



Take 3ds max™ scenes to the Web with high-quality vector and raster rendering for Macromedia® Flash®

plug-in technology for: 3ds max

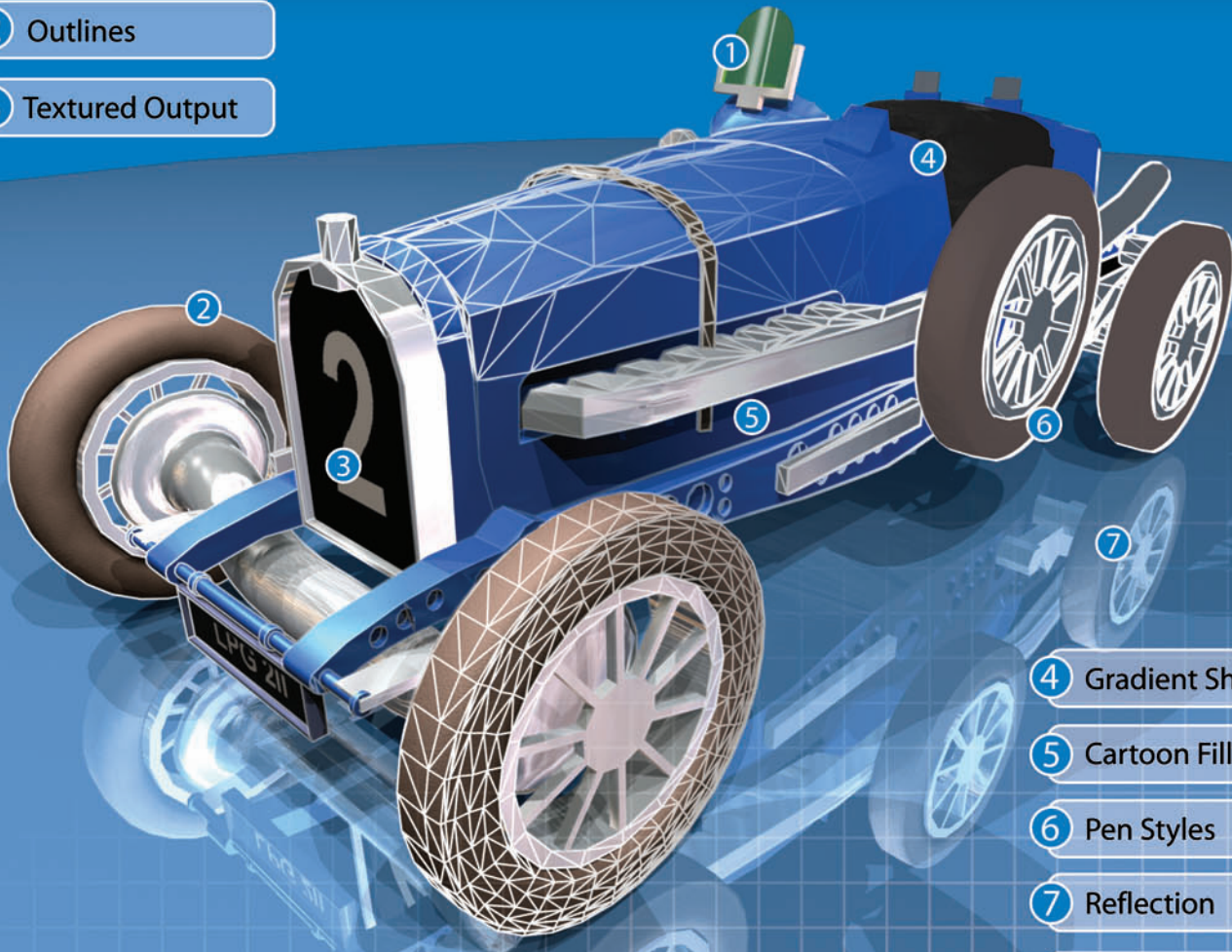
Why is Swift 3D® MAX the best tool for 3D Web animation?

With the industry-leading Ravix™ 4 rendering engine supplying the power to convert your 3D scenes to vectors, Swift 3D MAX enables your high-end content to be converted into low bandwidth SWF files that stream seamlessly over the Web. Add to that the ability to export raster-based output into the same Web-friendly Flash format and you've got the power and flexibility needed to expand the horizons of your 3D content. Swift 3D MAX is the only plug-in you'll need to get your design Flash-enabled and ready to be experienced by the entire Web audience.

Swift 3D MAX is power, quality and ease-of-use in an affordable package.

That's why.

- 1 Transparency
- 2 Outlines
- 3 Textured Output



- 4 Gradient Shading
- 5 Cartoon Fill
- 6 Pen Styles
- 7 Reflection
- 8 Shadows



The Web is the next place your 3D design wants to go.

Swift 3D® MAX will take it there.

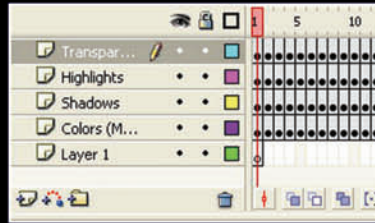
Swift 3D MAX features:

Vector Rendering with RAViX™

The RAViX 4 rendering engine supplies the most advanced capabilities for vector output to the SWF file format (Macromedia® Flash®), along with EPS, AI, SVG and PNT. Swift 3D MAX offers a full range of vector output styles from cartoon to gradient shading, with support for outlines, artistic pen styles, reflections, transparency, complex shadows and specular highlights.

Raster Rendering to SWF

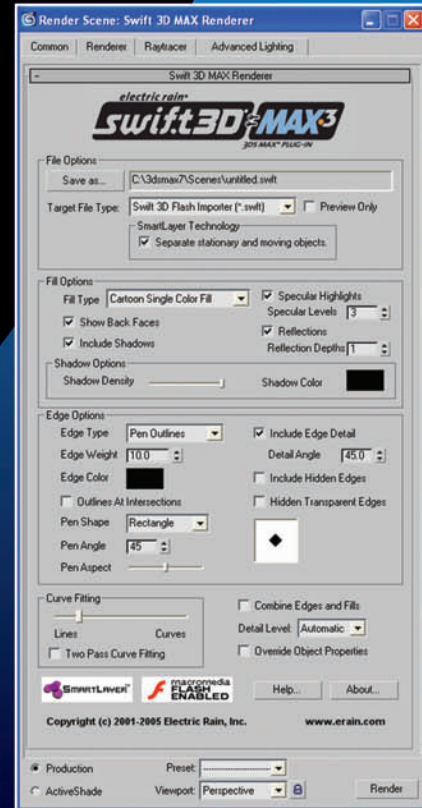
Swift 3D MAX also outputs raster-based Flash files in the SWF format for easy publishing to the Web. This allows you to render photorealistic animations with support for texturing, transparency, reflections, refraction and even complex effects like particle systems for those situations where ultimate quality and optimized distribution are important.



SmartLayers Imported into Flash MX

SmartLayer™ Technology

A patent-pending technology process that separates the different elements of your vector renderings into individual layers within our own SWFT file format. These files are brought into Macromedia Flash via our Swift 3D Importer, which is automatically installed with the Swift 3D MAX plug-in. This importer enables a smoother migration of rendered files into Flash and the separated layers greatly enhance the flexibility of 3D design integration with any of your Flash projects. And even better, SmartLayer technology can place stationary objects onto their own layers, eliminating unneeded keyframes and reducing the overall file size of your animations.



Swift3D MAX Render Window

System Requirements:

3ds max and Autodesk® VIZ v.3.0 & higher
Windows® Operating System

plug-in technology for: 3ds max™

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