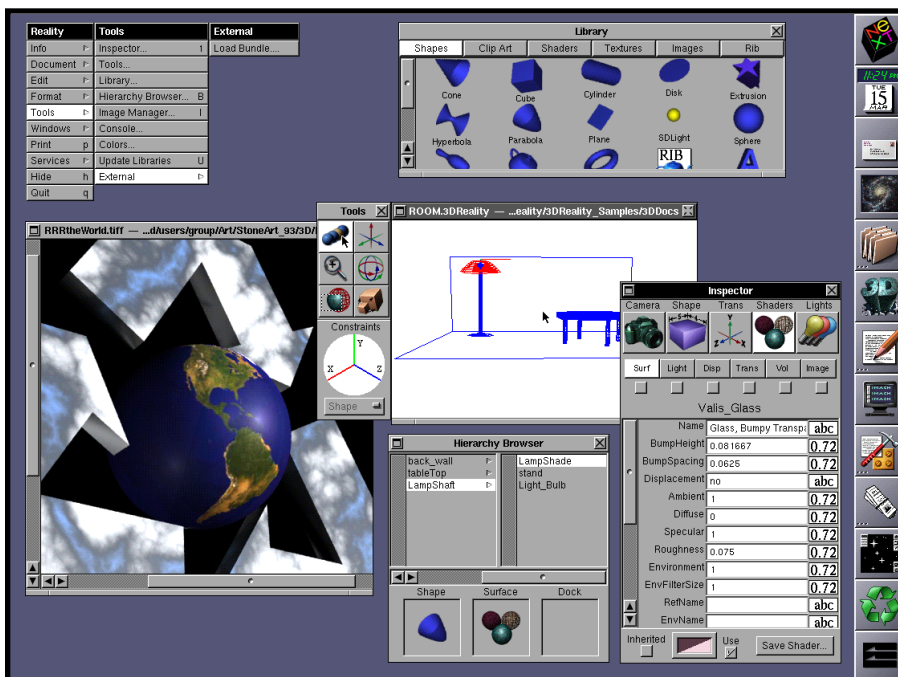


3D Reality™

The Extensible 3D Modeler



The Makers of Create and DataPhile bring you 3D Reality, a sophisticated yet easy-to-use 3D modeling and rendering program. It marries NEXTSTEP's full-featured 3DKit with the power of Pixar's Interactive and Photorealistic RenderMan, adding an interface that's intuitive and elegant enough for both novice and advanced users. Reality is the perfect tool for creating anything from an eye-catching logo or detailed product design to a complete, photorealistic 3D scene. Available for Motorola, Intel, HP-RISC & SPARC computers.



Shapes: Reality provides a palette of elemental yet fully editable shapes that can be dragged into the document window and transformed using an assortment of tools. Reality's shapes include geometric objects, from simple cubes to the more complex hyperbola and patch, as well as lights and planes. Reality also provides a Surface of Revolution editor for creating lathed objects, plus an Extrusion editor for jigsaw-piece type objects. The Word shape extrudes typed-in text, using the PostScript font you choose in the NEXTSTEP Font Panel.

Shaders and Textures: Use any shader or texture, such as the ones bundled with NEXTSTEP or Reality, or any third-party shader or texture. Supports BLUE MOON Rendering tools, included on the STONE_CD!

InstyRender™: Reality's highly useful InstyRender tool lets the user quickly render just a portion of a 3D world by dragging over the area. The user can preset two rendering resolutions and choose between them while selecting the area to be rendered. This essentially provides a choice between fast rendering and high resolution.

Inspectors: Every aspect of any Reality entity can be edited using the associated inspectors that load automatically. The Inspectors provide an intuitive graphical interface to the parameters that define the Camera, the shapes, shaders and lights in your 3D world.

Text Rendering: Reality can extrude any PostScript font into 3D, from a string typed into the Word shape or selected in another application. You can transform the text as one object or tweak each letter individually.

