

# GRADIENT DESIGNER *fx* Fast Facts 1-800-472-9025

## ...extend the power & creativity of 3D Studio!

The Gradient Designer *fx* 1.0 for 3D Studio R4 can be thought of as the "Swiss Army Knife" of IPAS routines for texture map or background design. 3D Studio users now have the functionality and power of the KPT Gradient Designer for Windows, plus a completely new set of time-based controls and layering capabilities. All effects created are displayed with real time visual feedback. Gradients created with Gradient Designer *fx* can be used as image processing routines within 3D Studio.

The Gradient Designer offers all new time-based controls when used in:

**Materials Editor** to create stunning single or multi-layered static or animated textures.

**Keyframer** to add pizzazz to backgrounds with Gradient Designer's *fx* incredible array of options, all of which are animatable!

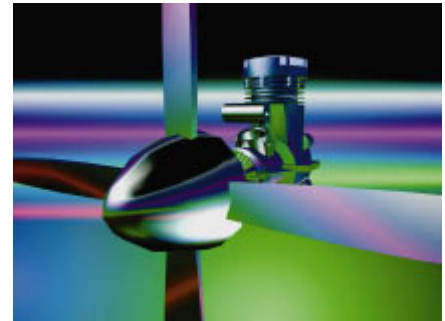
**Video Post** With Gradient Designer's *fx* multi-layer transparency capabilities, spectacular animated effects; such as glares, glows, shooting stars, beams of light, spotlights, layered fog, atmospheric effects and much more can be created on the fly.

### System Requirements

Gradient Designer *fx* 1.0 for 3D Studio requires 3D Studio release 4 or greater, a minimum of 8Mb of RAM (16 recommended), and a high color video card supported by in-line Vibrant Graphics drivers for 3D Studio. Gradient Designer *fx* runs in 16- and 24-bit color. It will not work in 256 color mode.

**metasales@aol.com**

**<http://www.metatools.com>**



Gradient Designer fx is the first in the KPT VideoWare series to extend the power and creativity of 3D Studio Release 4. Spectacular animated effects such as glares, glows, beams of light and spotlights are easy to create with Gradient Designer's multi-layer transparency capabilities. An intuitive user interface provides real-time feedback of the animated or static gradient used – a first in the industry.

### Options! Options! Options!

A variety of apply modes – like Tie Me Up and Tie Me Down – create astonishing polarized sheens and visual effects!



**3D Editor** With the Gradient Designer's multi-layer transparency capabilities, animated effects such as glares, glows, shooting stars and beams of light can be placed virtually anywhere within 3D Studio where a bitmap could be placed, providing an unlimited range of spectacular special effects.

**Key Framer** Add pizzazz to your backgrounds with the Gradient Designer's incredible array of options, all of which can be animated. Plus, the real-time preview window saves you hours of guesswork before rendering.



"Tavern" 3D Artist/Animator:  
Brandon MacDougall

**Material Editor** Use the Gradient Designer to create stunning or multi-layer static or animated textures. Then, when you find something you like, save it as a preset for future use! Or, use one of Gradient Designer's built in presets! Finally, you can enjoy infinite flexibility and control when creating gradients within 3D Studio!

### All New Time-Based Controls!

View each frame, side-by-side, and then select the precise frame you want to edit or change. Quickly adjust the angle, position, colors, transparency and apply modes of gradients for each and every frame!



Clip from the animation "The Duel"  
 3D Artist/Animator: Brandon  
 MacDougall

"The Duel" was created with a  
 combination of Imagine, 3D  
 Studio, Photoshop and  
 Gradient Designer fx.



"Gradient Designer fx was per-  
 fect for this project. I was able  
 to experiment with a lot of dif-  
 ferent techniques and  
 view the effects instantana-  
 neously before commit-  
 ting to the final image.  
 The flexibility is incredi-  
 ble. After I rendered a  
 still of the image, I used  
 procedural blends, starbursts  
 and radial sweeps to create the  
 streaming rays of light and the



atmospheric effects. No other program out there gives me full control over complex lighting effects like these. It is unparalleled on any platform."

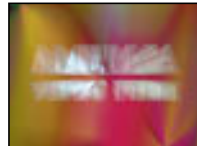
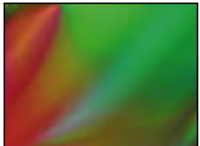
Brandon MacDougall, Vision Graphics • Ojai, Calif.

