



BODYPAINT 3D

Release 2.5

:: Ultimate 3D Painting for:

3ds max, Maya, XSI,
Lightwave, CINEMA 4D

:: Revolutionary:
Projection Painting

:: Unique:
RayBrush Mode

:: Proven:
Used by top Studios

:: Easy...
...to Learn and Use

Image courtesy of Framestore CFC / Darlow
Smithson Productions for Animal Planet

3D FOR THE REAL WORLD

MAXON

CINESITE selects BodyPaint 3D

BodyPaint 3D was used by Cinesite to texture many elements in "King Arthur". Dottie Starling, Digital Effects Supervisor said, "We found that BodyPaint 3D was not only powerful, but also very easy for everyone to learn and adjust to. That's why we added it to our toolset."



© Cinesite / Touchstone

BODYPAIN 3D

Texture faster, easier and better than ever before

Wouldn't it be great, if you could have all your favourite image editing tools directly in a 3D environment? Wouldn't it be great, if they worked in conjunction with your 3D app rather than against it? Well, that's exactly what BodyPaint R2.5 does!

Wave goodbye to UV seams, inaccurate texturing and the constant, back-and-forth switch to your 2D image editor. Say hello to hassle-free texturing, where you can paint fast high detailed textures directly on your 3D objects.

BodyPaint 3D is for all 3D artists and includes free plugins to exchange models and textures with 3ds max, Lightwave, Maya and Softimage XSI. These plugins transfer models, textures and UVs between BodyPaint 3D and your 3D application of choice, with no hassle at all.

All The Tools You Love

RayBrush eliminates the need to continually switch applications or perform test renders. You can see the actual rendered effect while painting in any channel, including reflection, transparency and bump. You can even paint on multiple textures simultaneously in RayBrush mode.

All your favorite painting tools and functions are available in BodyPaint 3D, including clone, smear, sponge, dodge and burn. The standard brush tool includes pressure, hardness, size, bitmap, distortion, rotation, jitter and other parameters for hundreds of painting possibilities. The effect of any parameter can be controlled by the settings of your graphics tablet. A familiar layering system operates much like 2D graphics applications, giving you the power to combine various effects and experiment with confidence. The application also features a realtime preview of layer transformations.



Perfect Projection Painting

Say goodbye to unpredictable distortion caused by model contours and perspective. With Projection Painting, what you see is truly what you get.

With Projection Painting enabled, you can paint on a virtual glass plate, then project this painting onto your model. This powerful feature supports all of BodyPaint 3D's painting tools and provides full control over the projection and appearance of your paint strokes. Projection Painting even allows users to paint across multiple objects to eliminate seams. You can copy and paste paint between layers while in Projection Paint mode, and you can even join 2 separate images with perfect blending and distortion. The new "Detach Projection Plane" option gives you even more flexibility when you want to apply images to your model's geometry.

Getting the results you want without seams or distortion has never been easier than with the new BodyPaint 3D Release 2.5.

The interface offers plenty of space for painting and UV setup.



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Sony Pictures Imageworks counts on BodyPaint 3D

Sony Pictures Imageworks chose MAXON's software after testing BodyPaint 3D in the production environment and recognizing the benefits of its creative workflow, superior toolset, and unprecedented stability. "The MAXON team has been very receptive and responsive to our needs and suggestions. This kind of collaboration is necessary to ensure that the quality and complexity of imagery for which Imageworks is known is always apparent on the screen." said René Limberger, Senior Technical Director.



A complete set of parameters allow you to set up the brush you need.



The powerful mapping tools allow you to create UVs as perfect as the model you built.

The Key to Success – Workflow at its Best

BodyPaint 3D's interface has been specifically designed to feel familiar to any digital graphics artist. If you've used an image editor or a 3D application, you should feel right at home in BodyPaint 3D.

The default layouts have been designed to offer prime painting space. The full screen mode gives the maximum painting space available. Even better, if there's something about BodyPaint 3D's interface that you don't like, you can change it! Best of all, every tool in BodyPaint 3D is designed to work in either 2D or 3D. Work in whatever way suits you best. Flicking between 2D and 3D takes a second.

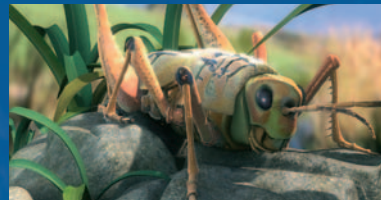
And should you ever feel the need to jump into your favourite 2D image editor, BodyPaint 3D makes that easy too!



© Khalid Abdulla Al-Muharraqi, www.muharraqi-studios.com



© James Ku



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© Alberto "ThirdEye" Blasi

Versatile UV-Tools

BodyPaint 3D features an arsenal of UV editing solutions so you can ensure your models and their materials line up correctly. Properly designed UV coordinates are essential to successful painting and quality texturing in 3D.

BodyPaint 3D includes a huge set of tools to help you achieve the best UV map for each model. You can utilize Cubic Optimal Mapping to automatically optimize your UVs and remove overlapping points. The Relax tool adjusts the size of UVs in relation to their respective polygons, while the Terrace tool lets you easily include additional geometry in an existing UV map. Using BodyPaint 3D's powerful Interactive Mapping feature, you can generate UVs based on standard projection types for different areas of a model.



