Animation and Design

In The News...



"Infini-D may well be the best all-around 3D package available." **Macworld**



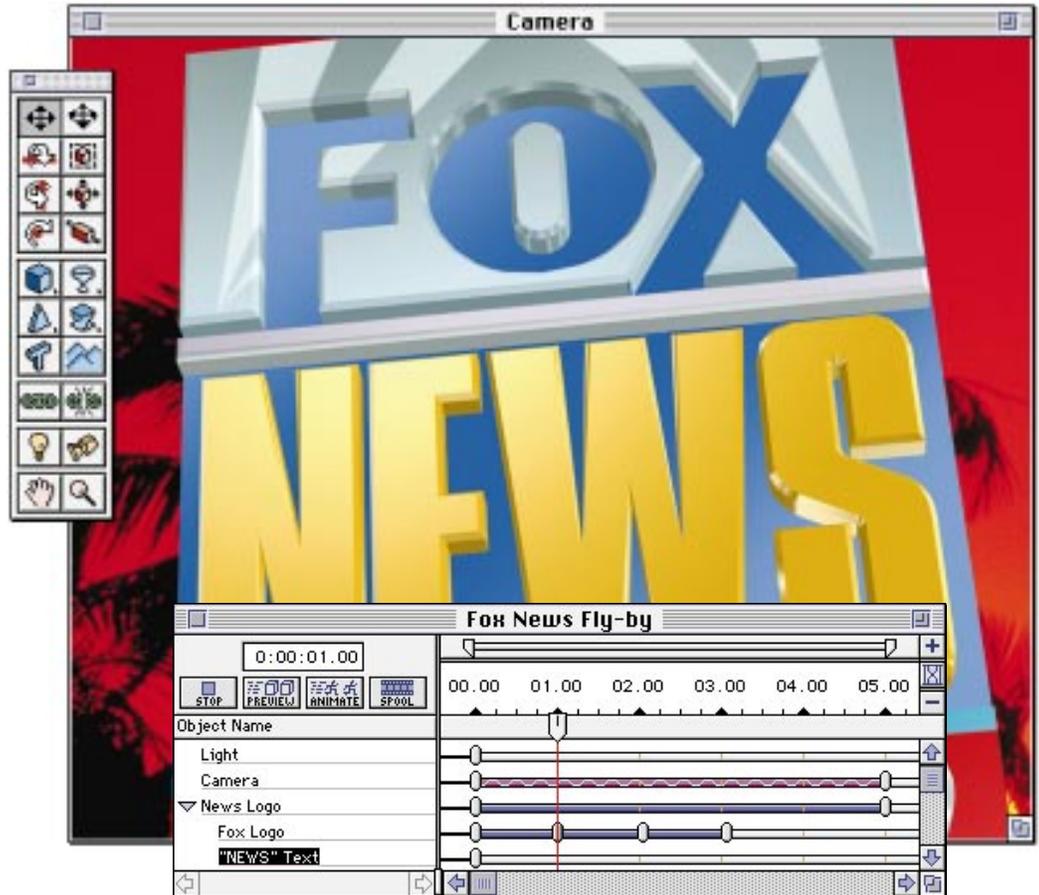
"Infini-D is a good, all-purpose program. It provides modeling, rendering, and animation features in one easy-to-use package."

NewMedia



"Infini-D offers sophisticated controls and features that make it easy to create 3D scenes and animations, and it does it at a price that makes it difficult to resist."

MacWEEK



Fox News Image © 1995 by Randy Cates, Computer Animation and Design

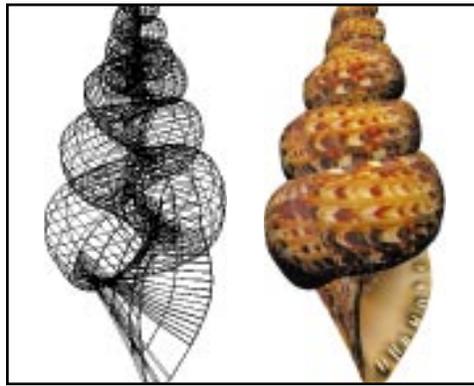
Infini-D sets the standard for 3D by combining modeling, rendering and animation into one easy-to-learn program. It has won virtually every award in the industry for being the only program which provides intuitive professional 3D graphics. By integrating seamlessly with programs like Adobe Photoshop, Macromedia Director, and Adobe Illustrator, Infini-D allows you to quickly add the impact of 3D to any project.

Infini-D is used by professionals for a wide variety of applications, especially video, multimedia, and

graphic design. Video pros love its speed and elegance when creating "flying logos," and use it for such high-profile television projects as the Academy Awards. Multimedia producers and game developers rely on its ability to create rich virtual environments like those in the best-selling CD-ROM game, "Jewels of the Oracle." Production shops and advertising agencies like BBD&O find Infini-D invaluable for package design and graphic arts. If you're involved in desktop video, multimedia, or graphic design, Infini-D is your best choice for 3D!

Powerful SplineForm™ Modeling

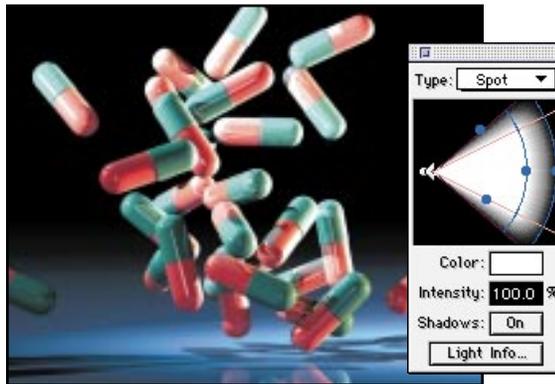
Infini-D's powerful and intuitive SplineForm modeling allows you to create anything you can imagine! This Bezier spline-based modeler will be instantly familiar to users of programs like Adobe Illustrator. Create objects of any complexity or type, including lathed, partial lathed, extruded, lofted, and path-extruded. Apply effects to your objects like beveling, bending, twisting, and tapering. The shapes of your objects are fully morphable, so they can rock and roll!



Create any model you can imagine with Infini-D's SplineForm modeler.

Photorealistic Rendering

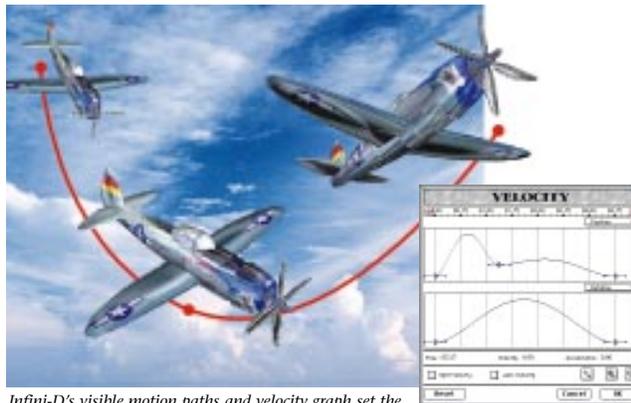
Infini-D delivers fast, professional rendering of your images and animations. Design detailed surfaces like woods and metals using Infini-D's built-in texture generator. Or, place any image or movie on your object as a texture. No other program can match Infini-D's texture mapping capabilities. You have total control over lighting, including the use of gels and masks. Shadows, reflections, transparencies, and atmospheric effects, like environment maps and fog, deliver the photorealism you're looking for.



Infini-D offers incredible texture-mapping control plus interactive lighting.

