

Swivel 3D

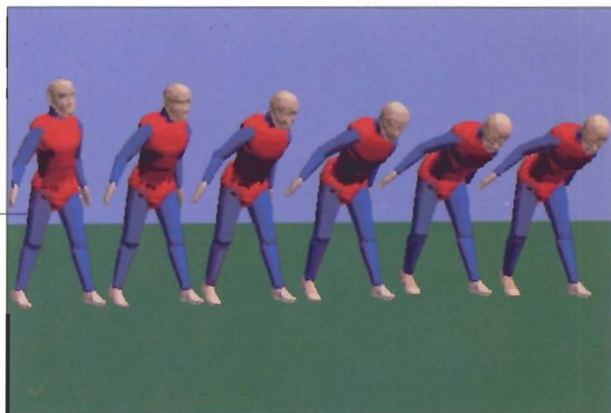
Three-Dimensional Drawing/Modeling for the Macintosh

Swivel 3D™ is the fastest, three-dimensional color drawing/modeling program for the Macintosh. Presenting a wide range of features, Swivel 3D is for the individual involved in animation, desktop publishing, business presentations, and product design. The highly-intuitive interface is designed specifically for moving, rotating and placing objects in a 3D environment. The software comes with a library of pre-drawn images including: human forms, alphabets, common shapes and other fun images.

Let your creativity run free by drawing unique 3D illustrations.



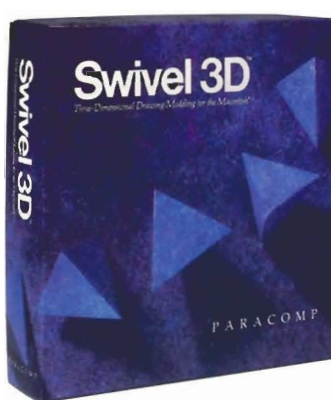
Create animation sequences using Swivel 3D's Tweening command.



Use Swivel 3D to conceptualize and visualize complex products with moving parts.



P A R A C O M P



Swivel 3D is the first program to feature linking. Linking allows you to quickly build dynamic models with hinges, joints, or sliding parts. Realistic models can be built with wheels that rotate, chairs that swivel, drawers that slide, and with even more complex constraints for arms and legs that move and bend naturally.

The beginning of 3D animation can be right at your fingertips using Swivel 3D's incremental animation feature, Tweening. Swivel3D will generate a series of transitional object positions between a beginning and ending position. Swivel 3D has a variety of Tween options including one that saves an animation sequence of paint files directly to the Scrapbook. Animation can then be easily created using Hypercard stacks or VideoWorks.

Images can be saved in two formats: PICT, or Draw images; and bit-map, or Paint images. Swivel 3D takes full advantage of the Scrapbook by storing drawings or creating libraries of commonly used images. Files can be easily move to programs such as Adobe Illustrator, ImageStudio, Cricket Presents, SuperPaint, PixelPaint, MacDraw and many others. By directly supporting the most popular applications, Swivel 3D will be an integral part of your graphic needs.

With Macintosh Plus or SE, Swivel 3D displays in black and white. The black and white mode will also be used in place of 2, 4 and 16 bit color on the Macintosh II. When 256 color mode is selected, Swivel 3D will display in color or continuous gradations in monochrome.

Features:

- **Easy-to-Use Interface:** Intuitive environment for fast learning.
- **Fast rendering/Z-Buffer:** Operates with proprietary high-speed rendering algorithms and allows for object intersection on the fly.
- **Linking:** Hierarchical linking system for creating complex models with moving parts.
- **Animation - "Tween panel allows:** Separate motion paths for individual objects; motion path from absolute view point and gradual scaling of objects.
- **Rendering modes:** View objects in 5 different modes - flat shaded polygon, wireframe, hidden line removal, outline shade, and contour. Different modes may exist on screen simultaneously.
- **Special Effects:** Light source is used to cast shadows and project 2D images onto 3D surfaces (texture mapping).
- **Object editor:** Double click any object on screen to enter edit mode Work on side, top and cross section views using drawing tools with real-time feedback.
- **Color control on Mac II:** Supports standard Apple Color Wheel for Mac II equipped with 256 color board.

System requirements:

- Minimum: 1 meg Macintosh Plus, SE, or II.
- Recommended: 2 meg, hard drive.
- Color support with 256 color board on Mac II.

Compatibility:

- Adobe Illustrator
- ImageStudio
- Cricket Presents
- SuperPaint
- VideoWorks
- PixelPaint
- MacDraw
- PowerPoint
- Montage FR1

Output:

- Save images in Paint or Draw-type PICT formats.
- Save sequential tweens to Scrapbook.
- Printers: ImageWriter, LaserWriter, Techtronix and others supporting Post Script, Image Command, and render half-tone images at default printer half-tone settings.

Ordering:

Contact your local authorized Swivel 3D dealer or call Paracomp directly.
Introductory retail price: \$395

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