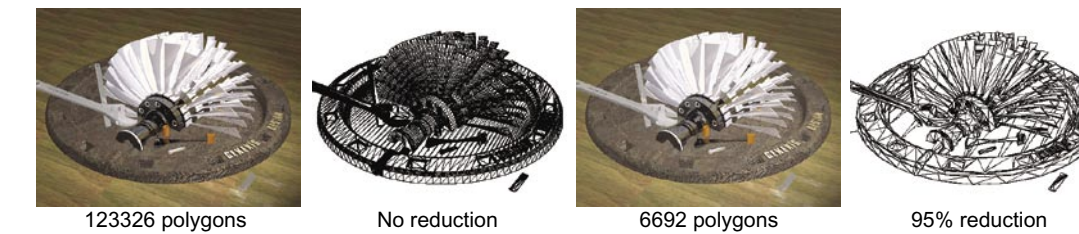


PolyTrans is the most extensive and accurate 3D scene, CAD and animation translation/viewing tool. Used worldwide by thousands of 3D-industry professionals, PolyTrans is an indispensable production pipeline tool that performs clean, robust and reliable translations between the most popular 3D file formats. See for yourself by downloading the demo version today.

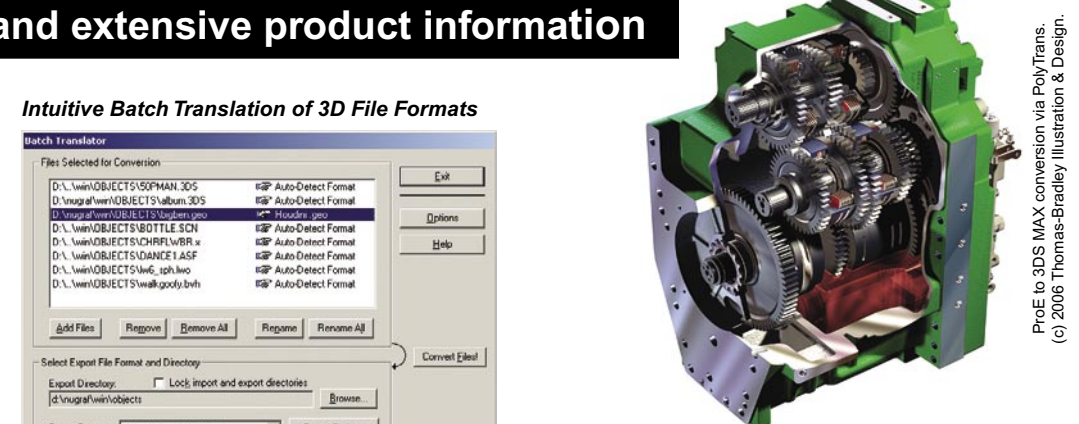
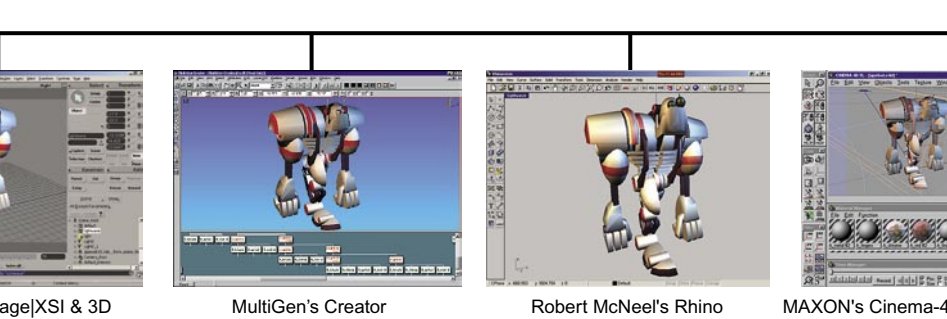
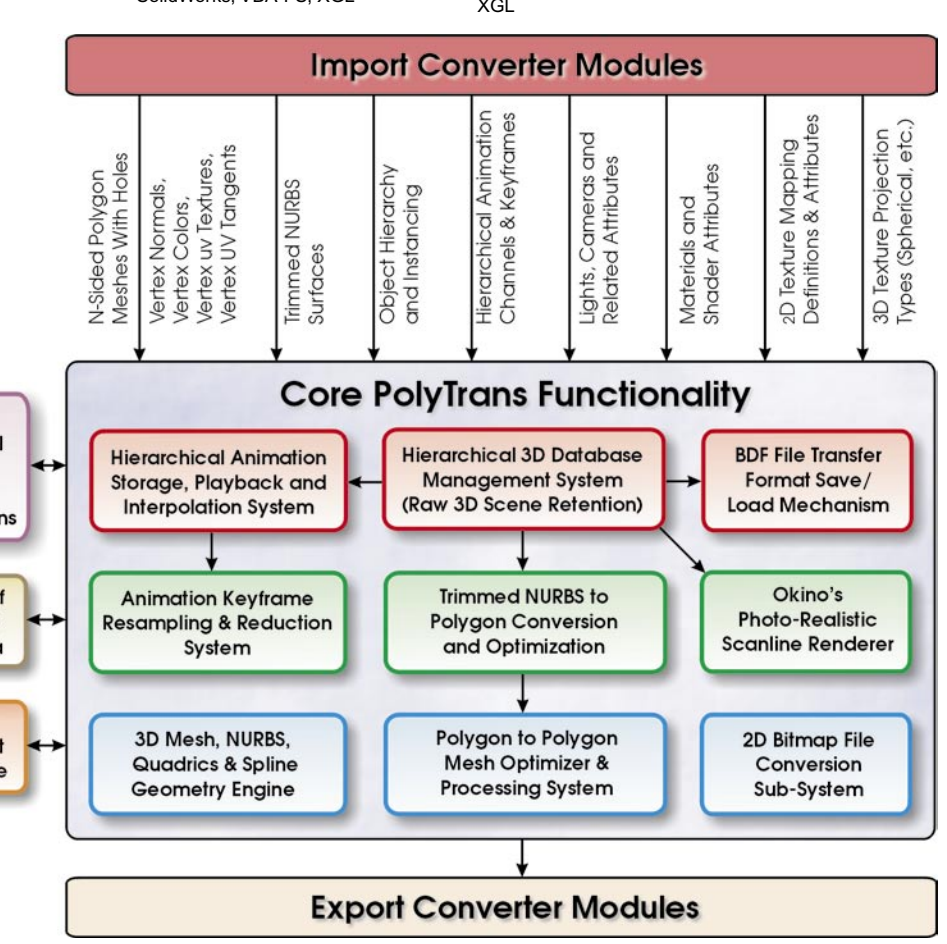
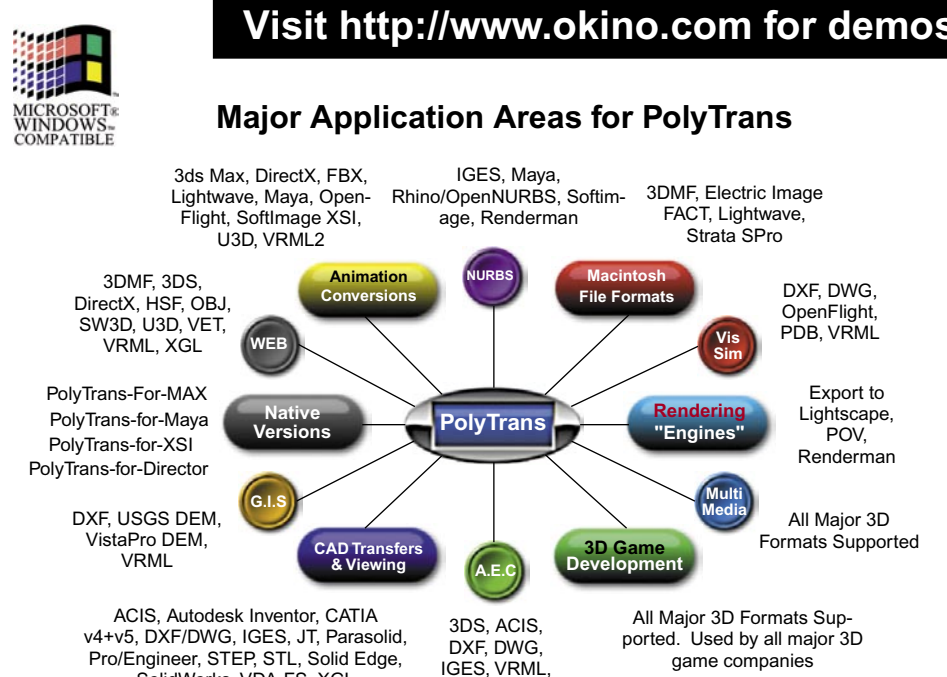
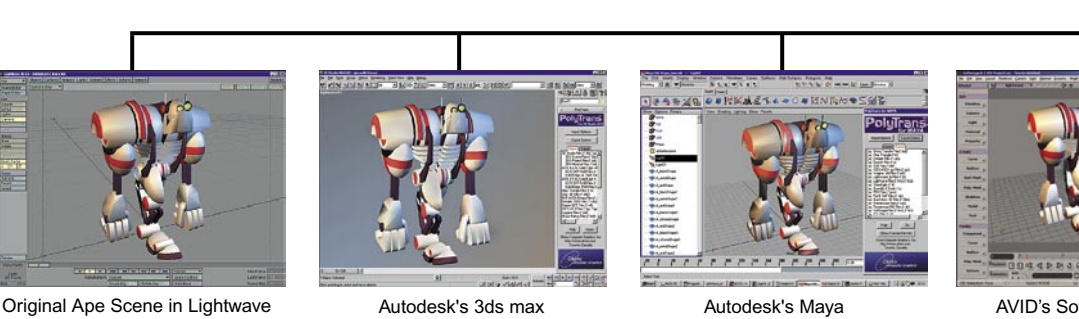
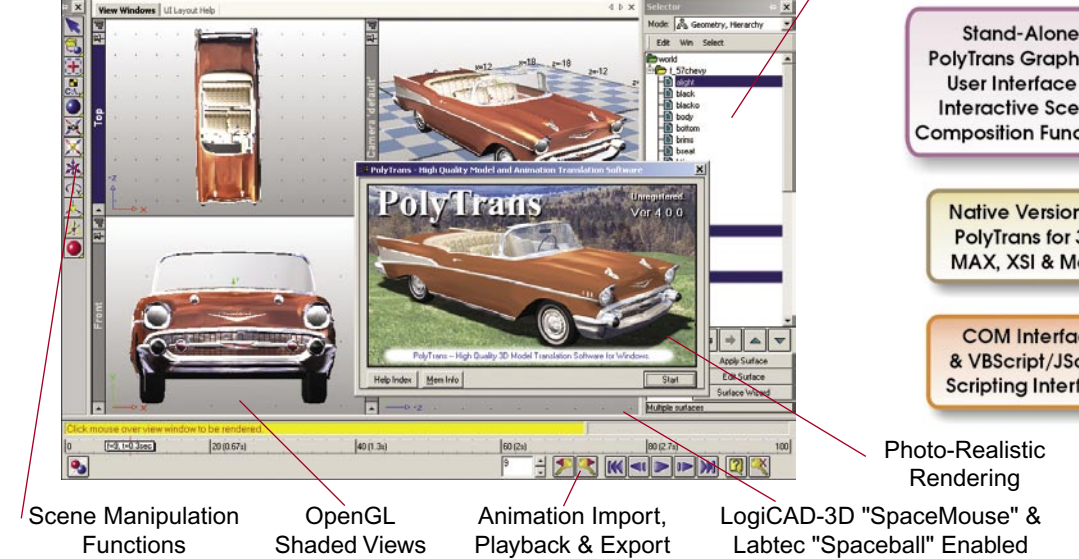
PolyTrans converts entire scene files, including meshes with holes, trimmed NURBS, hierarchy, animation (format specific), pivot points, vertex normals, U/V tangent vectors, vertex colors, (u,v) texture coordinates, texture projection methods (planar, spherical, cylindrical and cubical), texture mapping parameters, lights & cameras. Just load the translated model into your favorite 3D program and press the render button - nothing could be simpler! Using PolyTrans you'll never again have to spend hours hand-tweaking a 3D model.