Broadcast Animation Control

Infini-D has always been at the forefront of 3D animation, with a powerful yet easy-to-use interface. We pioneered the Sequencer event-based animation controller, letting you easily design and modify your animations. Animation Assistants™, with features like autobanking and explode, make it easy to create sophisticated movements. On-screen motion path editing and velocity graphs give you ultimate professional control!



Infini-D's visible motion paths and velocity graph set the standard for powerful animation control.

Hassle-Free Integration

Infini-D is designed to expertly complement your entire line of graphics tools. Instantly turn any Adobe Illustrator or Macromedia FreeHand file into stunning 3D. Use any image from Adobe Photoshop as a texture, lighting gel, or background. And Infini-D creates perfect alpha-channel masks automatically! Seamlessly composite your 3D images in programs like Photoshop or Specular Collage, or import your 3D animations into video editing programs like Adobe Premiere and Avid VideoShop.



Infini-D integrates seamlessly with many graphics applications.

Features

Modeling

- Bezier Spline Drawing Tools
- Lathe, Extrude, Path Extrude, Sweep, and Lofted Objects
- Bending, Twisting, and Tapering of Objects
- Object Libraries
- Extensive Set of 2D and 3D Primitives
- Customizable Bevels
- Type 1 and TrueType Font Support
- Rulers, Guides, and Alignment
- Hierarchical Object Linking
- Numerical Precision for Position, Rotation, Scale
- DXF™ Import/Export; EPS Import

Rendering

- Bounding Box, 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; use PICT, QuickTime and Procedural surfaces; Precise Placement; Bump, Transparency, Glow and Reflection Mapping
- Atmospheric Effects: Fog and Environment Maps
- Unlimited Lights: Spot, Point, and Distant Lights
- Lighting Controls Include Falloff, Spotlight Angle, Softness, Color, and Intensity
- Lighting Gels and Masks; Support for PICT, QuickTime, and Procedural Surfaces
- Automatic Alpha Channels
- Render Images up to 4000 Pixels x 4000 Pixels
- Multiple Animatable Cameras, with Focal Length Control

Animation

- Powerful Event-Based Sequencer: Individual Control of Object Attributes, Birth/Death Events
- SplineForm™ Animation (True 3D Object and Texture Morphing)
- Editable On-Screen Motion Paths
- Animated Image Mapping
- Animation Assistants™: Bounce, Spin, Explode, Align to Motion, AutoBank, Reverse, etc.
- Velocity Graph: Ease In/Out, Constant Acceleration, Custom Velocity

Requirements

- Macintosh with FPU or Power Macintosh
- Mac OS, System 7.0 or Later
- 8 MB of RAM

User Profile

Tim Landry

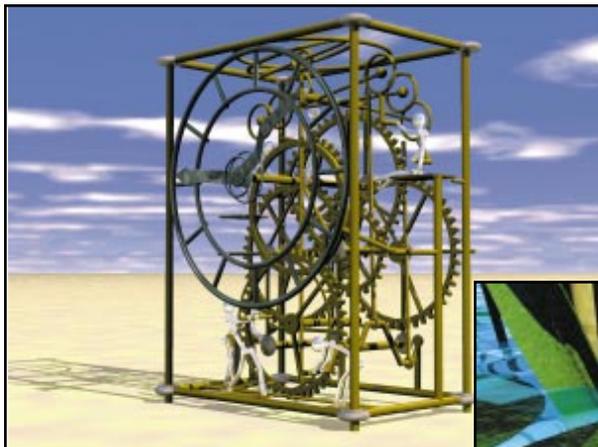
Dream Quest Images
Hollywood, CA

Tim is an award-winning filmmaker, director, and designer known in the industry for his innovative approach toward achieving unique imagery.

His visual effects clients have included CBS, NBC, Disney, Paramount, and Lucasfilm.

He is currently computer graphics supervisor with Academy Award-winning Dream Quest Images. His work there has included feature films like The Crow, Freejack, and The Mask, as well as television series like Earth 2. As a conceptual designer and computer graphics supervisor, Tim has access to millions of dollars worth of equipment and software, but he says he always comes back to Infini-D "because there is no other 3D package on any platform that lets me so easily and quickly create broadcast-quality graphics."

Infini-D Gallery



Left:
"Making Time" ©1995 by Matthew Copeland

Below:
"Frog in Wetland" ©1995 by Matthew Neutra



Above:
"Earth 2" by Dream Quest Images, ©1995
Amblin Television & Universal Television

Right:
"Cabinet" ©1995 by Daniel Underhill,
White Space Design



User Profile

C. David Piña

Piña Design

Burbank, CA

Emmy-nominated designer David Piña is one of the most respected creators of broadcast graphics in Hollywood. His work has literally been seen by more than a billion people around the world. He has created graphics for such high-profile shows as The Academy Awards, The Emmy Awards, The Tony Awards, and The Miss America Pageant. David's work is known for its stylish interplay of stunning 3D and sophisticated airbrushing techniques. Infini-D is David's tool of choice for all of his 3D images and animations. "I was able to easily make the jump from 2D to 3D with Infini-D. It is amazing to me that there is a program that generates such high-quality imagery and is so easy to use. I routinely blow away my competition, who use much more expensive machines and software!"



Left:
"How To Save The World" ©1995 by
David Mattingly

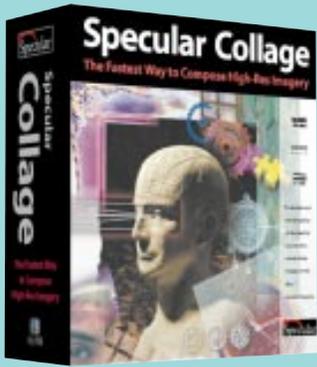
Below:
"Jewels Of The Oracle" by Paul Chato,
©1995 Discis Knowledge Research Inc.



Above:
"The 1995 Tony Awards" Logo Design by
C. David Piña © Smith-Hemion Productions

Right:
"Gatorade Cans" Robert Drummond,
MLR & Associates





Specular Collage™ 2.0

The Fastest Way to Compose High-Res Imagery

In The News...

"A valuable tool that should be on the shelf of anyone who manipulates images on the Macintosh." MacWEEK

