

modo 202

create at the speed of thought



modo 202

create at the speed of thought



Elegant is a word rarely used when describing 3D content creation tools. With modo 202, however, Luxology delivers a truly elegant integration of technology, raw horsepower, and refined workflow. Through a core-level fusion of modeling, painting, and rendering tools, modo 202 takes you beyond traditional multi-tiered workflows and places you right in the middle of an immersive creation experience.

model

model like you mean it

modo's combination of cutting-edge tools, advanced real-time display, and streamlined workflow provides you with a creation environment that simply gets out of your way. Finally, you are free to create in 3D at speeds that match your active imagination. By employing an artist-first mentality, the hybrid polygon and subdivision surface modeler lets you craft with incredible speed. And modo's advanced architecture fully exploits modern computing technologies such as multi-core CPUs, Hyperthreading, and hardware-accelerated OpenGL so that new levels of "modeling flow" can be achieved.



Cutting-edge toolset

modo has the tools to push your rigid body or organic modeling to the next level. Whether you require precise creased edges or natural details like high-frequency surface turbulence, modo has you covered. The tools you need are at hand and ready to work for you the way you want them to—from sketching organic surface details to precisely placing instanced objects along an edge.



Customizable workflow

Many companies give lip service to workflow, but Luxology delivers. From the highly fluid user interface to the ability to remap navigation and keyboard inputs, modo lets you control everything, including the controls. The modo user interface is designed so that you can quickly arrange user interface elements to your liking as you perform different tasks. Our philosophy is that details in workflow really matter, and the payoff is that often modo feels as if it knows just what you want to do and how to do it.

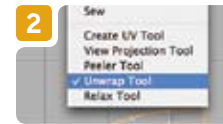


UV mapping: Click. Drag. Done.

Creating UV maps used to take as much as twice the effort of actually building the model. To us, this is unacceptable. With modo 202, we deliver a new standard of UV mapping: "click, drag, done." Take a look at this.



1 SELECT THE EDGES TO DEFINE THE UV SEAMS WHERE YOU WANT TO CUT THE SKIN.



2 ACTIVATE THE **UV UNWRAP** TOOL.



3 CLICK AND DRAG IN THE UV VIEW UNTIL YOU ARE HAPPY WITH THE RESULT.

Other key modeling features

- Hybrid subdivision surface/ polygon (N-Gon) modeler
- Intuitive control over current workplane (including align to selected)
- Vertex, edge, polygon modeling modes (can convert and preserve while switching)
- Selection tools (material, item, lasso, rectangle, circle, invert, lock, hide/show etc.)
- Transform, scale and rotate tools work on user specified Action Centers
- Snap to grid, geometry or guide
- Solid Sketch (rapid branching SubD base mesh creation)
- Curve creation tools (Bezier, curve, patch, tube)
- Import curves (Illustrator, .EPS)
- Sketch tool creates curves, faces, lines
- Edge tools (spin, slide, bevel, bridge, extend, extrude, collapse etc.)
- Vertex tools (create, bevel, extrude, merge, collapse, center, split etc.)
- Polygon tools (draw, bevel, reduce, sketch extrude, shift, inset, Booleans etc.)
- Deformation tools (smooth, sculpt, taper, bulge, shear etc.)
- Duplication tools (instancing, radial and linear arrays, clone along curve etc.)
- Mesh paint tool for adding geometry like horns to meshes
- Vertex mapping
- Tack tool for attaching polygonal objects together
- Loop and axis slicing
- Morph tool (create morph targets for an animation system)
- Symmetry mode and mirroring
- Extensive Falloff System (e.g. Cylindrical) for tool influence
- Reference layers
- Open multiple scenes at once
- Turntable viewing
- Model over backdrop image
- Object-to-Object baking
- SI, metric and English units supported

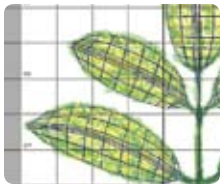
paint + texture

spray it on, layer it up

modo 202 merges painting and texture creation in ways previously unimaginable. Create complex procedural surfaces complete with advanced noise functions, cellular textures, and gradients, and then blend them together with the simple stroke of a pressure sensitive pen. You have the choice to meticulously paint details directly on your model or let modo generate the details procedurally.

Painting objects the way you want

Use the integrated painting engine to create complex 2D maps that cover even the most detailed models. Like the modeling tools, painting tools directly benefit from the modo "tool pipe," allowing you to combine brushes, inks, and nozzles for a myriad of custom painting tools and effects. Link directly into modo's 3D falloff system for unprecedented control over each stroke's application. With modo's advanced real-time feedback, painting is fast and beautiful.



PAINT IN 2D UV VIEW WITH ALL AVAILABLE PAINT OPTIONS



OR PAINT IN 3D AND SEE THE RESULTS IN REAL-TIME



PAINT ON BUMP DETAIL AND SEE THE RESULTS IN OPEN GL

Layered and masked-based texturing

modo 202 not only brings you an intuitive and groundbreaking new way to layer materials, it also adds a powerful masking system that gives you an amazing level of control over texture placement. The Shader Tree makes it simple to layer rich textures onto your model in a fashion similar to layers in a 2D image editing system. But modo goes much further by allowing you to use 3D and texture data as masks to control the application of texture and material layers. Apply surfaces at any level of your scene, or to all of it at once!