Okino's PolyTrans is the preferred package to purchase if your goal is to perform quick and easy 3D translations, or plug PolyTrans into 3ds Max, Macromedia Director, Maya or XSI. However, **Okino's NuGraf** is the preferred package to purchase (at a slightly higher price) if you would like to have access to a richer user interface, complete material parameter editing, 2D and 3D texture editing and creation, top notch scanline and multi-threaded ray tracing, polygon level manipulation tools, interactive texture projection and texture placement tools, and 3D font creation.

As an innovative and useful feature, PolyTrans includes an integrated **polygon reduction algorithm**. Typical reduction is 80%, with good results up to 95% (as shown below). Includes 60 page tutorial.

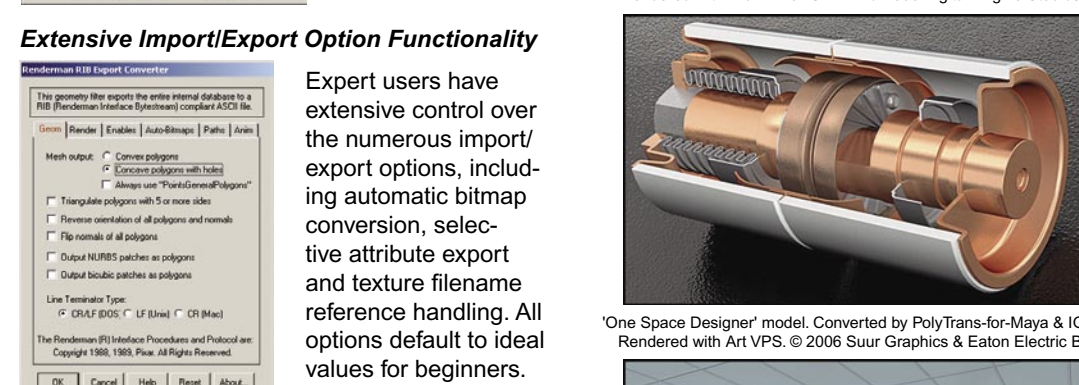


123326 polygons No reduction 6692 polygons 95% reduction



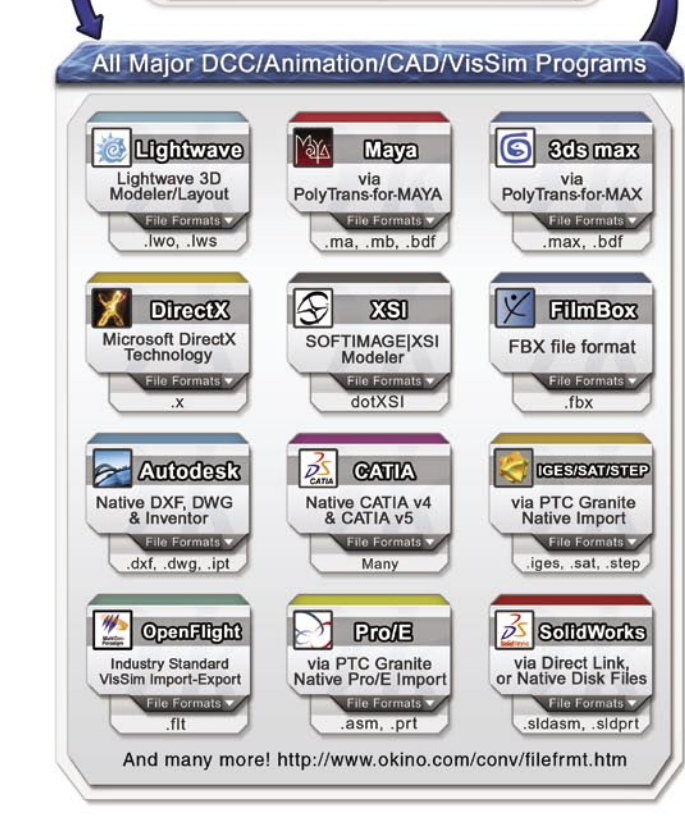
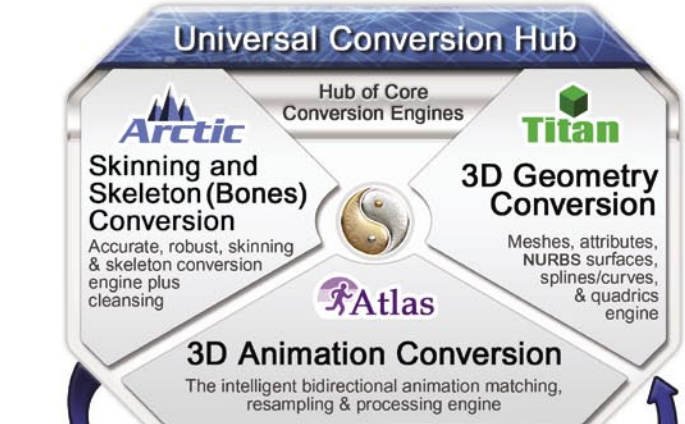
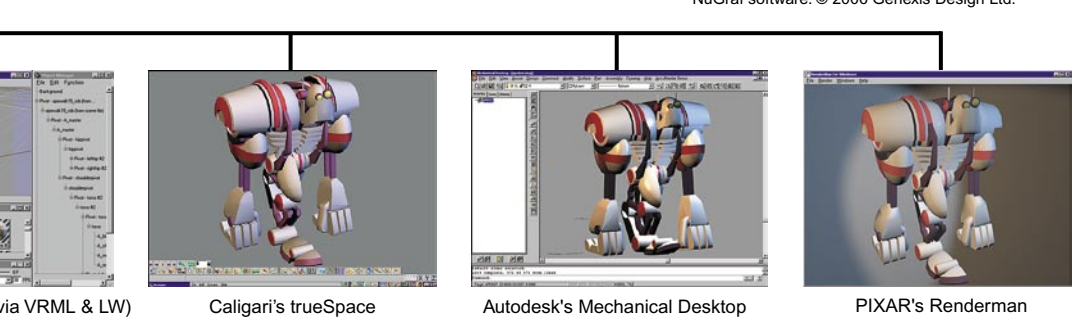
Automatic Polygon Processing Functions