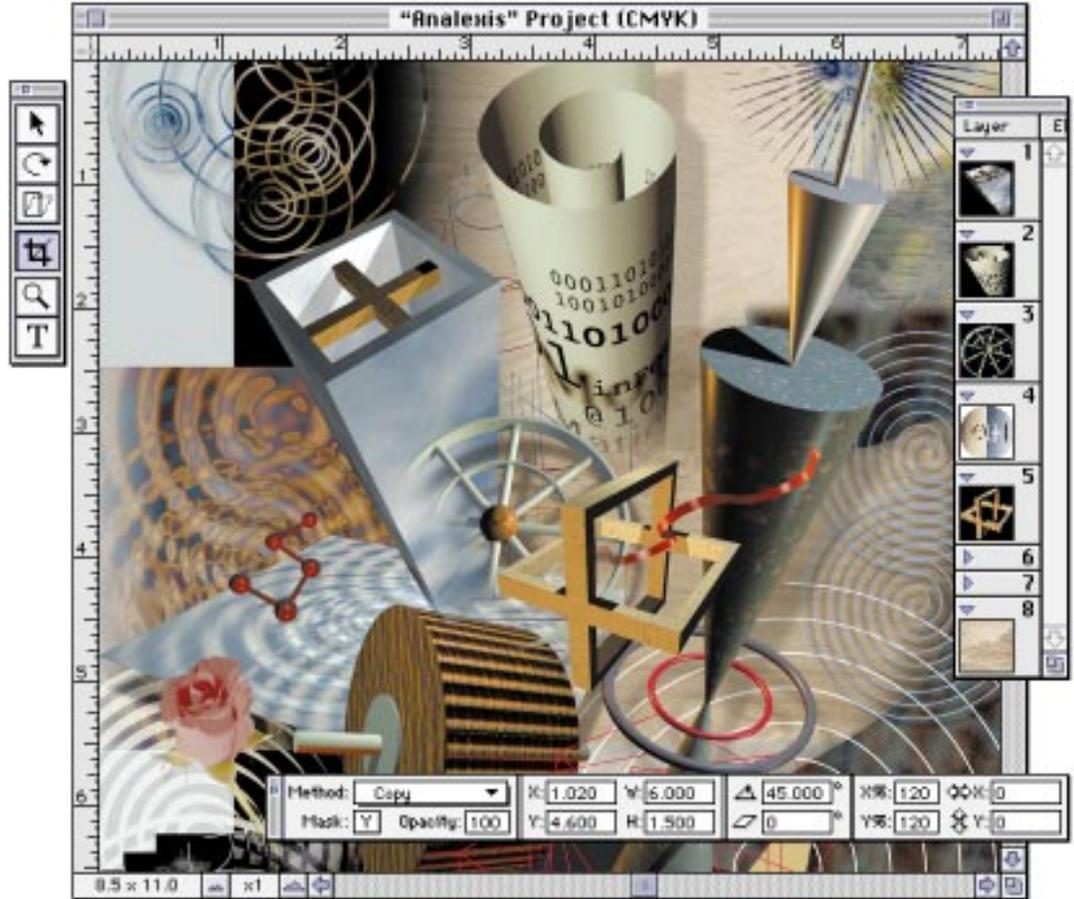


"For compositing high-resolution images, there's no economical alternative to Collage... it is in a niche by itself." Publish



"Specular Collage is a must-have if you work on a Mac, already use Adobe Photoshop, and do high-resolution image compositing."

Morph's Outpost



"Analexis" ©1995 by Javier Roca

Imagine being able to rotate, scale and composite multiple 100 MB images in seconds! Specular Collage is the professional choice for creating high-resolution layered images on the Macintosh. It is the only product which accelerates the layout of Adobe Photoshop images. If you create digital compositions, then you need Specular Collage!

The concept behind Specular Collage is simple: it's a page-layout program for images. It combines several features to maximize the productivity of the Photoshop artist. You get a familiar page-layout interface, high-

speed "proxy"-based image manipulation, a wide variety of automatic special effects, and the most professional compositing engine on the Macintosh. You even get a Deluxe CD-ROM filled with hundreds of megabytes of imagery for use in your own compositions!

Compositing high-resolution artwork with Specular Collage is a liberating experience. Collage's speed and flexibility allow you to set your creativity free from the constraints of waiting for your computer. Don't wait—create!

The Proxy Advantage

You have a need for speed! How many times have you been frustrated waiting for Photoshop's progress bar to inch its way across your screen? When you're dealing with high-resolution files, even the simplest modification can take minutes. Doesn't feel very creative, does it? Specular Collage incorporates a unique "proxy" technology which lets you create *huge* compositions using only a small amount of RAM and hard disk space. A ten-layer, 8.5"x11" image at 300 dpi would need 64 MB of RAM and 250 MB of scratch disk space if you were working in Photoshop! In Collage you can comfortably work on that same image with only 16 MB of RAM.

Page Layout Metaphor

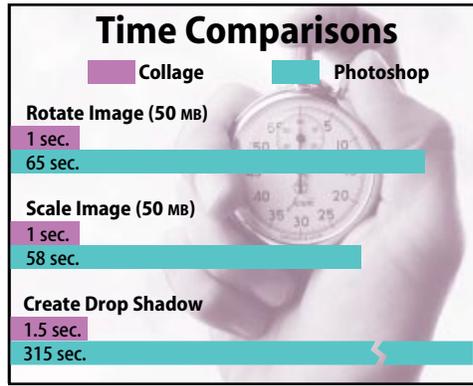
Simply put, Specular Collage is a page-layout program for pictures. It is not an image editing program (that's Photoshop)—Collage is designed to work with Photoshop to form the ultimate image creation system. The use of a familiar object-oriented interface means designers spend less time learning and more time working. You get a full set of page-layout tools including a pasteboard, rulers, guides, grouping, alignment, and numerical controls. Unlike a normal page-layout program (where images only overlap), your images' attributes interact with each other.

The Collage Compositing Engine

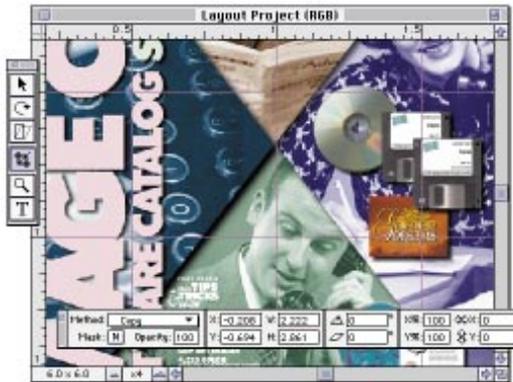
So what about image quality? It's stunning! Specular Collage produces pixel-perfect, Photoshop-quality images. Its powerful compositing engine takes your layout and all the effects you've added, and renders out a final high-res image. Of course, Collage inputs and outputs RGB and CMYK file formats including PICT, TIFF, and Photoshop. You can even save your Collage projects as Photoshop 3.0 layered files for total integration. Collage performs true CMYK calculations, preserving the color fidelity of your original scans. Collage takes you to the forefront of imaging technology at a price you can afford!

Automatic Special Effects

Have you ever tried to make a drop shadow in Photoshop? With Collage, drop shadows, feathering, transparency, and halos are literally 2 second "point and click" operations. All of these effects are object-oriented, which means if you move, rotate, or scale an image with a drop shadow in Collage, the shadow moves with it. You can even select 20 layers at once and have Collage instantly apply a shadow to all of them! (Try that in Photoshop.) And to increase your flexibility, Collage supports Photoshop filters. Collage is a special effects machine.



Collage dramatically accelerates the composition of high-resolution Photoshop imagery.



Collage's unique page-layout metaphor makes composing high-res imagery easy.



Collage's pixel-perfect compositing engine outputs Photoshop-quality images.



Automatic special effects quickly add pizzazz to your imagery.

