



ARTLANTIS™

## Simply the Best!

**ARTLANTIS STUDIO**, the fastest stand-alone rendering application developed especially for architects and designers, is ideal for quickly and easily creating high resolution 3D renderings, QuickTime VR Panoramas, Objects and animations. Artlantis Render is dedicated to still image creation. A recognized leader in preview window technology, Artlantis is the rendering software used by architects, designers and urban design professionals in more than 80 countries.

Artlantis interfaces directly with ArchiCAD, VectorWorks, SketchUp Pro, and Arc+. With the addition of the DWF, OBJ and FBX import formats and updated DXF, DWG and 3DS plug-ins, Artlantis seamlessly interacts with all the leading CAD software as well.



© Nicolas Rivera Architecte

## Real sky simulation

The latest version of Artlantis improves all lighting conditions. With the addition of a "physical sky", the sun, moon and stars are now visible elements that cast light onto the project using global illumination. A range of magnificent clouds are also available to add a realistic touch to the skies.

## Automatic light adjustment

Thanks to its new automatic light adjustment feature, Artlantis dynamically balances the lighting levels in your scenes from dawn till dusk, and from outside to inside a building, allowing you to create photo-realistic images and animations.



© Ivo Venkov PAA studio - USA



© Ivo Venkov PAAstudio - USA / Render Fred Blanc

## More Productivity Tools

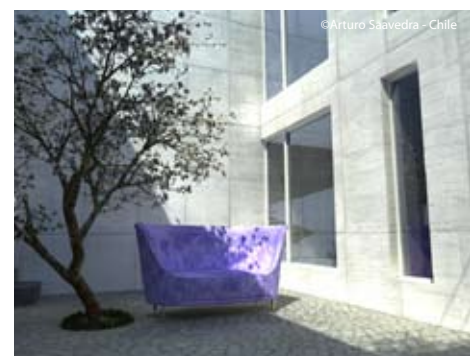
Compatibility with SpaceNavigator™ 3D mouse allows intuitive and powerful 3D navigation; an anchored target point for a camera or light that follows the trajectory; a magic wand for easy object extraction; OpenGL navigation with shadows; automatic or manual preview window update; looped animation, and use of movies as textures.

## Full radiosity

Display your 3D model in global illumination! The new and improved rendering engine allows you to generate high-quality radiosity images in real-time within the 3D preview window. The final rendering is consistent with the 3D preview window, giving you an accurate representation of the high-resolution images you'll produce from your 3D models.

## Integrated image post-processing

Save time by completing your image post-processing in Artlantis. New features enable users to modify the luminance, the contrast and the color index of a rendered image during post-processing. Add grain, contour lines or a pastel painting effect for infinite creative possibilities. These effects are displayed directly in the 3D preview window and can be used individually or combined.