A variety of powerful polygon manipulation functions are available which weld vertices, auto-flip normals, perform auto-smoothing, remove double sided polygons, merge triangles to quads and remove redundant coordinates.



Extensive Import/Export Option Functionality

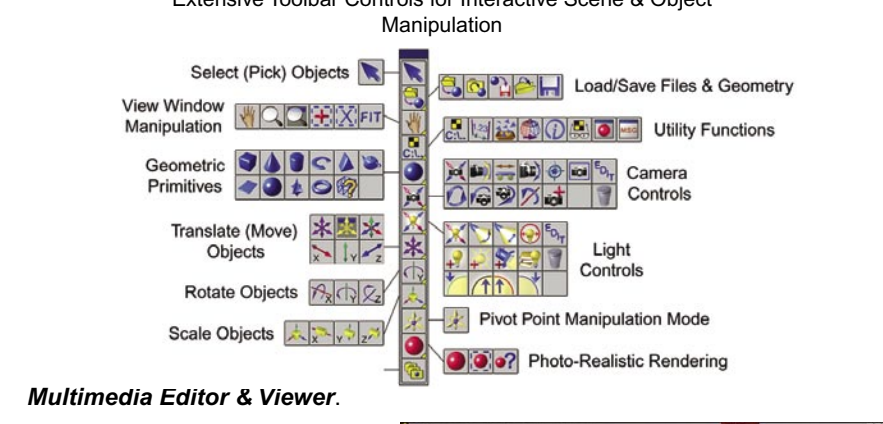
Expert users have extensive control over the numerous import/export options, including automatic bitmap conversion, selective attribute export and texture filename reference handling. All options default to ideal values for beginners.



"PolyTrans!ProServer" Interface

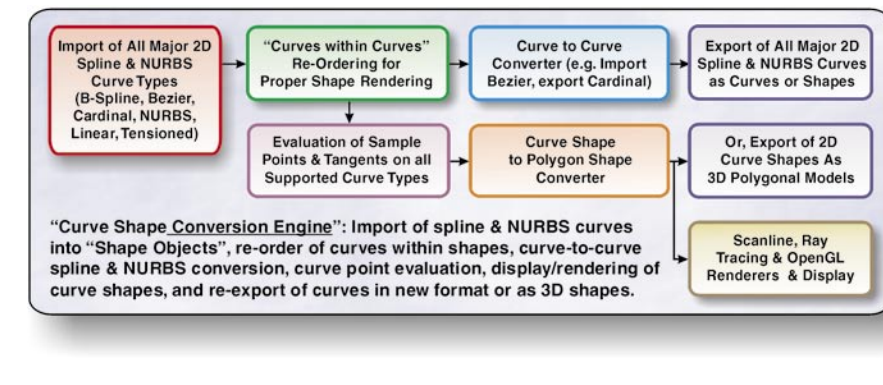
Integrate PolyTrans into Your Own Application!

