

**PC - 3D Software and Saturn Graphic Tools Status**

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The following information has been provided, with the cooperation of Sega, by the various companies who have developed new graphic tools for Saturn. It includes a brief overview of features that each tool has to offer, as well as pricing, availability, and additional information contact names.

**PC TOOLS**

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Autodesk & Animetix have created a downloader/converter for 3D Studio. Syndesis has created a 3D conversion tool for Windows. Sega has created a plug-in for PhotoShop.

**3D STUDIO**

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**Animetix Announces Saturn Development Tools for 3D Studio MAX**

Animetix Technologies has announced that its GAMUT-SG development tool for the Sega Saturn will be available for Autodesk's 3D Studio MAX. Currently the development tool is available for 3D Studio Release 4 running on the DOS platform.

The GAMUT-SGm suite of tools permits games developers to convert models in a 3D Studio MAX scene to the SEGA Saturn SGL and SIFF file formats for direct import into the Saturn game development environment. Developers using a CartDev interface on their PC can also interactively preview their 3D Studio MAX models in full detail on the Saturn console.

The converter runs as a distributed plug-in set for 3D Studio MAX and supports conversion of geometry, materials, textures, and texture mapping coordinates. Texture bitmaps are automatically converted to the Saturn's format, with control over output resolution.

**The GAMUT suite** contains additional tools to assist game developers: **Quad Manager** is a modifier plug-in that allows the developer to convert triangle-based models from 3D Studio MAX into quadrangle-based ones, as required by the Saturn. The user has full control over a number of different parameters that can be used to fine-tune the resulting geometry.

**Attribute Manager** is a powerful application that allows the user to optimize the use of Saturn-specific attributes and texture maps within the converted files. The tool is a modifier plug-in that allows the user to visualize and control the attributes and textures that are associated with selected faces

on a model. Saturn-specific attributes are supported, along with 3D Studio materials and textures. Redundant textures are automatically removed and a full set of statistics ensures that the texture memory usage is easily monitored.

**Mesh Manager** is a modifier plug-in that provides control over the polygon count of models in the 3D Studio MAX scene. The tool is a modifier plug-in that operates at the face-level on mesh models, allowing the user to reduce the number of polygons in a model only in areas where detail is less important.

**Palette Manager** is a utility plug-in that allows the user to create color palettes for the Saturn, based on the RGB colors used by textures in the current scene. Palette Manager automatically produces an initial palette that can be subsequently modified by the user to add, remove, or replace individual entries, as required. The user can merge palettes created by the Palette Manager into a single palette, and can lock entries to ensure that they are preserved.

**GAMUT-SG** for 3D Studio R4 is available now from Animetix Technologies and costs **US \$995**. **GAMUT SGm** will be available in the third quarter of 1996.

All trademarks are those of their respective holders.

For more information on either of these products, please contact:

## **Animetix Technologies**

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## **Autodesk**

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## **SYNDESIS**

Syndesis has created InterChange™ a 3D conversion tool for Windows. Syndesis may add support for the new Saturn format for version 3.1 in Dec '95.

Syndesis also plans to release a Silicon Graphics version of InterChange before the end of 1995.

### **InterChange™ Features:**

- With InterChange, it's easy to share models between 3D programs.
- Preserves geometry, surface information, hierarchy and rotational centers and more.
- Easily convert a single file at time or batch-convert many files automatically.
- "Smart Select" automatically finds all 3D files in a directory.

### **Converts to and from the most popular 3D file formats:**

3D Studio 3DS and MLI

Alias StyleGuide

Alias polysets

AutoCAD DXF

BRender

CAD-3D

CADKey CADL

Haines NFF

GDS "things"

Movie BYU

Imagine

POV-Ray 2.0

Inventor  
Prisms  
LightWave objects and scenes  
Raw and .tpoly  
Renderman RIB  
Rend386 PLG  
RenderMorphics  
Sculpt  
RenderWare  
Stereolithography  
Sense8 NFF  
Swivel  
Vista Pro DEM  
Symbolics  
VRML  
trueSpace  
Wavefront objects, materials  
Vertigo

**InterChange™ ver. 3.0**

product#: n/a

price: \$495.00

available: Aug '95

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## **PHOTOSHOP**

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Sega created a converter plug-in for Adobe PhotoShop for the PC. This plug-in and corresponding documentation will be updated shortly to conform to the new SIFF (Scene Interchange File Format). The new SIFF specifications are currently being finalized.

Therefore, the previous version of this plug-in is available in the following directory:

JUNE96.DTS/SATURN/GRAPHICS/TOOL\_PC/PS\_PI\_PC/ARCHIVE

**Sat3.8BI**  
**PLUGIN.DOC**

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**SEGA DTS AUTHOR:**

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