MetaCreations

RAY DREAM STUDIO 5.5

THE ESSENTIAL, AWARD WINNING TOOL FOR 3D DESIGN AND ANIMATION

MetaCreations Ray Dream Studio 5.5's best-of-class feature set, **compatibility, value, ease-of-use,** and **performance** make it the clear choice for **every graphic artist, web designer and multimedia producer.**

Modeling

Create any object you can imagine using your choice of spline, polygonal, text, or the Blubble metaballs modeler. Perform boolean operations. Even add spikes, explosions, twists and other deformers. With collision detection, inverse kinematics and full hierarchy controls, creating complex objects is a snap. Create incredible environments complete with terrain, water, fog and skies. Ray Dream Studio 5.5 also comes with a collection of quality 3D models that you may use and modify freely, and also supports a variety of 3D formats, including MetaStream™ export capability for interactive viewing on the web.

metastream™
by MetaCreations

Animation

Give objects physical properties like gravity and velocity, and watch them go. Or, create event-based animations through full keyframing capabilities. You may

even drag automated bounce, spin, and other behaviors directly onto objects to bring them to life, and add even more realism with the new Motion Blur effect.

Special Effects

Create amazing 3-D fountains, fire, and clouds. Or, create Hollywood-style special effects including realistic depth-of-field, visible lights and lens flares.
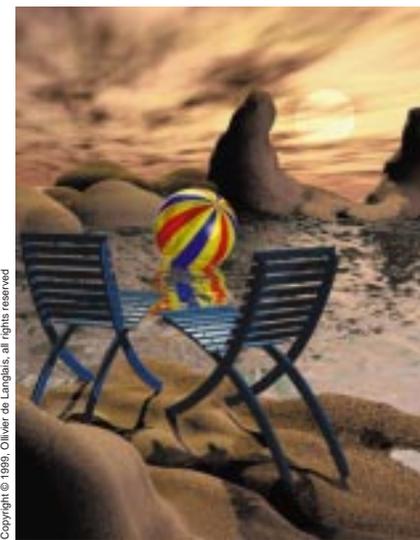
Shading

Ray Dream Studio 5.5 has one of the most powerful shader editors available. Apply images and even movies directly onto 3D objects. Combine values, colors, maps or movies with operators and functions to create elaborate materials. Use the KPT® filters included to make your shaders even more unique. Apply decals or paint layers of textures directly onto objects. Use as many shaders per object as needed. Ray Dream Studio 5.5 comes with over 450 incredible pre-made shaders.

Output

Render with just the quality you want, from wireframe to raytraced. Rendering has been optimized for blazing speed and stunning quality. You can even render in hand-sketched or cartoon styles. Complete batch queueing gives you the ability to pause renderings and view render statistics. You may save your files at any size and resolution in most popular graphics and web formats. Ray Dream Studio 5.5 even has field rendering and title and action safe areas for professional video output.

Extensibility

Ray Dream Studio 5.5 has an open architecture, and new plug-ins are constantly being developed which greatly enhance the product. To find out more about these plug-ins, visit our Developer's Gallery on our website at: http://www.metacreations.com/support/developer/dev_gallery.html

RAY DREAM
STUDIO 5.5

MetaCreations™
The Creative Web Company

www.metacreations.com

MetaCreations **RAY DREAM**
STUDIO 5.5

General

- Complete Training Course CD *NEW*
- 200 Royalty-Free models *NEW*
- SMP/Multiple Processor Support
- QuickDraw® 3D Support (Mac)
- Direct3D® Support (Win)
- MMX Support
- Formula Editor
- Software Developers Kit (SDK)
- 64 Levels of Undo/Redo
- Direct Web Linking
- Nudge Keys
- Snap To Grid
- Model/Scene Statistics
- Choice of measurement system and units
- Title and Action Safe Areas