Features

Layout

- Revolutionary Proxy-Based Image Composition
- Create Projects up To 53" x 53" (Plus Pasteboard)
- Object-Oriented Tools
- Image Transformation Tools: Scale, Position, Rotation, Skew, Crop
- Numerical Entry for Precise Positioning of Images
- Complete Control of Image Layering
- Multiple Image Selection and Grouping
- Rulers, Guides, Snap to Guides
- Automatic Alignment Controls
- Standard Measurements: Inches, Picas, Points, Centimeters, Pixels
- Small Project Files (less than 50k)

Compositing

- Support for RGB or CMYK files
- Multiple Masks Per Image
- Dynamic Opacity Control
- Automatic Drop Shadows: Controls Include Offset, Color, Opacity, and Softness
- Automatic Feathering
- Object-Oriented Effects Move and Transform with Images
- Type 1 and TrueType Font Support
- Variable On-Screen Rendering Modes: Draft, Low, and High Quality
- Color Transfer Methods: Add, Subtract, Multiply, Difference, Screen, Lighter, and Darker
- Color Range Controls
- Precise Color Selection: RGB, HSB and CMYK
- Built-In High-Speed Filter Effects
- Support for Photoshop Filters

Input and Output

- Support for PICT, TIFF, and Adobe Photoshop File Formats
- Import Images of Any Resolution
- Batch Import Multiple Images
- Image File Management Tools Keep Projects Up-to-Date
- Unattended Post-Process Rendering
- Render Projects to Any Resolution (Including Instant 72-dpi Proofs)
- Render Projects as Layered Photoshop 3.0 Files

Requirements

- Macintosh or Power Macintosh
- Mac OS, System 7.0 or later
- 4MB of RAM
- Hard drive

User Profile

Joe Kelter

Bad Cat Design

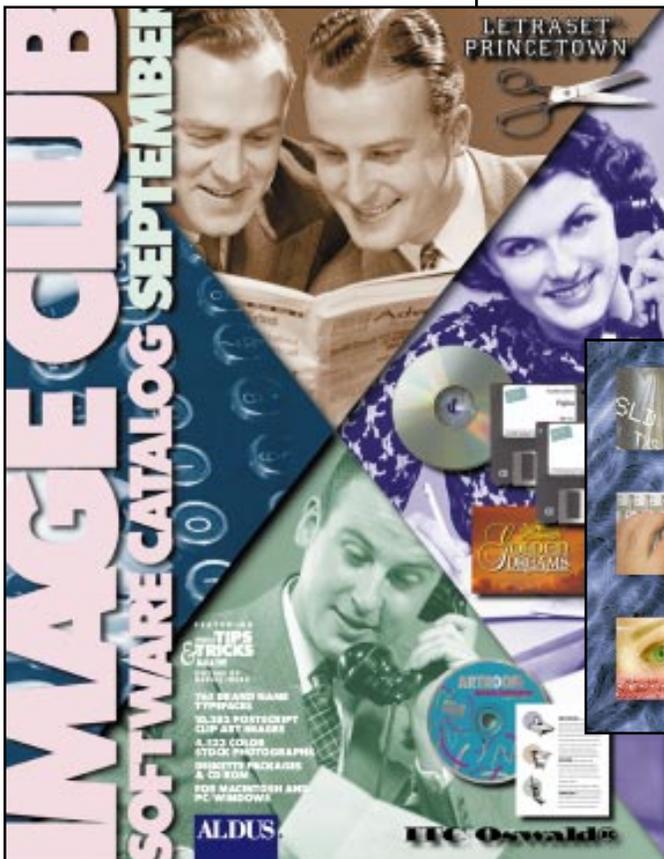
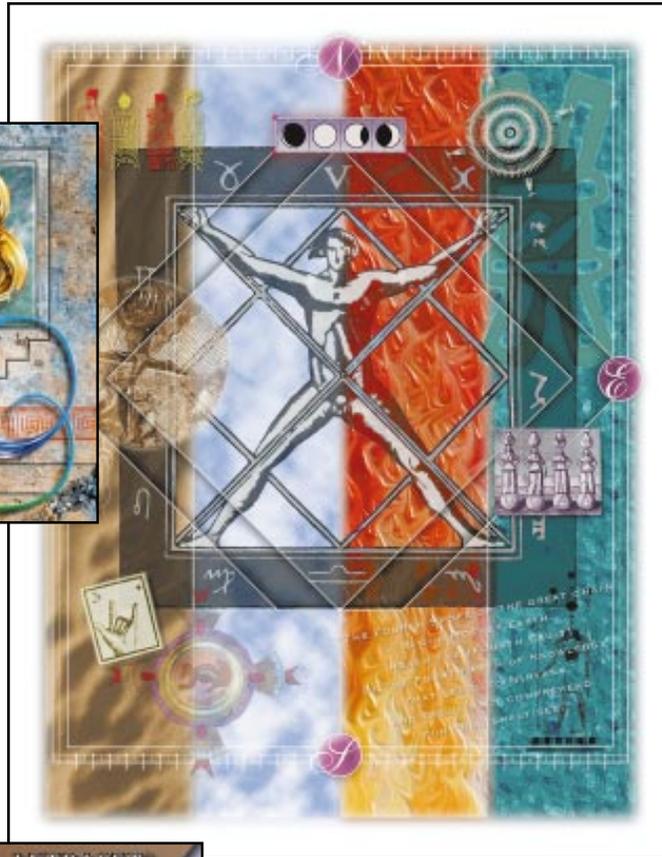
New Hope, Pennsylvania

Bad Cat Design is a communications firm which provides graphic design services for print, multimedia, and World Wide Web publishing. Joe Kelter, principal of Bad Cat, made the transition from traditional fine art to digital art ten years ago. Joe's work is seen regularly in magazines like Macworld. He also works for high-profile corporate accounts like American Airlines, General Electric, and the US Postal Service. Joe is an ardent Collage user, and is one of the featured artists in the new Digital Collage book from Rockport Publishing. "For creating rich, multi-layered images, Collage rocks! Using Photoshop and Collage together is simply the fastest way to create compositions on the Macintosh. Collage lets me try out lots of variations to my designs in an incredibly short time."



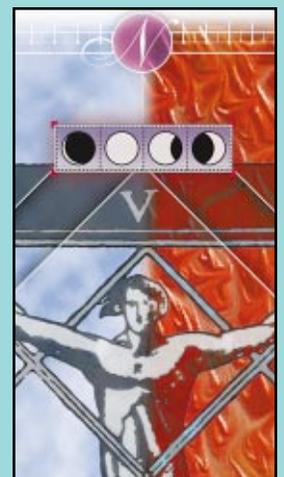
Above:
"Phoenecian Dance" ©1995 C. David Piña

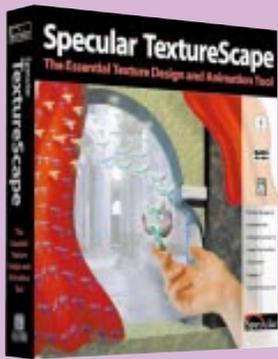
Right:
"Material Order" ©1995 by Joseph Kelter,
Bad Cat Design, New Hope, PA



Left:
Fall Image Club Catalog by Greg
Kolodziejcz ©1995

Below:
"Luminare" ©1995 by Dan Marcolina,
Marcolina Design





Specular TextureScape™

1.5

The Essential Texture Design and Animation Tool

In The News...

"TextureScape is packed with enough power to keep the busiest illustrator or animator happy for months, making it a fine answer to pre-packaged, boring collections of clip-art textures."