PolyTrans includes an extensive and well documented COM automation interface. This allows all of the import and export converters to be enumerated inside a third party application program, and enables the program to automate a full import/export process complete with data optimization (such as polygon reduction). Used by such notable packages as Cinema-4D's "Engineering Bundle" by Maxon, Quest3D by Act-3D, Transformer by NGRain, NASA, and others.



Multimedia Editor & Viewer.

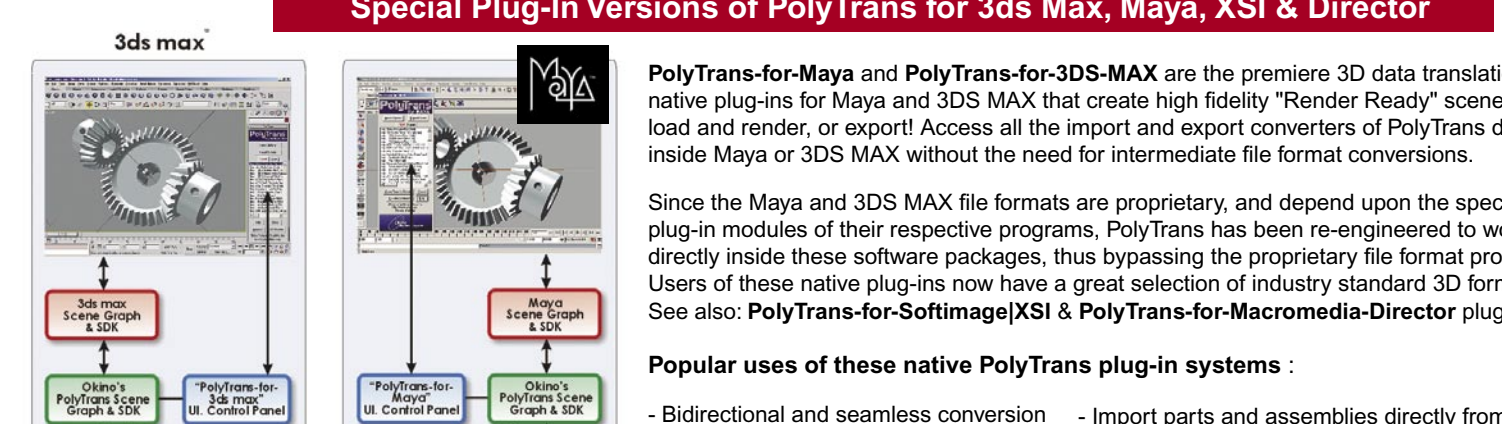
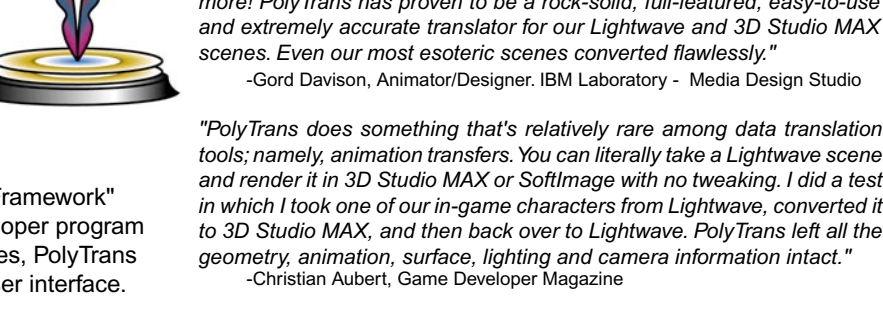
To aid in digital file asset management and viewing, PolyTrans includes a multimedia editor, viewer and processing system. Loads & saves almost all 2D file formats. Extensive capture system. Views video formats.



