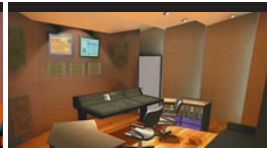
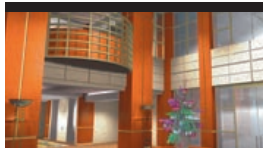
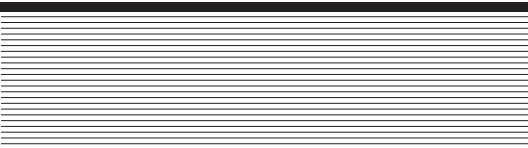




Lightscape Release 3.2



Lightscape™ Release 3.2 software is the industry-leading application for lighting design and rendering. By simulating the true physical properties of light and materials, Lightscape **captures lighting effects** not normally obtained with conventional rendering systems. These subtle but significant lighting effects, such as indirect illumination, soft shadowing, and color bounce, produce **images of unsurpassed realism**.

New Features

- **Support for AutoCAD 2000i and earlier releases through DWG import**
- **Interoperability with 3D Studio VIZ® and 3D Studio MAX® software**
- **Library of ready-to-use luminaires, blocks, and materials from leading manufacturers**
- **More than 100 improvements to user interface**
- **Up to 50 percent performance improvement in ray tracing with antialiasing**
- **Improved documentation and tutorials**
- **Network rendering utility for scheduling and distributing large rendering jobs**

Newly optimized to complement the AutoCAD® 2000i family of products, Lightscape Release 3.2 is useful to anyone concerned with the lighting of real or virtual environments. Designers use Lightscape to prototype and present to their clients how a building or an object will appear when specific materials and lighting conditions are used. Digital content creators use Lightscape to illuminate and render compelling real-time virtual environments for film, broadcast, web, and interactive game applications. Upgrade today to gain a critical competitive advantage.

Superior Presentations

Lightscape software uses two advanced rendering technologies, radiosity and ray tracing, to accurately simulate lighting effects that are not usually captured with conventional rendering systems. These effects—including soft shadows from area lights, indirect illumination, and color bounce between surfaces—produce images of stunning realism that give you and your clients a better representation of what your design projects will look like when built.

Lighting Design

With Lightscape you can easily define, visualize, and analyze practically any artificial or natural lighting conditions in your scenes. Lightscape supports many industry-standard photometric formats used by the lighting industry, so you can work with real-world lighting products. A powerful suite of lighting analysis tools lets you visualize and quantify the photometric performance of your models. Such “virtual prototyping” will help you better validate your designs and avoid costly errors.

Interactive Control

Lightscape stores lighting as an integral part of a scene’s 3D geometry, so you can interactively walk through your fully rendered 3D models. At any point, you can change the material or lighting conditions to rapidly evaluate various alternatives. This interactivity adds a new dimension of productivity to design exploration and presentation.

Lightscape Release 3.2

Geometry

- + Support for import of DWG files from AutoCAD® 2000i and previous releases.
- + Improved translator plug-ins for better interoperability with 3D Studio VIZ® and 3D Studio MAX® software.
- + Improved drag-and-drop tools to position luminaires and other objects.
- Object and luminaire library support.

View Control

- Interactive walk-through of radiosity solution.
- Level-of-detail control for maintaining interactive display rates.
- Interactive camera positioning and focal length control.
- Background image for perspective alignment.

Materials

- + Improved previewing interface.
- Physically based material properties.
- Templates for major material classes such as metals, plastics, and glass.
- Texture mapping supports orthographic, cylindrical, and spherical projections and UV coordinates.
- Procedural bump mapping and intensity mapping.
- User-definable material library support.

Lighting

- Physically based lighting properties that include color and luminous intensity distributions.
- Interactive 3D photometric web editor to inspect and define luminous intensity distributions.
- Support for IES, CIBSE, and LTLI photometric formats; data for specific luminaires is available from manufacturers.
- Sunlight and skylight control by location, date, time, and degree of cloud cover or directly by sun angles.
- Lighting analysis tools that include point and average illuminance and luminance for both surfaces and work planes.
- Support for isolux (color or grayscale) or point-by-point numeric output.

Animation

- Professional keyframing control for camera animation.
- Spline-based camera and target path specification.
- Spline-based acceleration and velocity control.
- Interactive previewing.

Rendering

- + Use network rendering utility to schedule and distribute large rendering jobs.
- Radiosity renderer calculates direct and diffuse indirect illumination.
- Progressive refinement radiosity technology produces quick visual results that improve incrementally over time.
- Radiosity processing rapidly updates results any time surface materials or lighting characteristics change.
- Storage of radiosity results as integral part of the 3D model accelerates rendering in animated scenes.
- Rapidly display radiosity solution from any viewpoint; take full advantage of OpenGL-compliant 3D graphics acceleration hardware.
- Automatically convert radiosity results to texture maps to reduce model complexity and improve real-time display speed.
- Ray tracing adds specular reflections and highlights, using direct and indirect illumination radiosity calculations for image quality and rendering performance.
- Software- and hardware-assisted antialiasing.
- Batch radiosity and ray-tracing renderers provided.

Output

- 24-bit or 48-bit image output to any resolution.
- 8-bit alpha channel for compositing.
- Field rendering for animation frames.
- 360-degree panoramic image generation.
- Export 3D radiosity solution to 3D Studio MAX, 3D Studio VIZ, and VRML formats.
- Freely distributable viewing application for sharing native Lightscape™ solutions.

Image Formats

- Support for TIF, TGA, EPS, BMP, JPG, PNG, RGB, and RGBA images.

System Requirements

- Pentium or Pentium Pro–based PC, 200MHz minimum
- Microsoft Windows NT Workstation 4.0, Windows 95, or Windows 98
- 64MB RAM (128MB or more recommended, depending on scene complexity)
- 1024×768×256 graphics card with PCI bus (1280×1024×24-bit double-buffered with OpenGL-compatible 3D accelerator strongly recommended)

Act Today!

Purchase Lightscape software through your preferred Authorized Autodesk® Reseller or Discreet™ Windows NT Reseller. To locate a reseller near you, phone or fax the appropriate number below.

United States and Canada

800-964-6432

Latin America

415-507-6110 fax

Asia Pacific

408-517-1748 fax

Europe, the Middle East, and Africa

+41-32-723-9394 fax

To purchase Lightscape online from the United States and Canada, visit the Autodesk online store at www.autodesk.com/estore.

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