

# 3DReality 2.1: New Features

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## GENERAL:

### √ **QUAD Fat Architecture.**

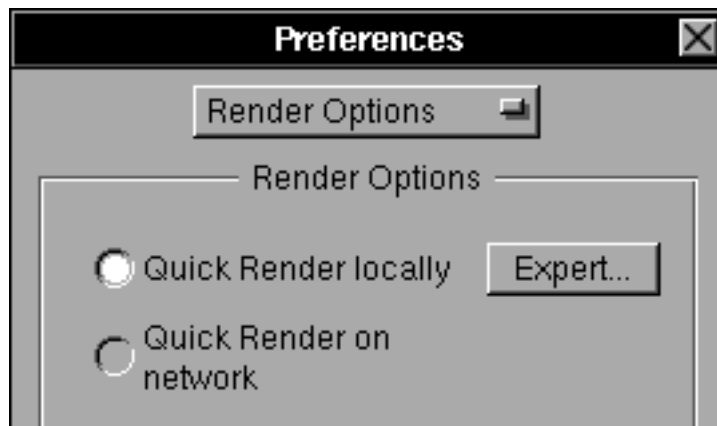
3DReality now runs on Motorola, INTEL, HP-PA RISC and SPARC architectures.

### √ **Adapted to use Blue Moon Renderer.**

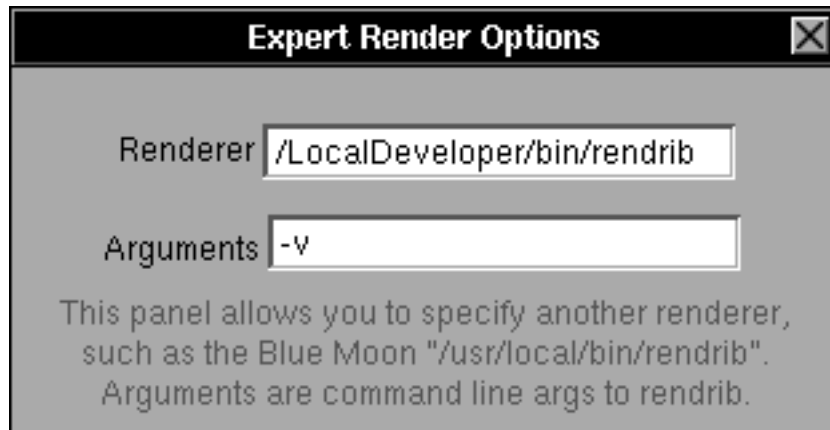
Larry Gritz's Blue Moon Rendering Tools (BMRT), a shareware renderer and shading language compiler, is provided on the STONE\_CD, volume 2. Reality provides an interface to use BMRT:

Select **Info->Preferences**

Choose "Render Options" from the popup menu:



Select "Quick Render locally", and click on the "Expert" button. This brings up the *Expert Render Options* panel:



- √ **More Shaders.**  
12 new shaders are provided, complete with source.
- √ **Faster Launch Times.**  
Launch time is speeded up by a factor of three.
- √ **Many bug fixes.**  
It's the polishing that counts.