Super 3D 2.0

Super 3D is a three-dimensional graphics and animation program that combines two things that have been mutually exclusive in 3-D editors; power and ease-of-use. Super 3D has all the features that creative and technical professionals need to construct realistic color models and life-like animations. Yet the program is so easy to use that even beginners can create dramatic 3-D images.

Model Creation
- Objects are drawn in two dimensions using familiar drawing tools and transformed into three dimensions using automatic commands.
- The controls for viewing, rotating, and shading models are uniquely intuitive, representing a whole new way to work in three dimensions.
- You can specify the dimensions of the model.
- Models can be constructed of hierarchical objects, so that changes to the master object are automatically reflected in all "clone" objects.
- Shape Library and Document Merge features allows the sharing and reuse of previously-built models.
- Model data can be imported from other applications.

Visualization
- Super 3D displays more that 16,000 colors on a Macintosh II, using a unique color blending technique. A separate black-and-white version is included for work on a Macintosh Plus or SE.
- Models can be shaded by specifying the location and intensity of up to four independent light sources.
- Entire models, single elements, or the camera itself can be rotated in any of three dimensions around their respective centers using intuitive "Spin Wheels."
- The camera can zoom in and out or be moved in any direction.
- A model can be viewed simultaneously from multiple user-adjustable cameras.
- Floating palettes provide user-defined colors or grays and dithering for gradual shading along curved surfaces.
- Sweep surface option provides simultaneous rotation, translation and resizing of any 2-D shape with respect to any or all axes.

Interfacing with Other Applications
- PICT documents can be imported as 2-D objects that can be converted to 3-D models or used as backdrops for decorative or tracing purposes.
- Clippings from Super 3D models can be pasted into other applications, such as word processors or graphics programs.
- Views can be saved as PICT documents, readable by a wide range of programs, including SuperPaint and MacDraw.
- Animations can be saved in PICS format for use with applications such as SuperCard and VideoWorks Director.

Animation

- With Super 3D's built-in animation recorder, changes to a model can be automatically recorded and played back at the frame rate you specify.
- Animation sequences can be built by automatic transformations, "tweening, " manually repositioning the elements of the model, or importing text files.
- Automatic "tweening" with multiple Key Frames. You can specify the number of frames inserted between Key Frames and Super 3D automatically adds that number of frames between each Key Frame in the animation and "tweens", or interpolates, all objects between each Key Frame. The properties of an object that can be "tweened" include shape, position, rotation, scaling, and color.
- Camera can be locked to an object for complete control of camera movement throughout the model during animation.
- Animation sequences can be exported in the PICS format.
- A runtime animation projector is included for distributing animations without licensing fees.

Playing Super 3D Animations:
There are two ways to play back animations: with the projector and within Super 3D.

Playing back animations with the Projector:
- Double click on "Super 3D Projector 1.1".
- Make sure "Repeat" from the File menu has a check mark in front of it.
- Choose "Set Delay…" from the File menu, and specify the "Frames Per Second."
- Click OK.
- Choose "Open…" from the File menu.
- Select the animation you want to play back (note: monitor size)
- Click Open.
- Click the mouse to stop the animation.

Playing back animations within Super 3D:
- Double-click on "Super 3D 2.0 Eval" or "Super 3D B&W" to open the application.
- Choose "Repeat" from the Animation menu.
- Choose "Set Delay…" from the Animation menu, and specify "Frames Per Second".
- Click OK.
- Choose "Open Movie…"
- Select the animation that you want to play back.
- Click Open.
- Choose "Play Movie."
- Click the mouse to stop the animation.

Note: Because the enclosed Super 3D animations were created on a 13" Apple RGB color monitor, they should be played back on the same type of monitor due to the monitor-sensitive nature of compiled (step file) animations. The performance of these animations will improve dramatically with increased RAM. At least 2 MB of RAM is recommended.