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Order Form

Yes, I would like to order *3D Maestro* for the special Diamond price of
DM 99,00 instead of DM 249,00!

Product Name: *3D Maestro* Price: DM 99.00
+ DM 10.00 Shipping + Handling (Germany)
+ DM 15.00 Shipping + Handling (Europe)

Payment enclosed

C.O.D.(Germany only) + DM 6.00

Name

Department

Company

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Date

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Diamond -11/96

Product Information

3D Maestro

Now including Direct 3D™ support!

Including VRML Export for use on the WWW!

Experience the world of 3D with **3D Maestro**! With **3D Maestro** you can create 3D objects and generate cool animations and 3D scenes.

Start with the **Object Creator** to generate a font logo or create an object. The logo or object can be edited using a variety of editing tools before being saved as a 3D object.

The 3D object is then imported into the **Scene Animator** where it can be edited in all 3 dimensions and included in a 'scene'. Textures can be applied and material properties edited to create spectacular effects. A convenient selector window is provided for viewing and selecting objects, textures etc. The drag and drop interface lets you select an object or texture and drag and drop it into the Editor window.

Multiple objects can be placed in a scene along with landscapes and background images. Objects can be assigned motion paths by simply clicking on them and moving them to the desired location within the scene.

Objects can be viewed from different perspectives, including a variable camera position. Many settings can be modified to adjust the light reflection, ambient and diffuse light to achieve the desired results. Wire frame models and real-time rendered objects complete with lighting and shading effects can be displayed in real time providing instantaneous feedback.

Scenes can be rendered statically as photo realistic bitmaps or dynamically as a video (AVI) file for use in a wide variety of desktop applications such as *MediaMaestro*, multimedia presentation software. Scenes can also be exported into the VRML 1.0 format for use on the Internet.

Animations saved as AVI files can be imported into the **Video Editor**. Here they can be combined with other video files, transition effects incorporated, sounds and music can be added or text titles included before regenerating the new video file.

3D Maestro supports the Direct 3D™ and Open GL graphics libraries.

3D Maestro contains the following applications:

Object Creator

Use the *Object Creator* to create and edit objects and font logos.

Scene Animator

The *Scene Animator* is used to put together a 3D 'scene'. Add the objects, add textures, define a motion path and generate an image file, a video file or a VRML file for use on the Internet.

Media File Finder

Search for and then drag and drop 2D and 3D objects into either the *Object Creator* or the *Scene Animator* from the *Media File Finder*. Textures can also be applied to objects in the *Scene Animator* using drag and drop from the *Media File Finder*.

Video Editor

Use the *Video Editor* to put together a series of 3D scenes which were created and saved as .AVI files in the *Scene Animator*, add sound or text titles before writing a new video file.

A complete library of sample objects, textures and background scenes is included.

3D Maestro is available in English, German and French directly from Software Dynamics for DM 249,00 (plus postage & handling).

3D Maestro, 3D Maestro Scene Animator, Object Creator, Media File Finder and Video Editor are trademarks of Software Dynamics GmbH. Windows and Microsoft are registered trademarks and Direct3D a trademark of Microsoft Corporation.