© Arturo Saavedra - Chile



**ARTLANTIS™**  
MEDIA

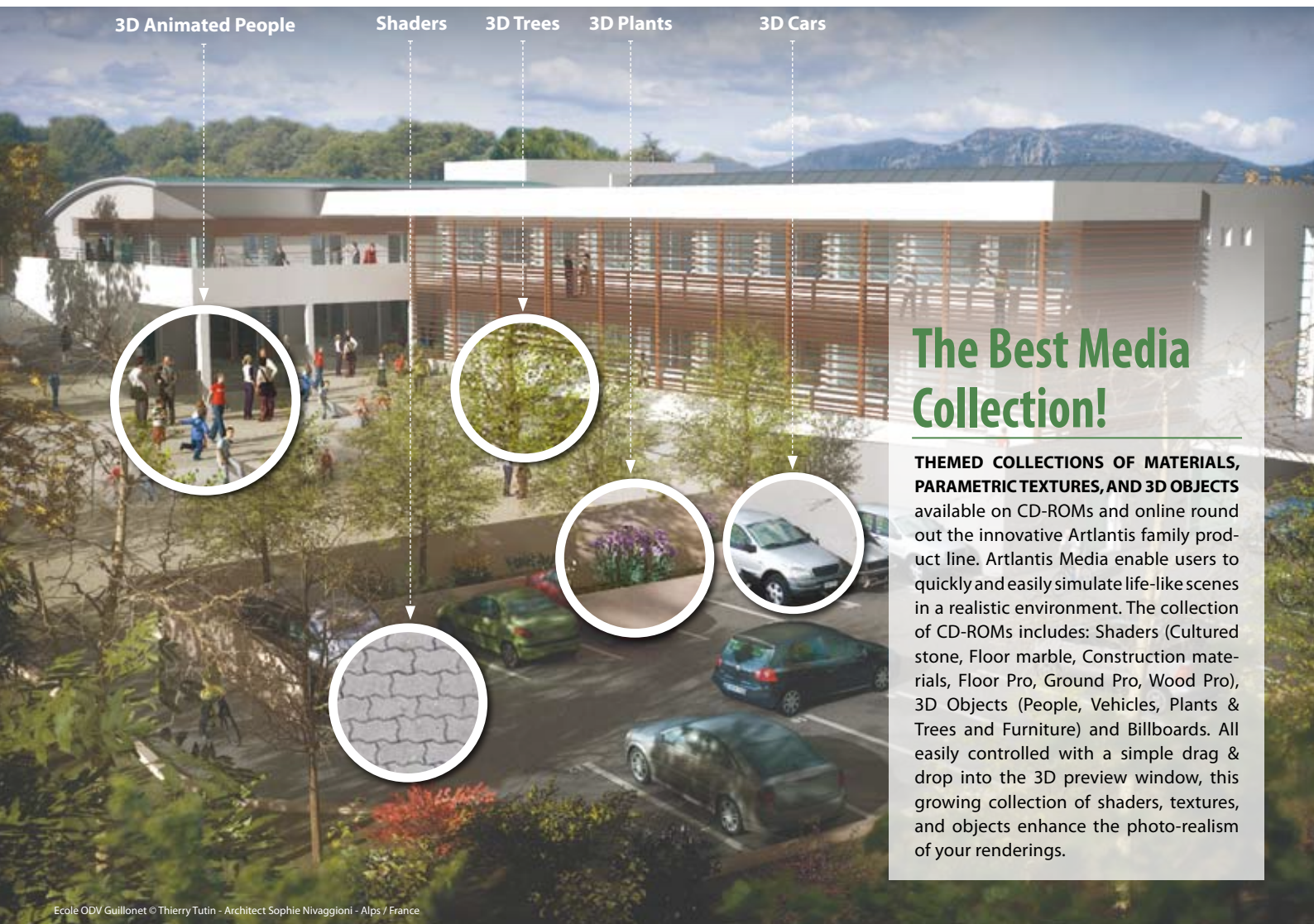
3D Animated People

Shaders

3D Trees

3D Plants

3D Cars



## The Best Media Collection!

**THEMED COLLECTIONS OF MATERIALS, PARAMETRIC TEXTURES, AND 3D OBJECTS** available on CD-ROMs and online round out the innovative Artlantis family product line. Artlantis Media enable users to quickly and easily simulate life-like scenes in a realistic environment. The collection of CD-ROMs includes: Shaders (Cultured stone, Floor marble, Construction materials, Floor Pro, Ground Pro, Wood Pro), 3D Objects (People, Vehicles, Plants & Trees and Furniture) and Billboards. All easily controlled with a simple drag & drop into the 3D preview window, this growing collection of shaders, textures, and objects enhance the photo-realism of your renderings.

Ecole ODV Guillonet © Thierry Tutin - Architect Sophie Nivaggioni - Alps / France

Your local reseller:

« Artlantis Studio has pushed us to greater heights in developing designs beyond our clients' expectations. Since implementing Artlantis Studio at our firm, the nature of how we think, create, and present our designs to our clients has changed dramatically, giving us a clear competitive edge in our market. »

Karel Keuler • South Africa

## Shaders creator

The latest version of Artlantis offers automatic texture definition. The shaders have new properties: specular reflection, shininess, blur effect, and normal mapping...resulting in exceptionally life-like images. Advanced users can now take advantage of a new feature that allows them to create their own shaders.



**Mac Configuration Minimum System Requirements:** Power Mac® G5 1,8 GH - 2 GB RAM - Mac OS® X 10.4.10 - OpenGL graphics card with 128MB of memory - Screen resolution of 1024 x 768 - QuickTime® 7.5 - Network card - Scroll mouse. **Recommended System Requirements:** Macintosh Intel® Dual Core - 4 GB RAM - Mac OS® X 10.5 - OpenGL graphics card with 256 MB of memory - Screen resolution of 1600 x 1200 - QuickTime® 7.5 - Network card - Scroll mouse. **Windows Configuration Minimum System Requirements:** PC Intel Pentium 4 or equivalent - CPU from 3 GHz - 2 GB RAM - System: Windows XP SP2 - OpenGL graphics card with 128 MB of memory - Screen resolution of 1024 x 768 - Network card - QuickTime 7.5® - Scroll mouse. **Recommended System Requirements:** PC Intel Core Duo or equivalent - CPU from 3 GHz - 4 GB RAM - System: VISTA® - OpenGL graphics card with 256 MB of memory - Screen resolution of 1600 x 1200 - Network card - QuickTime® 7.5 - Scroll mouse.

For more information, and to download the free trial version of Artlantis now, visit [www.artlantis.com](http://www.artlantis.com)

