



## Specifications

### Power

- 1/1000th second precision
- Support for all popular media types
- Unlimited actors
- Unlimited sprite tracks
- Unlimited actor sequences

### Content Types

- Bitmap Graphics
- Vector Graphics
- Text
- Sprite Animation
- Digitized Audio
- Synthesized Music (MIDI)
- Video
- 3D
- Fire
- Cloud
- Ripple

### Effects

- + VISUAL
  - Ink
  - Fade
  - Color Fade
  - Jump
  - Move
  - Circle
  - Path
  - Scale
  - Zoom
  - Rotate
  - Spin
  - Slant
  - Animated Slant
  - Perspective
  - Animated Perspective
- + AUDIO
  - Volume
  - Fade
  - Balance
  - Sweep

## **12 Special Effects** (by category)

- Alpha Gain
- Blur
- Color Style
- Color Tint
- ColorSync
- Edge Detection
- Emboss
- Film Noise
- General Convolution
- HSL Balance
- RGB Balance
- Sharpen

## **150+ Transitions** (by category)

- Cross Fade
- Explode
- Gradient Wipe
- Implode
- Iris
- Matrix Wipe
- Push
- Radial
- Slide
- Wipe

## **Actions**

- + MOVIE
  - Play/Stop
  - Set Loop
  - Set Time
  - Set Selection
  - Play Selection
- + ACTOR
  - Open URL
  - Set Active
- + VISUAL
  - Set Transform
  - Set Ink
  - Set Layer
- + AUDIO
  - Set Volume
  - Set Balance
- + VR
  - Set Pan Angle
  - Set Tilt Angle
  - Set Field of View
  - Show Default View

- Go to Node

## **Output Formats**

- + GENERAL PURPOSE
  - QuickTime 3 Movie
  - QuickTime Bitmap (2.x) Movie
- + GRAPHICS
  - BMP
  - GIF
  - JPEG (JFIF)
  - QuickDraw Picture
- + ANIMATION/VIDEO
  - Animated GIF
  - DV
- + AUDIO
  - AIFF/AIFC
  - WAV
  - $\mu$ Law

## **Compression Types**

- + SPRITE ANIMATION
  - Apple Data
  - zlib
- + VIDEO
  - Apple Animation
  - Apple Graphics
  - Apple Video
  - BMP
  - Cinepak
  - Component Video
  - DV NTSC
  - DV PAL
  - H.263
  - JPEG
  - Motion JPEG Format A
  - Motion JPEG Format B
  - Planar RGB
  - Sorenson Video
- + Supported through third-party extensions:
  - AVR (Avid Video Resolution)
  - ClearVideo
  - Escape
  - H.261
  - Intel Indeo 3.2
  - TrueMotion
- + AUDIO
  - 32-bit IEEE Floating Point
  - 64-bit IEEE Floating Point
  - ALaw 2:1

- IMA 4:1
- MACE 3:1
- MACE 6:1
- QDesign Music
- Qualcomm PureVoice
- $\mu$ Law 2:1
- + Supported through third-party extensions:
  - G.723
  - G.728
  - GSM

## **Import Formats**

- + BITMAP GRAPHICS
  - Adobe Photoshop®
  - BMP
  - GIF
  - JPEG/JFIF
  - MacPaint®
  - PICT
  - PNG
  - QuickTime Image
  - SGI
  - Targa
  - TIFF
- + VECTOR GRAPHICS
  - Adobe Illustrator®
  - LightningDraw™
  - QuickTime Vector Graphic
- + AUDIO
  - AIFF/AIFC
  - AU
  - MPEG Layer 1
  - MPEG Layer 2
  - MP3 (MPEG Layer 3)
  - Sound Designer II
  - WAV
- + MIDI
  - Complete Roland Sound Canvas sound set
  - General MIDI
  - Karaoke MIDI
  - Roland GS Format extensions to General MIDI
- + ANIMATION
  - Animated GIF
  - FLC/FLE
  - Macromedia Flash™
  - PICS
- + VIDEO
  - AVI
  - DV

- OpenDML
- MPEG
- QuickTime

+ 3D

- 3DMF

### **Browsers Supported**

Microsoft Internet Explorer 3 and 4 for Mac

Microsoft Internet Explorer 3 and 4 for Windows

Netscape Communicator 4 for Mac and Windows

Netscape Navigator 3 for Macintosh and Windows

### **System Requirements**

PowerPC-based Mac OS

Windows 95, Windows 98 and Windows NT 4.0