MacWEEK

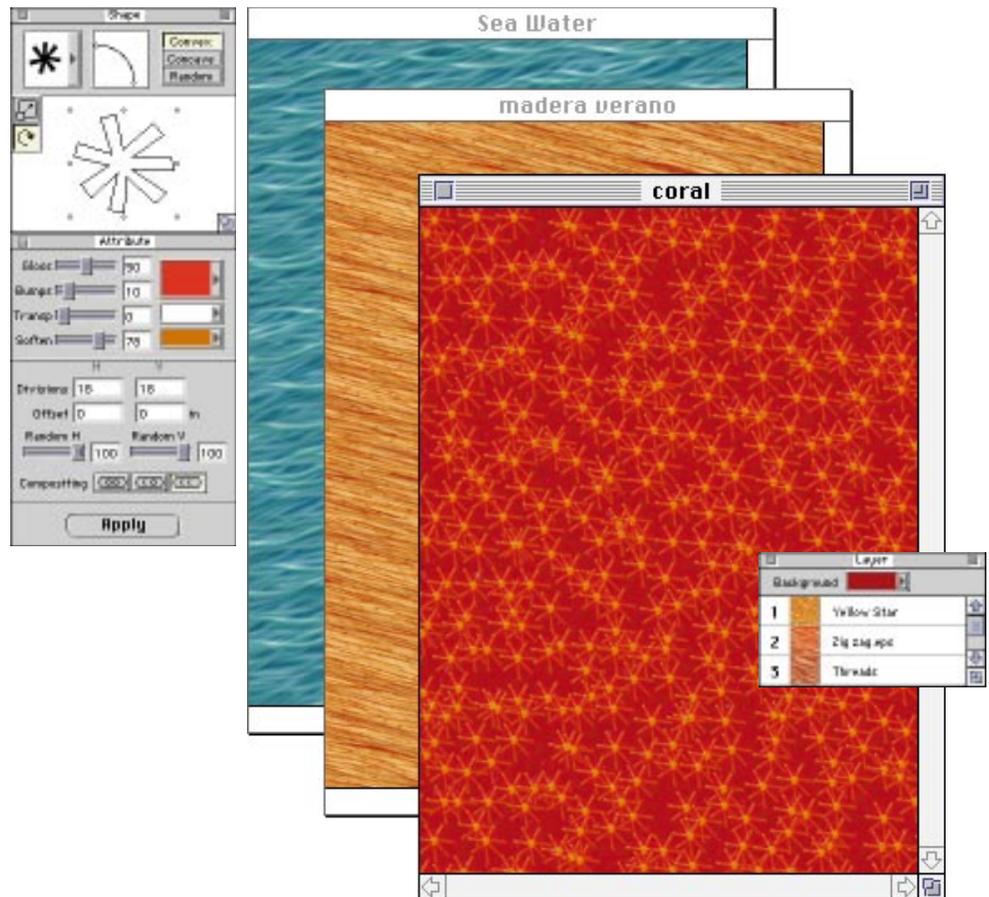


"Graphic artists who prefer their own backgrounds and textures will like Specular TextureScape 1.5, the best of several texture generators released this year." MacUser



"After using this program, multimedia developers, 3D modelers, and QuickTime producers will wonder how they ever got by without it."

Digital Video



Print and multimedia professionals love this product! Specular TextureScape is without doubt the most complete tool for creating high-resolution textures and dynamic texture animations. Whether you're creating textures from scratch or using one of the 750 SmartTextures™, it's plain to see why TextureScape has set the standard for texture design tools.

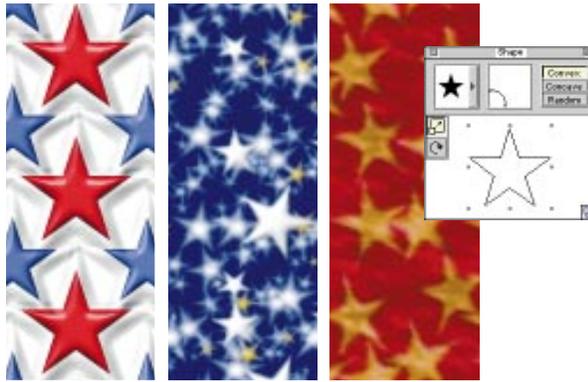
TextureScape gives you three ways to create stunning imagery. Its unique technology uses EPS outlines and extensive design features to produce an infinite variety of tileable tex-

tures. TextureScape's animation capabilities produce stunning broadcast-quality texture morphs and pattern animations. And the TextureScape Deluxe CD contains 750 SmartTextures: fully editable, resolution independent, animatable textures that will give you a head start on your next design project.

Ultimately, TextureScape provides you with a phenomenal, award-winning production tool for less than the price of a single CD of fixed resolution, uneditable textures. What more compelling point could we make?

Texture Design Capabilities

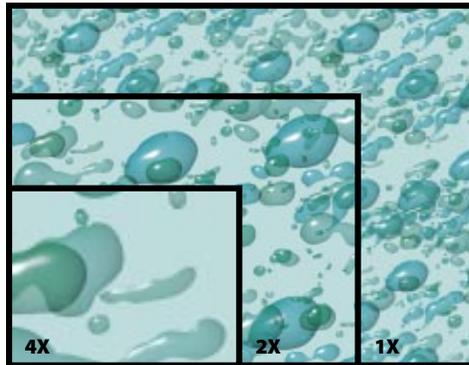
How's this for a revolutionary way to create textures? You import shapes from programs like Adobe Illustrator or Macromedia Freehand to use as the building blocks for your textures; or choose any of the 200 shapes included with the program. You control every aspect of the shape, including size, rotation, skew, and spacing. Edit attributes such as surface, highlight, and shadow color as well as bevel, gloss, bumps, transparency, and softness. You can have as many layers as you want in your texture to create awesome combinations. From beginning to end, you're in control!



Import EPS shapes from Freehand or Illustrator to create your own dazzling high-res textures.

Resolution-Independence

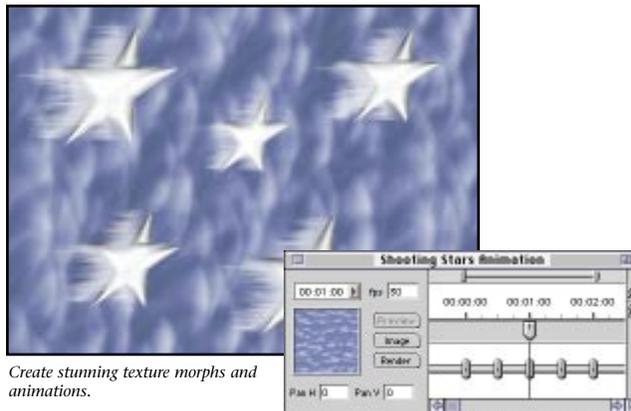
Save space and time! TextureScope textures are based on PostScript outlines and are resolution independent. Each texture only takes up an economical 20K of disk space, and yet TextureScope can render them at any resolution or size up to 48MB! You specify the file type (PICT or TIFF), image size and resolution and TextureScope does the rest. Any texture that you create in TextureScope is automatically tileable in programs like Adobe Photoshop, which allows you to expand even a small texture to the size of a billboard!



Resolution independence means textures as small as a postage stamp or as large as a billboard.

Texture Animation

Bring your textures to life! TextureScope is the answer for multimedia and video artists hungry for dynamic, trendsetting imagery. Its ability to create texture animations is unmatched. You choose any number of textures to use as key frames and place them on the integrated, time-based animation sequencer. TextureScope does the rest, morphing from frame to frame, and outputting a QuickTime movie. Professionals take note: TextureScope creates field-rendered, full screen, broadcast-quality animations!



Create stunning texture morphs and animations.

Deluxe CD-ROM with 750 SmartTextures

The TextureScope Deluxe CD introduces a revolution in stock image CD-ROM's: SmartTextures. Unlike other texture collections which contain fixed resolution, uneditible imagery, SmartTextures adapt to your needs. Change the color, transparency, resolution, whatever you want. With 750 textures that can each be customized in hundreds of ways, this CD will be the most spectacular design resource you've ever owned. Textures are separated into 15 diverse categories including Fabrics, Geometrics, Marbles, and Liquids. Also on the CD are a *Tips and Techniques* manual, sample animations, and more.



