Swift 3D Technology White Paper

What is Swift 3D?

Swift 3D is designed to fill the specific role of an easy to use 3D modeling, animating and rendering application that produces high-quality output in the most useful of file formats. Built primarily for multimedia designers who employ Flash technology to create rich-media experiences, Swift 3D's feature set is geared specifically for creating 3D renderings that are useful to these people and their design needs. Every aspect of Swift 3D's interface, workflow and rendering results is geared towards providing designers with the perfect solution for incorporating stunning 3D output into Flash and video projects.

What sets Swift 3D apart from the rest?

Swift 3D's four hallmarks are its ease-of-use, tight integration with Adobe Flash, versatile export options, and the industry-leading RAViX vector rendering technology it employs.

Ease of Use - The Swift 3D interface was designed to empower those with limited or no 3D experience to create compelling 3D animations in minutes. Earlier versions of Swift 3D addressed the needs of entry-level designers perfectly, but many Swift 3D users have outgrown its original 3D modeling capabilities and now experienced 3D designers are using the product as well. For this reason, the feature set has evolved over time to add the power and control these experienced users demand, including advanced polygon modeling and a UV texturing system. Despite these advances in the depth and power of its 3D authoring environment, Swift 3D continues to be highly approachable for novice users.

Adobe Flash Integration - Electric Rain's patent pending SmartLayer technology and Flash Importer represent huge advancements in designer workflow, decreasing the efforts of users who want to inject 3D design into their Flash projects. SmartLayer technology enables Swift 3D's RAViX rendering engine to create individual Flash layers within in a single rendered file (SWFT) that contain various aspects of the original 3D scene. These Flash layers include stationary and moving objects, colors, outlines, shadows, highlights, reflections and transparencies, all of which can be accessed once the SWFT file is imported directly into Flash's stage or library via the Flash Importer. Additionally, SmartLayer technology provides an end result where the 3D elements contained within a Flash movie are reduced to their smallest and most efficient file size.

Versatile Export Options - Swift 3D includes two complete rendering engines to better accommodate the needs of multimedia designers and their wide-ranging projects. A ray tracing renderer (called EMO) is specifically built into Swift 3D to address situations that require the use of bitmap textures and super-high quality renderings. This rendering engine outputs to popular raster file types like JPEG, BMP, TIF as well as bitmap-based SWF files for direct integration into Adobe Flash. Furthermore, any of rendering styles, vector or raster-based, can be output to video as QuickTime (MOV), Flash Video (FLV) or AVI files. This allows Swift 3D's ease-of-use and powerful features to be utilized in video production where 3D is commonly used in titling, transitions and other advanced video effects. Additionally, Swift 3D now allows users to export their 3D scenes to the .3ds model format for import into other modeling programs.

RAViX Rendering Engine - The RAViX vector rendering engine has quickly risen to the top of the 3D-to-vector industry. RAViX offers the fastest render times, the highest level of detail available, and the smallest file sizes, while providing users with a full spectrum of output styles. This allows designers to quickly render detailed animations with whatever shading, line style or shadowing effects they need. With advanced capabilities such as per-object rendering settings, toon-style pen outlines, shadow density control and enhanced transparency, Swift 3D continues to set the bar in the vector rendering arena. Export options include SWF, SVG, AI, EPS, and XAML.

For more information on Swift 3D features, pricing and system requirements visit www.erain.com .