Modeling

- Bezier Spline
- Polygonal
- Vertex Level Modeling
- Metaballs Modeling *NEW*
- Positive & Negative Primitives *NEW*
- Deformers
- Extrusion
- Lathing
- Sweeping
- Boolean Operations
- Skinning/Lofting
- Skin Shape to Shape or Point to Point
- Multiple Cross Sections in Skin Plane
- 3D Object Primitives
- Geometry Mirroring
- Object Duplication
- Movable Object Centerpoint
- Numerical Input
- Object Instancing
- 2D Primitives
- Bezier Pen Tool
- Freeform Line (Pencil) Tool
- Extrude Along a Path
- Straight Extrusion Preset
- Spiral Extrusion Preset
- Torus Extrusion Preset
- Bevel Presets on Text
- Convert Geometry Type
- Vertex Point Gravity Control
- Add Points
- Delete Points
- Hinging Bezier Handles
- Aligning Bezier Handles
- 3D Text
- Visible Object Axes
- Infinite Plane Primitive
- Align
- Collision Detection
- Triangulate
- Decimate
- Subdivide

Scene Building & Navigation

- World Coordinate System
- Local Coordinate System
- View Coordinate System
- View Move Tool
- View Zoom Tool
- Fit View to Selected
- Fit View to All
- Object Visible/Invisible
- Group and Ungroup Objects

Animation

- Inverse Kinematics
- Constraints
- Keyframe Animation
- Physics-Based Animation
- Behavior-Based Animation
- Animatable Metaballs *NEW*
- Animation Preview Controls
- Ease In/Ease Out
- Tighten In/Tighten Out
- Point At Behavior
- Object Tracking Control
- Linear Tweener
- Bezier Tweener
- Discreet Tweener
- Oscillation Tweener

Behaviors and Deformers

- Explode
- Shatter
- Atomize
- Twist
- Bend
- Bounce
- Warp
- Squash
- Stretch
- Punch
- Wave
- Scale
- Black Hole
- Dissolve
- Spike

Special Effects

- Fire *NEW*
- Clouds
- Fountain
- Air and Sky *NEW*
- Lens Flares
- Auras
- Atmospheric Fog
- Patchy Fog
- Glow
- Visible Lights
- Lens/Light Artifact Filters
- Motion Blur *NEW*

Cameras

- Unlimited Number of Cameras
- Choice of Lens Types
- Depth of Field
- Focal Length
- Animatable
- Frame Aspect Ratios
- Point At Behavior
- Tracking Controls
- Realistic Navigation

Lighting

- Realistic Sunlight *NEW*
- Realistic Moonlight *NEW*
- Unlimited Number of Lights
- Point At Behavior
- Realtime Light Effects in Preview
- Spot Lights
- Point Lights
- Directional Global Light
- Ambient Lights
- Animatable
- Images or Movies as Gels
- Gel Changes Over Time
- Color Control
- Intensity Control
- Falloff Control
- Soft Edges
- Angle Control
- Visible Light Rays

Shaders, Textures and Mapping

- Rotoscoping
- Color Channel
- Highlight Channel
- Shininess Channel
- Bump Channel
- Reflection Channel
- Transparency Channel
- Refraction Channel
- Glow Channel
- 3D Painting
- Special Environment Shaders *NEW*
- Parametric Mapping
- Planar Mapping
- Decal Mapping/Paint Shapes
- Cubic Mapping
- Cylindrical Mapping

- Spherical Mapping
- Normal Tiling
- Mirrored Tiling
- Texture Layering
- Texture Mixing and Combining
- Procedural Shaders
- Eyedropper Tool
- KPT® Gaussian f/x Filter *NEW*
- KPT Gradient Designer Filter *NEW*
- KPT Intensity f/x Filter *NEW*
- KPT Noise f/x Filter *NEW*
- KPT Pixel f/x Filter *NEW*
- KPT Texture Explorer Filter *NEW*
- KPT Interform Filter *NEW*
- KPT MetaToys *NEW*
- KPT Smudge f/x *NEW*
- KPT Edge *NEW*