The TextureScope Deluxe CD-ROM is jam-packed with revolutionary SmartTextures.

Features

Texture Creation

- Create Textures with Unlimited Numbers of Layers
- Includes Deluxe CD-ROM with 750 SmartTextures
- Render Textures up to 4000 Pixels x 4000 Pixels
- Textures are Completely Tileable
- Imports EPS Shapes from Illustrator or FreeHand as Basis for Texture
- Easy Layer Manipulation
- Inter- and Intra-Layer Compositing Effects
- Multiple Light Sources per Layer: Controls include Light Color, Angle, Intensity and Direction
- Small Description Files
- Automatic Generation of Alpha-Channels
- Exports PICT, PICT JPEG, TIFF, TIFF LZW, EPSF, QuickTime, PICS

Texture Controls

- Surface, Highlight, Shadow, and Background Color
- Surface Glossiness and Bumpiness
- Edge Softness
- Transparency
- Shape Height, Width, Skew, and Rotation
- Horizontal and Vertical Grid Spacing
- Spacing Randomness
- Grid Offset
- Customizable 3D Beveling
- Concave or Convex Effects

Animation

- Powerful Event-Based Sequencer
- Automatic Morphing Between Textures
- Spline or Linear Animation Control
- Panning Controls
- Independent Animation of Each Layer of a Texture
- Field-Rendered Animations for Broadcast Quality

Requirements

- Macintosh or Power Macintosh
- Mac OS, System 7.0 or higher
- 5MB RAM
- QuickTime
- Hard drive

User Profile

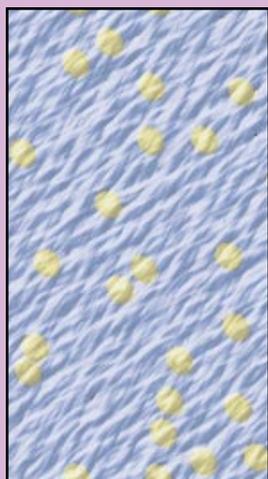
David Teich

Mind of the Machine

Roosevelt, NJ

David Teich is one of the East Coast's foremost designers of print and multimedia. His work has been seen in magazines like Popular Science, Consumer Reports, New Media, Macworld, ID Magazine, and Step-by-Step Electronic Design. He is also a highly regarded instructor at the School of Visual Arts in New York City. David is a dedicated user of all of Specular's products and one of his favorites is TextureScape. He uses TextureScape to create seamless 3D texture and bump maps for Infini-D. He also uses it to make masks for surface and lighting effects in Photoshop.

"TextureScape is one of the most creative and easiest tools I've discovered for creating rich, textured imagery. It works great at turning flat Illustrator files into textures with real depth and feel."



TextureScape Gallery

You get the following textures plus hundreds more on the TextureScape CD-ROM.



African Basket



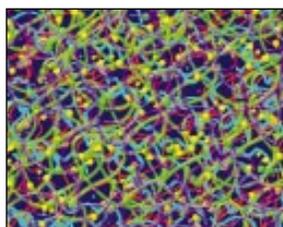
Fall



Alphabet



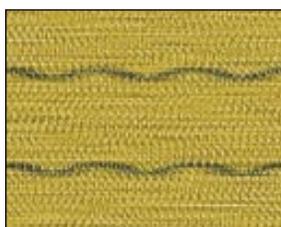
Cookies



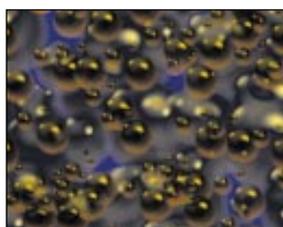
Baroque Busy



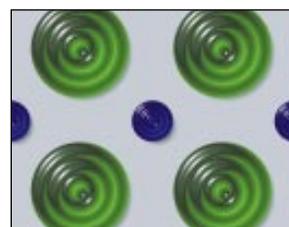
Basket Weave



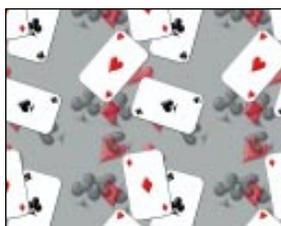
Beach Mat



Metallic Bubbles



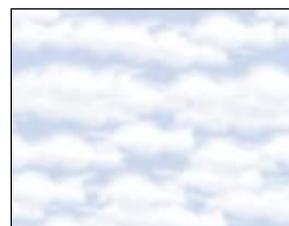
Blue and Green Glass



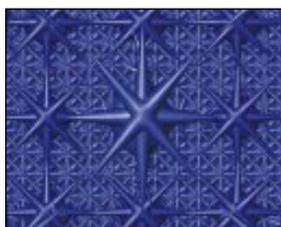
Card Suits



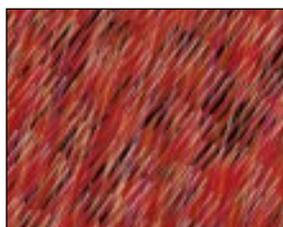
CheeseCloth



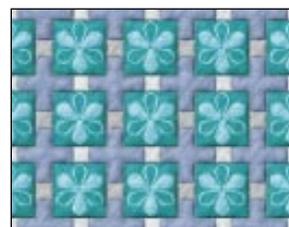
Clouds



Compass Rosettes



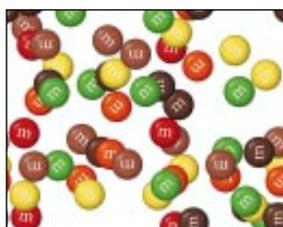
Pencils



Dream Quilt



Duchamps Descending



M & M



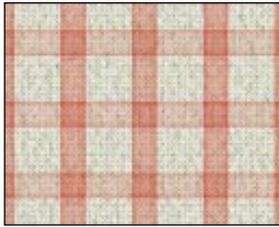
Finger Paint

User Profile

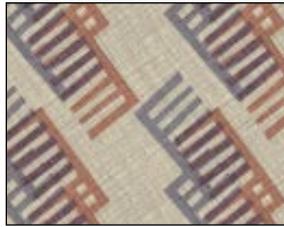
Trish Meyer

CyberMedia
Calabasas, CA

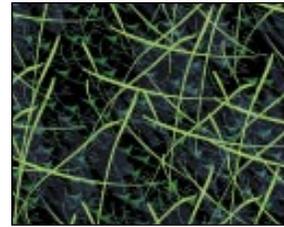
Trish Meyer is a successful multimedia producer and graphic artist. Her company, CyberMedia, specializes in creating custom animations for use in multimedia and video projects. "TextureScape is a breath of fresh air! I use it all the time for both texture design and animation. I can take any Illustrator shape and turn it into a stylish 3D texture. One effective technique is to make a looping animation of text and shapes moving and morphing into each other. Then I use that animation as a matte for a video clip using AfterEffects to composite them. The result is astounding! I've used TextureScape in every aspect of my multimedia projects—it's really amazing!"