"American Film Video" Title Treatment 3D Artist/Animator: Rodney Kieth L'Ongnion



"Gradient Designer fx is a must for anyone who owns 3D Studio. You can create your own unique materials and backgrounds that are totally customizable for each of your 3D Studio projects. I highly recommend this incredible plug-in."

Bob Bennett  
 Product Manager for  
 3D Studio  
 Autodesk



## What is IPAS?

IPAS is an acronym for four types of external process programs that can be used with 3D Studio: Image-processing, Procedural Modeling, Animated Stand-in, and Solid Pattern. An external process is a program that communicates with 3D Studio to affect certain operations. External processes allows developers to create custom applications which, in turn, allows users to expand and meet the needs of a diverse population.

**Real-Time Preview!** Instantly see custom gradients animate an object or background! The Gradient Designer fx graphic UI provides real time feedback and creative freedom within the design process. Change elements on the fly and save hours of guesswork. This new IPAS gives you unprecedented control and flexibility.

**Create Unimaginable Special Effects!** Generate incredible animated, bump, reflection, opacity and texture masks maps – effortlessly. Creating an illusion of objects fading in and out at will, or magically disappearing is easy with the animated opacity maps!

**Save Time with Presets!** Don't keep reinventing the wheel! Easily save your favorite static or animated gradients with keyframe data. Then quickly apply them in scenes as a component or a background. Your productivity will skyrocket!

## Using Gradient Designer fx in:

### Materials Editor

Gradient Designer fx can be used within the Materials Editor to design materials, render them, and put them in a library for future use. Using the gradient creation process and combining that process with the Apply Modes and custom gradient backgrounds yields new materials never seen before.

**Keyframer / 3D Editor** Within the Keyframer/3D Editor Gradient Designer fx can be used as a gradient video background or as an animated background. With multi-layer transparency capabilities, users can create spectacular effects.

## **New gradient capabilities**

Up to 512 different colors and transparencies can be built into a single gradient and the ability to animate gradients overtime.

## **New special effect capabilities**

Use gradients to create lens flares, glows, lighting effects, colonizing/hue adjustment of images.

## **Animated material capabilities**

Use gradients for any material attributes allowing for animated opacity, bump, reflection, texture, etc, . Anywhere in 3D Studio that you can use a bitmap you can use Gradient Designer fx 1.0.

## **Interactive preview of end results**

Instant feedback of changes made and real time previews of finished work before rendering.

## **Disk space saver**

Gradients are algorithmically stored to reduce disk usage. Approximately 2k per key frame.

## **Add sophisticated transitions**

Use Gradient Designer fx to create dazzling transitions between images and animations. Sample pre sets are included.

## **Multiple functions**

Can be used to generate backgrounds, textures, projection lights, masks, video transitions and post processing of images.

## **Versatile Gradient Application**

Gradients can be applied in the 3D Studio Materials Editor: 1) As a single gradient on any object, 2) As an animated gradient on any object, and 3) as any appropriate component of any material created within the Materials Editor, whether static or animated ( e.g. bump maps, reflection maps, masks).

## **Key Framer/Video Post**

Can be used as a gradient video background, or as an animated background. Also, due to the Gradient Designer's multi-layer transparency capabilities, users can create spectacular effects, such as glares, glows, beams of light, spotlights and more.

## **Adjustable Components**

Virtually all the components in a gradient are adjustable over time, including the angle, position, colors, transparency and apply modes.

## **Real-time Preview**

Users have real-time previews of the animated or static gradient used.

## **Control**

Users have control over smoothness and velocity before and after each keyframe of every individual component, ensuring precise control over each applied, animated effect.

## **Hot Keys**

The interface is readily available to design imaging effects at the stroke of one hot key within any of the 3D Studio Editors.

## **Saving Presets**

Users can save presets of their favorite static or animated gradient effects. Animated gradients include the keyframe data making it ready to be applied in scenes as a component or background

## **Disk Space**

Gradients do not have to be stored as disk-consuming bitmaps. All presets and effects are retrieved within KPT automatically, so that procedural effects can be produced quickly and easily.

## **Ease of Use**

This is what the KPT VideoWare™ series is all about giving animators unprecedented freedom. The Gradient Designer fx for 3D Studio takes this even further by incorporating a graphical user interface with real-time feed back in a DOS environment.