Environments

- Images or Movies as Backgrounds
- Atmospheric Fog
- Backdrops (Cubic Background)
- Spherical Backgrounds
- Gradient Backgrounds
- Simple Color Backgrounds
- Sunset Backgrounds *NEW*
- Environment/Reflection Map
- Terrain System *NEW*
- Realistic Water *NEW*

Interactive Previewing

- Bounding Box View
- Wireframe View
- Flat Shaded View
- Texture Shaded View
- Front View
- Back View
- Left View
- Right View
- Top View
- Bottom View
- Isometric View
- Camera Views

Rendering & Output

- Rendering Reports
- Bounding Box Final Renderer
- Wireframe Final Renderer
- Draft Z-Buffer Final Renderer
- Adaptive Renderer
- Improved 5.5 Adaptive Renderer *NEW*
- Natural Media ThinkFish Renderer
- Raytrace Renderer
- Improved 5.5 Raytrace Renderer *NEW*
- Marquee Selection Area Render
- Transparent Shadows
- Shadow Cast Controls
- Soft Shadows
- Pixel Color Channel Output
- Mask/Alpha Channel Output
- Distance Channel Output
- Object Index Channel Output
- Normal Vector Channel Output
- Position Channel Output
- Surface Coordinate Channel Output
- Shadow Channel Output
- Render Range of Frames
- Batch Queueing
- Anti-aliasing
- Output Size Presets

2D File Support In:

- Adobe Illustrator®
- CorelDraw® (Win)
- TIFF
- PICT (Mac)
- QuickTime® (Mac)
- TrueType® Fonts
- PostScript Type 1 Fonts (Mac)
- RIFF
- JPEG
- WMF (Win)

- TGA (Win)
- GIF
- AVI (Win)
- BMP (Win)
- PCX (Win)

3D File Import

- DXF
- 3DMF
- EAS
- 3DS (Win) *NEW*
- OBJ *NEW*

2D File Support Save

- PICT (Mac)
- GIF
- JPEG
- TIFF
- QuickTime (Mac)
- RealSpace IVRM Panoramas
- AVI (Win)
- BMP (Win)
- PCX (Win)
- Adobe Photoshop®
- Corel PHOTO-PAINT® (Win)
- RIFF
- TGA (Win)
- Sequenced Image Output (for all 2D file types)

3D File Export

- DXF
- 3DMF
- VDU
- VRML 1 and 2
- OBJ *NEW*
- MTS (MetaStream™) *NEW*
- 3DS (Win) *NEW*

Compression Methods

- Animation (Msc)
- Cinepak
- Component Video (Mac)
- Graphics (Mac)
- Photo JPEG (Mac)
- Video (Mac)
- All QuickTime Plug-In Compression
- Full Frames (Uncompressed)
- Intel Indeo® Video R3.2
- Intel Indeo Video Raw
- Microsoft Video 1

Plug-Ins Available for Ray Dream Studio 5

- Hair and Fur (Furrific)
- Displacement Mapping (SuperMesh)
- Poser Figure Manipulation (Poser 3)
- Bones-Based Inverse Kinematics (Bone Bender)
- Morph Target Facial Animation (Face Shifter)
- Soundtrack Synching (HotLips)
- Video-Safe Colors (TV Tweaker)
- Tree and Plant Creation (Tree Druid)
- Lightning & Electrical Effects (Thor)
- Multiple Object Cloning (CloneIt)
- Annotations for Timeline (AniMarker)
- PZR/PZR3 (Poser) File Import
- Tube Lights
- Panel Lights

System Requirements

Windows

Pentium
Windows 95, 98 or Windows NT 4.0 with service pack 3 or later
32 MB System RAM
Color Display (24-bit recommended)
CD-ROM Drive
65MB free hard drive space

Macintosh

All Power Macintosh and compatible models
System 7.6 or later
32 MB of application RAM
Color Display (24-bit recommended)
CD-ROM drive
65MB free hard drive space

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www.metacreations.com
1.800.846.0111