Interapplication Connectivity: Using Reality, you can produce high-quality 32-bit images to export to any NEXTSTEP application that supports TIFF through files, the Pasteboard or the Services menu. Reality accepts TIFF, EPS and RIB code from any other NEXTSTEP application, and most Macintosh and PC applications.

3D Reality lists at \$495, which includes sample files, shaders, textures and extensive on-line Help. Reality is available directly from Stone Design, 2425 Teodoro NW, Albuquerque, NM 87107.

3D REALITY FEATURES

- Six libraries of drag and drop icons:

Shapes – 15+ shapes including Cube, Sphere, Torus, Hyperbola, Cone Parabola, Light, Extrusion, Revolution, Plane and Word.

Clip Art – user-created shape hierarchies, ready for reuse in any document.

Shaders – supplied with the program, created by the user or supplied by any third party.

Textures – processed TIFFs that can be wrapped around any surface; e.g: brick.

Images – completed images that can be dragged into any document as a background.

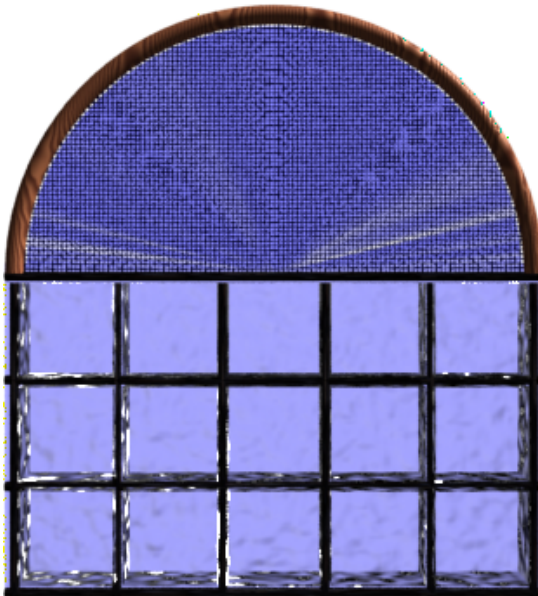
Ribs – models created by other 3D packages that support RIB format can be dropped in and edited.

- Extensive text capabilities

Use any PostScript font to create 3D text. Type can be manipulated as a single, composite object, or as individual letters. This allows full 3-dimensional kerning!

- User-customization features

- Custom shapes, shaders, RIB code, documents and complete images are stored in the user's Library folder. The custom entities are loaded with the program for use in every Reality document.
- Using the Preferences Panel, a user can customize the way Reality launches, opens new documents, renders areas selected using InstyRender, and other miscellaneous characteristics.
- Advanced users can set the various resources (rib,eps,tiff,3DReality,3DShape,3DShader) search and install paths.



- Totally Extensible

SEL™, the Stone Extensible Library, is a full application programmer's interface that lets you build your own shapes. Example source code for the dynamically loadable bundles will help you start writing your own shapes and inspectors.

- Fast selective rendering

Reality's unique InstyRender tool lets the user drag-select any portion of an open document for rendering at one of two preset resolutions.

- File Formats

Flexible four-way Save command saves your entire document or just the selected portion, either as a 3D Reality document or as RIB code.

- Native Formats: 3D Document and 3D Shape Clip Art.
- IMPORT: EPS, TIFF, RIB.
- EXPORT: TIFF, RIB.

- On-line hypertext help

- Services Provided by Reality:

- Send completed images to any application that receives TIFFs.
- Grab EPS and TIFF from other applications instantly for texture mapping or a background.
- Create 3D text from any text selection in another application.



3D Reality, SEL and InstyRender are trademarks of Stone Design Corporation. NEXTSTEP is a trademark of NeXT Computer, Inc. All other brand names mentioned are trademarks or registered trademarks of their respective owners. Dexter by Michael "Wave" Johnson.