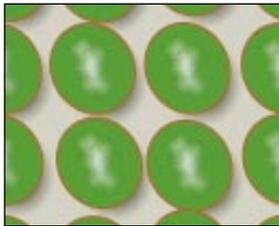
Italian Tablecloth



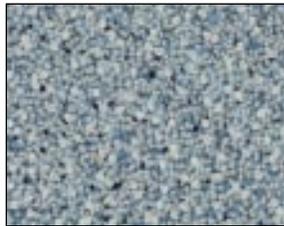
Japanese Cloth



Japanese Tile



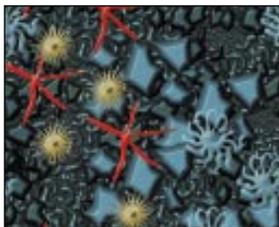
Kiwi



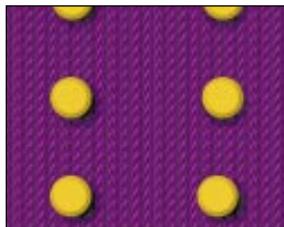
Diorite



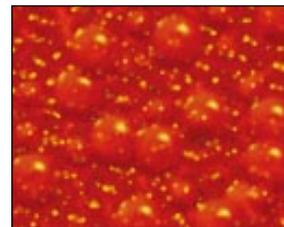
Madera



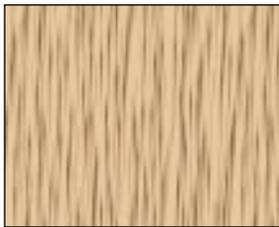
Marine View



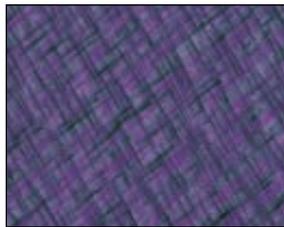
Sweater & Buttons



Tomato Sauce



Oak2



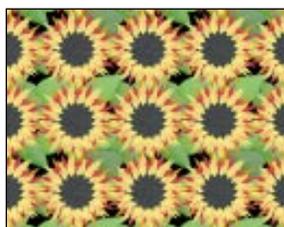
Alien Bark



Sandy



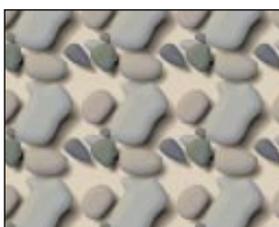
Sky



Sunflowers



Worn Burlap



Big Rocky Beach

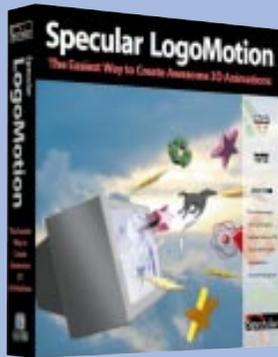


Aztec Brick



Grass and Flowers





Specular LogoMotion™



The Easiest Way to Create Awesome 3D Animation

In The News...

"What's truly innovative about LogoMotion is its one-step ability to create instant flying logos: It contains pre-set camera moves that give you everything you need right out of the box to create high-quality work."

Desktop Video World



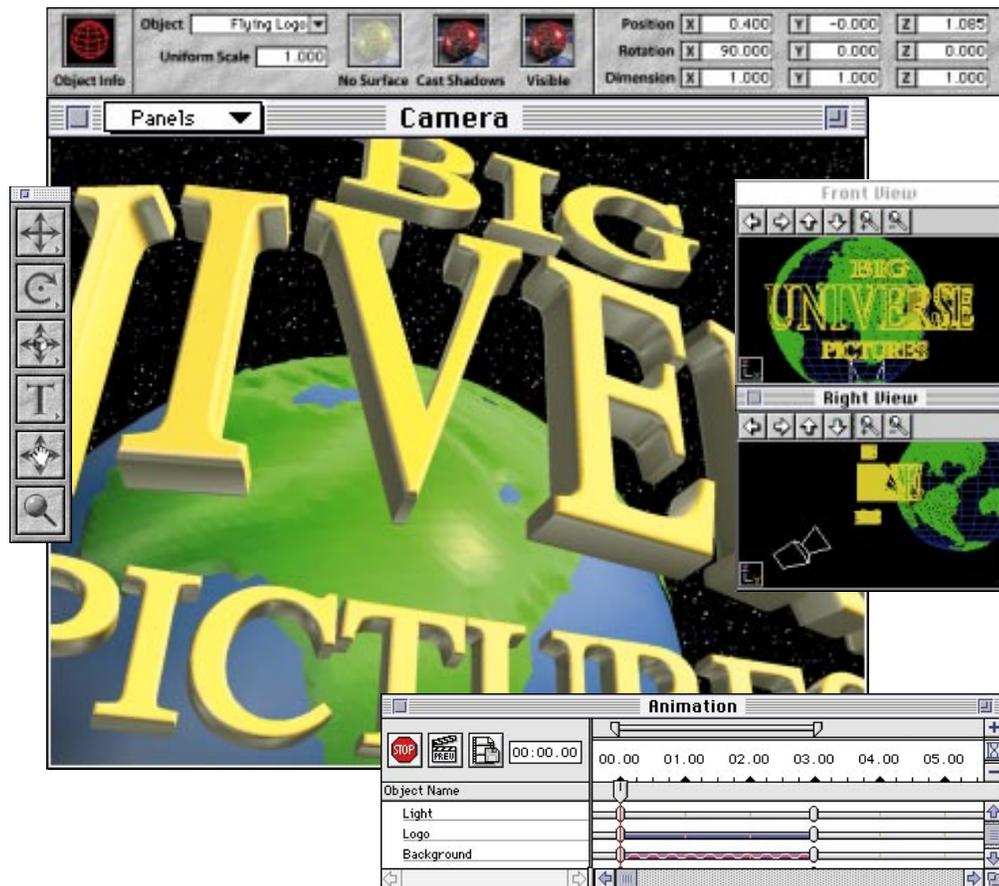
"For the money, you can't get a better introduction to 3D illustration and animation."

MacWEEK



"LogoMotion provides 3D for everyone. It is easy enough to use to allow a novice to create sophisticated animations. It is also useful to a seasoned animator providing high quality output at a bargain basement price."

Computer Video



If you think 3D graphics are difficult to learn, time-consuming, and expensive, we'd like to change your mind. Specular LogoMotion will have you creating dazzling 3D images and QuickTime movies within minutes of opening the box! No product comes close to matching LogoMotion's combination of ease-of-use, quality output, and affordable pricing.

Specular LogoMotion works beautifully in the hands of beginners and professionals alike. The beginner will be impressed by how fast and easy it is to model 3D text and logos, while the professional will marvel at the level of control. Both will appreciate

features like lathe and extrude modeling, editable surfaces, texture mapping, atmospheric effects and professional output!

LogoMotion's StageHand™ technology revolutionizes the way you create 3D animations. Simply browse through a collection of over a thousand camera moves, animated props, and backdrops, and "point-and-click" to create your own stunning animation! LogoMotion integrates seamlessly with all print, multimedia, and desktop video programs. No other product gives you such a complete 3D animation system for under \$200!

Easy Transition to 3D

LogoMotion is your easiest entrance into the world of 3D graphics. The key word is *integration*. LogoMotion works side-by-side with your favorite graphics, video or presentation program. Take any Adobe Illustrator or Macromedia FreeHand EPS outline and instantly turn it into 3D. Apply any Adobe Photoshop image as a surface. With LogoMotion's automatic mask-creation you can easily composite your finished animation over video in Adobe Premiere or Avid VideoShop. As you can see, adding 3D graphics to your resume is easy!



LogoMotion instantly transforms any EPS file into a dazzling animated 3D object.

