

3DReality 2.0: New Features

DDDDDDDDDDDDDDDDDD

GENERAL:

- ✓ Selection_Status;¬**QUAD Fat Architecture.**

3DReality now runs on Motorola, INTEL, HP-PA RISC and SPARC architectures.

- ✓ Selection_Status;¬**Adapted to use Blue Moon Renderer.**
Larry Gritz's Blue Moon Rendering Tools (BMRT),
;../Stone_Friends/3D_Rendering/Blue_Moon_Renderer/Ab
out_Blue_Moon.rtf;¬ a shareware renderer and shading
language compiler, is provided on the STONE_CD, volume
2. Reality provides an interface to use BMRT:

Select **Info->Preferences**

Choose "Render Options" from the popup menu:

paste.tiff ¬

Select "Quick Render locally", and click on the "Expert"
button. This brings up the *Expert Render Options* panel:

52399_paste.tiff ¬

- ✓ Selection_Status;¬**More Shaders.**

12 new shaders are provided, complete with source.

- ✓ Selection_Status; **¬Faster Launch Times.**
Launch time is speeded up by a factor of three.
- ✓ Selection_Status; **¬Many bug fixes.**
It's the polishing that counts.