© Modèle DAZ 3D

/ NEW FEATURES !

Artlantis is recognized as the fastest, most powerful solution for photo-realistic rendering and animation. Now, Artlantis 3 is strengthening its lead with an even more accurate radiosity engine, new management of geometry by layers, better management and enrichment of media, and simplified control of optimized lighting.

/ Layers

The continuous development of media (currently several thousand) has focused our interest on their management, and on the handling of geometry in 3D scenes.

Layer Management

Artlantis 3 has a new structure of layers: scene, objects, 3D plants, lamps, animated objects and billboards. You can also add or remove your own layers.

Automatic Placement

The "default layer" function allows you to determine the destination layer for each type of media. Once you add new billboards or objects to your projects, you can have this placement done either automatically or manually.

Layer Import

ArchiCAD users will appreciate this new feature, which, thanks to the ArchiCAD export plug-in, allows you to select the layers you want to export to Artlantis.

Visibility by View

For greater ease of use and increased productivity, especially on large projects, hide the layers that might burden your work in preview (for example, 3D plants). What's more, this new function also allows you to present your various layout options from the same document.

/ Radiosity

This brand new rendering engine, developed especially for architecture, is faster and more accurate than ever before. No other product on the market matches Artlantis 3's radiosity engine in rendering speed and precision.

Exceptional Quality

In general, the quality of the renderings has been greatly improved. Abvent's R&D team has paid special attention to the likeness between the preview and the final rendering.

Complete Settings

Pre-defined settings for both interior and exterior scenes make life easier for beginners, while more advanced users will appreciate the "Expert" interface, which allows them to personalize the radiosity settings.

© Roberta Cecchi, ArchiRadar

/ Lights

Fall-off Presets

Artlantis 3 offers 9 different types of lighting accessible by a drop-down menu (Lights inspector). Based on an adaptation of photometric data of light sources, these lighting options can be completely customized: change the intensity, the color, the angle, the softness of shadows…

Neon Shader

The Neon shader has also been greatly improved both in terms of quality and rendering speed.

/ Animation (Artlantis Studio)

Clouds

In an ongoing quest for realism, Artlantis Studio invites you to animate clouds by activating the wind's parameters, the direction and speed of which you can choose in the heliodon inspector.

Water

A plain cursor is all you need to add movement to the Water shader, adding life to your 3D scenes with animated rivers, lakes, pools, seas, etc. …

Media

The richness of the online Artlantis gallery eloquently demonstrates that media play a key role in projects and…in Artlantis 3 with new developments, new shaders…

Transparency of Billboards and Plants

Accessible directly in Artlantis, the new transparency slider allows you to set the transparency of billboards and 3D plants in order to better view the project. There's no longer any need for photo editing!

Detachable Components

Detach elements of the 3D model and keep them as internal components in your 3D scene using the polygon selection tool. This component is easy to handle as an external object (aof) while remaining fully integrated in the scene.

Editable Anchor Points

The anchor point allows you to place and rotate an object or component in the 3D scene. Grab this point in the 2D view by pressing the "D" key, and simply drag it to the desired location.

Media Search Function

When opening a file, Artlantis 3 allows you to search for and replace any missing media components on your hard drive, as well as delete them.

Communication

In addition to its many import plug-ins, which are now compatible with the Autodesk 2010 product line, Artlantis 3 now benefits from a new technology for export plug-ins. This new feature, which is available in the OBJ, FBX, U3D, DWF, and SKP formats, integrates Artlantis into the complete design process.

© Stéphane Desmulie

Along with the release of Artlantis 3, four new DVDs have also been released featuring Mediterranean plant billboards from VB Visual, further enriching the collection of optional media.

Your local reseller:

Microsoft Windows | Mac

Mac Configuration Minimum System Requirements: Macintosh Intel® Dual Core 2,66 GHz - 2 GB RAM - Mac OS X 10.5.7 - OpenGL graphics card with 128 MB of memory - Screen resolution of 1024 x 768 - QuickTime® 7.6.2 - Network card - Scroll mouse **Recommended System Requirements:** Macintosh Intel® 8 Core - 4 GB RAM - Mac OS® X 10.6 - OpenGL graphics card with 256 MB of memory - Screen resolution of 1600 x 1200 - QuickTime® 7.6.2 - Network card - Scroll mouse. **Windows Configuration Minimum System Requirements:** Intel Dual-Core or equivalent - CPU from 2,66 GHz - 2 GB RAM - System: Windows XP SP3, Vista Home Basic x32 ou 64 bit - OpenGL graphics card with 128 MB of memory - Screen resolution of 1024 x 768 - Network card - QuickTime® 7.6.2 - Scroll mouse. **Recommended System Requirements:** PC Intel® 8 Core or equivalent - CPU from 3 GHz - 4 GB RAM - System: Windows XP SP3, Vista Home Basic x32 ou 64 bit ou Windows 7 - OpenGL graphics card with 256 MB of memory - Screen resolution of 1600 x 1200 - Network card - QuickTime® 7.6.2 - Scroll mouse.

For more information, and to download the **free trial version of Artlantis** now, visit:
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