StageHands™ Simplify Animation

Inspired by the 3D graphics you see on TV, LogoMotion provides StageHands to help you easily create awesome animations. StageHands are "building blocks"; an extensive collection of camera motions, props, lights, backdrops, and environments. Choose the ones you want and LogoMotion automatically combines them into a stunning QuickTime movie! You can also edit Stagehands or create your own, so you're never tied down to a fixed set of choices.



Stagehands make 3D animation as simple as choosing items from a menu.

Professional Modeling and Rendering

LogoMotion is a complete 3D program. In addition to instantly turning logos and text into 3D, LogoMotion also provides professional modeling power. You can easily model both extruded and lathed objects. These objects are fully animatable, and you can morph one object into another! Choose a surface for your model from a wide variety of woods, marbles, plastics, and metals. You can even take an image or QuickTime movie and use it as a surface for your object!



LogoMotion offers a rich selection of surfaces.

Deluxe CD-ROM with 500 StageHands

LogoMotion comes with a CD-ROM of 500 high-quality Stagehands. An easy-to-use browser lets you quickly find the Camera move, prop, light, backdrop or environment you need. Also on the CD is a collection of 2D EPS files and 3D models, a *Tips and Techniques* manual, sample animations, and more.



The LogoMotion Deluxe CD is packed with Stagehands, models, and tips and techniques.

Features

Modeling

- Type 1 and TrueType Font Support
- Lathe and Extrude Objects
- DXF Import/Export; EPS Import
- Drag-and-Drop Custom Bevels
- Rotation, Scale, and Stretch Tools
- Numerical Precision For Position, Rotation, and Scale
- Camera, Top, Right, and Front View Windows

Rendering

- Broadcast Quality Rendering
- Wireframe, Flat, Gouraud, and Phong (with Shadows)
- Optimized Draft Mode Rendering
- 3 Levels of Anti-Aliasing
- Built-in Texture Generation for Metals, Plastics, and Neon Surfaces
- Image Texture Mapping of PICT or QuickTime Images
- Atmospheric Effects: Fog and Environment Maps
- Unlimited Lights: Spot and Point
- Lighting Controls include: Color, Intensity, Beam Angle, and Focus Control
- Render Images Up To 4000 Pixels x 4000 Pixels
- Image Resolution Control
- Automatic Alpha-Channel Masks

Animation

- Drag-and-Drop Animation Control
- Event-Based Animation Sequencer
- Object and Texture Morphing
- Hierarchical Object Linking
- Animatable Camera, Object, and Lights
- QuickTime Movies as BackDrops
- Automatic Masks For Compositing

StageHands™

- Pre-made Cameras, Backdrops, Lights, Animated Props, and Environments
- Deluxe CD-ROM Contains Over 500 StageHands
- Ability to Create Custom StageHands

Requirements

- Macintosh with FPU or Power Macintosh
- Mac OS, System 7.0 or Later
- 13" Monitor
- 8 MB of RAM
- 32-bit QuickDraw
- Hard drive

User Profile

Robbie Robfogel

Double "R" Productions
Huntington Beach, CA

Robbie Robfogel, president of Double "R" Productions, has been using LogoMotion for about a year. "From the moment I first opened the program I knew that I could produce the kind of professional flying logos that my competitors were doing, and I could do it at a fraction of the cost and in virtually no time!" It was the arrival of non-linear video editing systems for the Macintosh that took Robbie from being a disk jockey to running a production company. He uses a Power Macintosh and a Media 100 system from Data Translation as the backbone of his editing suites. LogoMotion allows him to make impressive 3D graphics and animations for his clients. "Clients are blown away by how fast I can create their animations. They would never believe that I'm doing it with a program that only cost \$100!"

LogoMotion Gallery



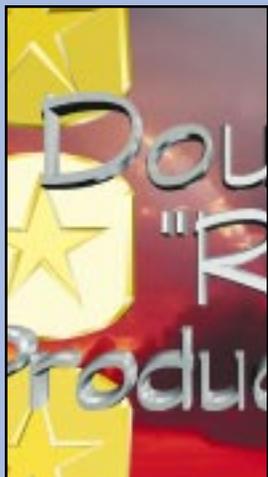
Left:
"Big Universe Pictures" ©1995 by Bill Bachman

Below:
"Joe's Cafe" ©1995 by Bill Bachman



Above:
"Sports Update" ©1995 by Jennifer Makower

Right:
"WNTN Movie" ©1995 by David Merck



Specular Replicas™

The One-Stop Source for Quality 3D Models and Textures

Once again, Specular comes through with a winner. This best selling CD has proven an invaluable 3D resource for countless users. Containing 166 high-quality models in Infini-D and DXF formats and 267 rich texture maps



and procedural surfaces, there is simply no other product like it. Models and textures are divided into 13 volumes and accessed by a user-friendly Browser interface. This is the ultimate companion to Infini-D and LogoMotion.



Specular BackBurner™

The Ultimate Rendering Utility for Infini-D

BackBurner is the ultimate rendering solution for users who have access to a network of Macs. This ingenious product dramatically reduces the rendering times of complex scenes or animations by parceling out the work to several machines. Queue up multiple files and let BackBurner render them unattended; this feature maximizes your CPU resources by rendering at night and letting you work on your Macs during the day. BackBurner is crash proof and interruptible, letting you resume

rendering where you left off. Machines can work as dedicated slaves, or automatically render only when not being used for other applications. BackBurner is both 68K and Power Macintosh native and can render across a mixed network. If you are in a production situation where time is of the essence (who isn't?), then BackBurner offers an easy, cost-effective answer to one of the most basic problems of computer graphics work.

Volumes on Replicas CD-ROM



- 1: The Modern Office
29 models
- 2: Designer Lamps and Chairs
30 models
- 3: Starter Surfaces
209 Infini-D procedural surfaces
- 4: Exotic Woods
23 image maps
- 5: Packaging
26 models
- 6: Patterns
37 image maps
- 7: Transportation
13 Road & Rail models
- 8: Marbles
21 image maps
- 9: Dinosaurs
12 models
- 10: Transportation 2
11 air & sea models
- 11: Starships
17 models
- 12: Humanoids
16 models
- 13: Human Characters
12 Models

All models come in Infini-D and DXF formats.

BackBurner Features

- 100% compatibility with all Infini-D rendering options
- Crash-proof & Interruptible Rendering
- Batch Rendering
- Renders over mixed network of 68K and Power Macs
- Unlimited Engines
- Background Running
- Screen Saver Module for use with After Dark

Requirements

- Macintosh with FPU or Power Macintosh
- Mac OS, System 7.0 or later
- 4 MB RAM
- AppleTalk-compatible network
- Hard drive

Specular Art Contest Call For Entries

All registered owners of Specular products are eligible to enter the Specular Art Contest. Every month we give away over a thousand dollars in prizes for the best artwork created with each of our products.

Monthly winners go on to compete for over ten thousand dollars worth of annual prizes. One grand prize winner will be selected from among all categories to receive a Power Macintosh. Every January at Macworld San Francisco we will announce our grand prize and first place winners.

Monthly entries are judged by Specular's own product managers and art department. Annual winners will be selected by the editorial and graphics staff of Computer Artist and Computer Graphics World magazines. For more information or to obtain a Specular Art Contest entry form, call Specular at (413) 253-3100. Entry forms can also be obtained on the Specular forum (keyword: Specular) on America Online and at our Web site (<http://www.specular.com>).



BULK RATE
U.S. POSTAGE PAID
S. DEERFIELD, MA
PERMIT NO. 8

