On powerful wings...
Imagine... above the clouds, where ideas become real with the world's most powerful animation software, Softimage 3D.

Achieve your vision

With Softimage 3D, you can make your ideas fly, flinch, cry, pinch—and be as real as you want them to be. For the last decade, Softimage 3D tools have helped animators and producers deliver on the greatest ideas in animation history. They’ve even made dinosaurs fly. Whatever you’d like to see fly (or jump or bounce or stretch), in Softimage 3D, you’ll find the tools you need to make it happen. Any animation software can make objects move... but with Softimage, you can move audiences. With characters full of personality and emotion that just couldn’t get off the ground with any other package.

Perfect shadows, transparency, and depth-of-field effects were achieved with the programmable mental ray® renderer (left). Shaders were selectively applied to each scene element to individually control textures, materials, lights, lenses, geometry, and environments.

* Currently available for SGI; check with your Softimage reseller for availability on Windows NT.

The artist selected from a broad range of modeling tools—splines, patch, polygons, and NURBS—to create the exact look and feel of the character (right). Productivity tools like Relational modeling and instancing simplified creation of this complex model.

Facial expressions were achieved by defining and saving key shapes in a library of shape animations (below), then reusing them throughout the sequence. Transitions were further refined by applying additive and average cluster animations.

Using the built-in Softimage 3D renderer (left), the artist chose from a variety of configurable options—such as raytracing reflection depth, levels of antialiasing, and degree of motion blur—to achieve the desired results.

Inverse kinematics (IK) with adjustable joint sensitivity and dampening was used to create believable movements (left). Constraints and artist-defined expressions provided exacting control for fine-detailed skin deformation and range of motion.

No more brick walls ... unless that's the effect you want.

The Softimage 3D toolset offers unparalleled depth and detail. For every concept, there are so many ways to achieve the lifelike motion and the absolute quality output you want.

Softimage 3D puts every tool imaginable at your fingertips, to push, pull, squash, twist any object in any way you can think of—and probably a few that never crossed your mind.

The best in 3D computer animation—ground-breaking films, blockbuster games, hot new interactive titles—are winners because they're alive and they grab the audience. With the ability to combine Softimage 3D tools in unique ways, every animator has the opportunity to create signature effects that make the audience believe.

You have the power to call all the shots. You can make your characters move the way you want them to and render as you envision. So the quality of the end result matches your original expectations.

The schematic view is interactive—objects can be selected and rearranged to better manage the parent-child relationships.

The large, open design makes it easy to see what you're working on. Key functions are just a mouse click or two away, and frequently used tools remain visible on the main screen.

Viewports are completely user-configurable. You can choose from full-, half-, or quarter-screen display, and orthographic, perspective, wireframe, shaded, color preview, schematic, rotoscoping, depthcue, or ghosting views.

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Designed By Animators For Animators

Time and again, animators use the same phrase to describe the experience of working in Softimage 3D: "It works the way you think." Softimage 3D feels like a natural extension of the imagination—everything you need is right where you would expect it to be.

In Softimage 3D, the tools you use are always visible, and key functions are only a mouse click or two away. The workspace is large and uncluttered, delivering immediate feedback to maintain the flow of your work. That means you can make decisions more quickly, work faster and with fewer hitches. And you'll be more satisfied with the quality of the end results.

The difference? Night and day—slamming against a deadline wall, or coming in ahead of schedule. When software works the way you think, the technology becomes transparent, and you can focus on the challenge of making your ideas really take flight.

Working with some of Japan's best martial artists, the production team used motion capture to create the dynamic actions of the characters, in record time. Choose from magnetic, optical, facial, mouse, MIDI, and microphone input or output motion-capture devices. Polygon reduction automatically prepared the characters for optimal play-back on leading game systems.

Don't Let Anyone Clip Your Wings

With Softimage 3D available now on Windows NT® and Silicon Graphics® IRIX (SGI) operating systems, you have choices you never had before. Softimage 3D delivers workstation performance on Windows NT on a range of affordable systems (Intel®, Digital Alpha, or MIPS® processors). So, more animators can have their own workstations. And Softimage 3D offers identical operations and complete compatibility across IRIX® and Windows NT, so your existing investments in IRIX® animators, hardware, and imagery are still every bit as valuable.

With Softimage 3D for Windows NT, you can choose from a variety of competitive hardware, service, and support options, and integrate seamlessly with your existing IRIX® based workplace. You get the best of both worlds.

Call today for information about Softimage 3D on Windows NT and SGI.

In North America, call 800 576-3846.

Anywhere else in the world, call 818 365-1359. Or visit us at http://www.softimage.com
Softimage 3D has been production-proven by nearly every major film, video, and game producer around the world. They relied on Softimage 3D to produce incredible animation for Jurassic Park, The Mask, Casper, Jumanji: Reboot, Liquid Television, Sega Virtua Fighter, and countless commercials, videos, and interactive titles. They stake their reputation on Softimage 3D because it’s come through for them over and over again.
**SOFTIMAGE 3D**

**FEATURE SUMMARY**

**Minimum Recommended System Requirements**

- **Windows NT**
  - Workstation with Intel Pentium® Pro, Digital Alpha, or MIPS R4400 processor
  - 64 MB RAM
  - 1 GB hard disk
  - 200 MB swap file
  - CD-ROM drive
- SGI
  - Silicon Graphics workstation
  - IRIX 5.2 or later
  - 64 MB RAM
  - 1 GB hard disk
  - 200 MB swap file
  - CD-ROM drive

**User Interface**
- Views: Perspective, x, y, z and parallel projection, schematic
- Manipulation & Transformation Modes: Referential/relative-to-view rotation, referential translation, constant volume scaling
- Lighting: Types: Infinite, point, spotlight, sun, area light
- Lighting Variables: Color, cone, spot, penumbra, umbra/penumbra, shadow, saturation, selective light object, object illumination, shadow lights, shadow volume, soft shadows, shadow volume limit, shadow volume seen, shadow volume texture, shadow volume texture on mesh objects
- Camera: Up vector constraint, frame selection, rectangular/cursor Zoom, zoom, orbit, track, doll, roll, show, hide, camera select, camera select interest, hide camera, set cameras (field of view, depth of field, field of view, local area, extend to object, picture format, custom, cine, slide, video), tunable view (rotation of camera around one axis in parallel projection view)
- Camera Memory: Camera position/zoom, focus, frame selection
- Hot Key Remapping: Create key remapping equivalents and save them to a preference file
- Keyboard Accelerators: Quick access to menu items without using the mouse
- Timeline: Access: Playback and timeline access for lighting, material, texture 2D, texture 3D, layer fog, camera settings, ambient, and depth fading editors
- Animation Tools: Playback from any frame, flip image, flip red eye, display stereo images, stereo image capability

**System Requirements**

- **Windows NT**
  - 200 MB swap file
  - CD-ROM drive
  - 64 MB RAM
  - 1 GB hard disk
  - 200 MB swap file
- **SGI**
  - 64 MB RAM
  - 1 GB hard disk
  - 200 MB swap file

**Product and Training Information**

- **Customer Support**
  - (800) 387-2559 in North America, (514) 845-1636 worldwide

- **Sales Offices**
  - Asia: Tel: 65 336 6455, Fax: 65 336 3335
  - France: Tel: 33 1 46 04 33 00, Fax: 33 1 46 04 39 61
  - Germany: Tel: 49 261 912 610, Fax: 49 261 912 6133
  - Italy: Tel: 39 39 605 7270, Fax: 39 39 605 8068
  - Japan: Tel: 81 3 5454 8068, Fax: 81 3 5454 8164
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