BLEND BETWEEN COMPLEX COLLECTIONS OF TEXTURES

Other key painting and texturing features

- Airbrush, paintbrush blur, smudge, sharpen, erase
- Full UV Editor with interactive unwrapping
- Paint any image attribute (e.g. specular color)
- See painted results in OpenGL and in near real-time in a rendered view
- Advanced Procedural Textures
- Control micropolygon tessellation via any one or combination of multiple texture layers
- Real-Time Bump Map Painting
- Procedural Painting
- Parametric ink leverages 3D data to modulate attributes
- Control painting tools with modeling falloffs
- Jitter Nozzle
- Image Based Brushes and Inks

render

from mega polys to mega pixels

The modo renderer was built from the ground up to meet the ever-increasing need for complexity in 3D content creation. Whether polys are modeled or micro-tessellated during rendering, modo is built to load 'em, create 'em, and shade 'em. Fast. With scalability at its core, modo renders billions of polygons at enormous frame sizes. Need to render several million polygons in seconds? No problem. Need an image of 30,000 pixels by 20,000 pixels? Consider it done.

Complexity is nothing without quality

modo focuses on core components of quality rendering and employs clever techniques to balance memory use, speed and quality. With advancements such as intelligent anti-aliasing algorithms, cutting-edge texture filtering, and variable shading rates, modo is designed to output greatness.



4,000 ARTIST CREATED POLYGONS



MODO GENERATES 12 MILLION MICROPOLYGONS FOR INCREDIBLE FINAL RENDER DETAIL

Rendering for real, or not

Creating photo-realism in 3D traditionally requires a lot of effort and some nasty old tricks. Sure—you can do it, but it can take forever to get it just right. With the modo rendering engine, you can "get real" with the click of a button. Activate the Physically Based Shading option, and modo takes into account the laws of energy conservation, reciprocity, and the Fresnel effect. That translates into real-world shading effects like anisotropy and blurred reflections as well as the ability to type in real-world light values.



WITH MODO YOU CAN REST ASSURED THAT THE LAWS OF PHYSICS ARE THERE TO HELP.

Other key rendering features

- Quick response—minimal or no lag until first rendered pixels appear
- Fast Ray Tracing with Instancing Support
- Global Illumination
- Adaptive Micropolygon Displacement Rendering
- Interactive Rendering view
- Orthographic Rendering
- HDRI lighting
- IEEE Floating Point Accuracy
- Anisotropic Blurred Reflections
- Subsurface Scattering
- Realistic Camera Models (depth of field, lens distortion, motion blur)
- Render Baking (e.g. create normal maps or ambient occlusion maps)
- Optimized for modern hardware architectures and efficient memory use
- Proprietary BRDF shading model which encapsulates the properties of several popular shading models



simply create

The modo difference

modo 202 is a different kind of application. It is a place where design and technology live in harmony. It is an environment designed by artists, for artists. It is not just a collection of algorithms, but a refined combination of technology, performance and workflow that facilitates the 3D creation process. By integrating the technologies and processes of modeling, painting, and rendering in a fused way, modo transcends the sum of its parts. modo is a unique tool for artists that invites and compels you to achieve your best.

Workflow enhancers

- Integrated learning system with video tutorials
- Full undo support
- Fast, very high quality OpenGL views including normal mapping
- Cut, copy, paste support
- Extensive use of on screen manipulators
- Input fields for units will perform math and/or unit conversions for you
- Intelligent object selection and select-through capability
- "Find" key in item lists
- Geometry selections are retained as expected as you switch tools
- Complete input remapping of mouse and (presets for Maya, 3ds Max etc.)
- Dynamic control over contents, size and appearance of viewports and editors
- Preset layouts for common tasks such as 3D Painting
- See rendered result of modeling and painting as you work
- 1-Click macro recording
- Tool Pipe editor enables high degree of tool customization and control over falloff
- Floating palettes, and pie menu option
- Work with multiple scenes at once
- Scripting via Perl, Python or LUA

More than just software

The modo community is one of the most active and vibrant 3D communities on the Web. As a modo user, you are surrounded by a worldwide group of online artists who are constantly sharing their work, creating scripts, and driving the future development of modo.

Customer respect

Luxology is a different kind of company. From software licensing to distribution, we consider the decisions we make through the lens of how we, as software users, want to be treated. For instance, when you buy modo, you may run it on both a Mac and a PC, not one or the other. We sell modo

to you, not to your computer. If you want to run modo on your workstation all week and your laptop over the weekend, please do. And when you buy modo, we create an account online so that no matter where you are or what happens to your computer, you can always login and download your copy of modo. Our evaluation software is fully featured, not crippled. Basically it comes down to respecting our user community. You trust us to deliver a great product, we trust you to use it properly.



Get to know modo

To purchase, get more information, or download an evaluation copy of modo go to www.modo3d.com

System requirements

- Minimum 512MB RAM
- Minimum 100MB available hard disk space
- OpenGL®-enabled graphics card
- Monitor resolution of 1024 x 768 or greater
- DVD-ROM drive (for support materials)
- Internet connection required for product activation

Macintosh®

- Mac® OS X 10.3.9 or later
- Macintosh® G3, G4, G5, or Intel Mac

Windows

- Microsoft® Windows 2000 or Windows XP
- Intel® Pentium® 4 or AMD Athlon® processor

Luxology

1670 South Amphlett Boulevard, Suite 214
San Mateo, CA 94402
650.378.8506
www.modo3d.com



Apple Design Award

Best Use of Mac OS X Graphics
2006 Winner