BodyPaint 3D's UV tools will even work in the 3D view. Using tools such as the UV magnet make it easy to quickly tweak UVs whilst seeing the changes in real time. No matter what, BodyPaint 3D provides the UV tools you can rely on.



© Peter Fendrik

Why 2D is Never Enough

Textures can make or break your 3D image, and experienced artists know the issues involved with creating 3D textures in a 2D application.

Unwrapping a 3D object into a 2D plane almost always causes distortion. BodyPaint 3D paints in 3 dimensions, so it correctly calculates distortion for perfect results. Just as unwrapping causes distortion in your 3D textures, simple flat projection adds distortion as well. BodyPaint 3D paints your model's UVs rather than any particular viewpoint, so your paint always goes exactly where you want it. With BodyPaint 3D you can paint an entire material with a single stroke. Each brush can paint up to 10 channels simultaneously.

BodyPaint 3D Release 2.5 can paint over multiple objects with a single stroke. You could never do this in 2D. Conventional graphics applications don't account for the lighting in your scene or the effect of different material channels. BodyPaint 3D does that and more with its unique RayBrush feature. Rather than saving, reloading and rendering textures, you can paint in realtime on a rendered image and see the results instantly.

Framestore CFC uses BodyPaint 3D

Framestore CFC - whose credits include "Harry Potter", "Blade 2," and "Walking With Dinosaurs" - switched to BodyPaint 3D after tests proved MAXON's software cuts production times dramatically. "BodyPaint 3D has all the tools we need. Before, we were having to use several 3D apps for texturing. Using just one to do everything is a big time saver." said Daren Horley, Senior 3D Artist at Framestore CFC.

Features of BodyPaint 3D:

• General Features of BodyPaint 3D

- Seamless file exchange with leading 3D apps
- Easy to learn and use
- Intuitive painting in 3 dimensions
- Projection Painting for texturing without seams
- RayBrush mode - paint in the rendered image
- Comprehensive UV tools
- Paint Wizard for easy paint and UV setup
- Windows and Macintosh versions
- Full graphics tablet support
- Can make use of Photoshop filters

New in BodyPaint 3D R2.5:

• Interface and Handling

- Improved Material Manager
- Easier navigation in editor
 - handle highlighting
 - configurable camera rotation
- HeadUpDisplay
- Extensively configurable viewports
- New display modes (e.g. constant shading)
- Detachable menus
- Advanced search tool
- Improved support for WACOM tablets
- Active Tool Manager merged into Attribute Manager
- Hierarchical shortcuts; for quicker access of functions
- Full screen mode; have more space while you paint
- New Content Browser; catalogs 3D files and more

• Features and Functions

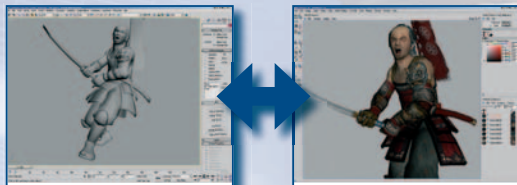
- Support and creation of Normal Maps
- Baker; 3 click baking (incl. Light, UV and Normal maps)
- N-gons supported; for a better overview of geometry
- Layermanager; imports/manages PSDs with layersets
- 16 new blending modes
- Detach Projection Plane
- New Layer Shader
 - Easy image compositions within BodyPaint 3D
- New Spline Shader
 - Projects splines onto surface

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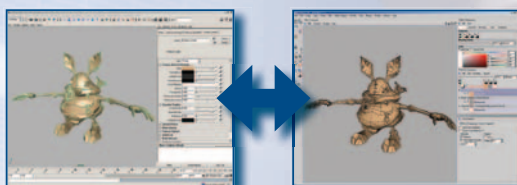
LIGHTWAVE



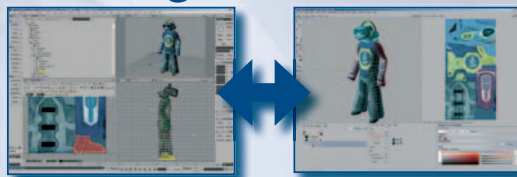
3DS MAX



MAYA



Softimage XSI



CINEMA 4D



Plays friendly with others

BodyPaint 3D R2.5 offers a variety of possibilities to get your 3D model textured, whether you work with Maya, Softimage XSI, 3ds max, Lightwave or MAXON's own CINEMA 4D.

The direct link between these programs not only transfers the pure meshes and textures back and forth, but also the lighting setup, and even Subdivision Surfaces are supported. After texturing your model, the texture maps and the modified UVs will be taken back to your main application. If you use any other 3D application, you don't have to worry either. BodyPaint 3D comes with a huge set of import formats, so there will always be a way to get your model textured with the world's most advanced 3D painting solution.

Contact: MAXON Computer GmbH Max-Planck-Str. 20 D-61381 Friedrichsdorf
+49/(0)6172/5906-0 info@maxon.net Germany

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www.maxon.net