"PolyTrans!ProServer" Interface

Integrate PolyTrans into Your Own Application!

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Special Plug-In Versions of PolyTrans for 3ds Max, Maya, XSI & Director

PolyTrans-for-Maya and **PolyTrans-for-3DS-MAX** are the premiere 3D data translation native plug-ins for Maya and 3DS MAX that create high fidelity "Render Ready" scenes - just load and render, or export! Access all the import and export converters of PolyTrans directly inside Maya or 3DS MAX without the need for intermediate file format conversions.

Since the Maya and 3DS MAX file formats are proprietary, and depend upon the special plug-in modules of their respective programs, PolyTrans has been re-engineered to work directly inside these software packages, thus bypassing the proprietary file format problem. Users of these native plug-ins now have a great selection of industry standard 3D formats. See also: **PolyTrans-for-Softimage|XSI** & **PolyTrans-for-Macromedia-Director** plug-ins.

Popular uses of these native PolyTrans plug-in systems :

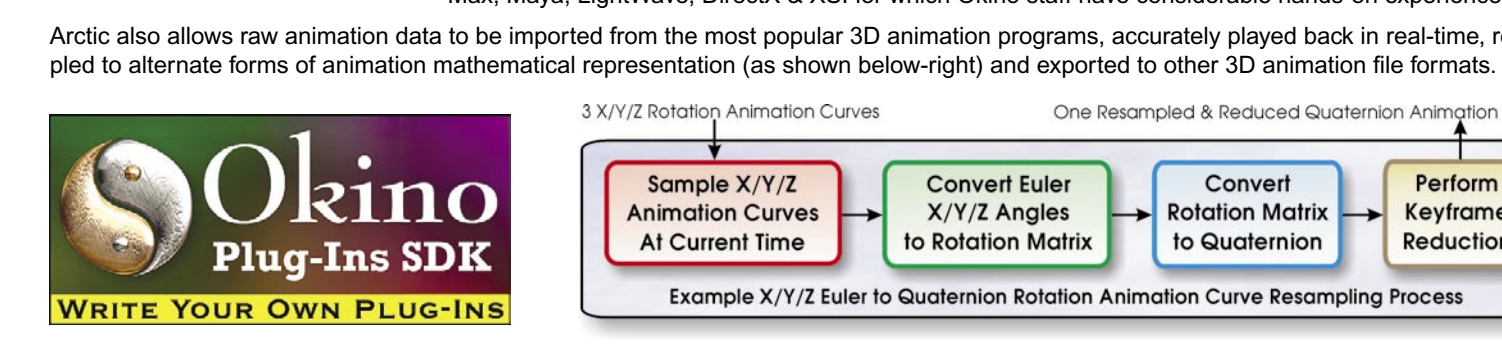
- Bidirectional and seamless conversion of entire scenes between Maya & 3ds Max via Okino's "Transfer File Format", including **skinning & animation**.
- Excellent bidirectional import/export of complete LightWave files + animation.
- NURBS export to Softimage|XSI, IGES, OpenNURBS, Renderman, and others.
- Over 2 man decades of development.
- A plethora of user's runtime options.
- Import parts and assemblies directly from ACIS, Autodesk Inventor, IGES, Parasolid, Pro/Engineer, SolidWorks, STEP, STL, etc.
- NURBS import from Softimage|XSI, IGES, OBJ.
- Import DXF/DWG files 10x faster via PolyTrans.
- Export quads or n-sided polygons from 3ds Max to formats such as Wavefront OBJ.
- DirectX import/export with animation & hierarchy.
- Import/export OpenFlight 3D databases.
- Cleaning of data via Okino's "Arctic" toolkit.

Very Accurate Animation & Skeleton/Bones/Skinning Conversion via "Arctic" Toolkit

Refer to <http://www.okino.com/conv/skinning.htm>

Through years of research, development, refinement and customer demand, PolyTrans has come to include the industry-leading major features of animation, skeleton/bones and mesh skinning conversion. These are by far our most advanced features for multi-media and animation professionals. Supported formats for bones/skinning include 3ds Max, Maya, LightWave, XSI, FBX, DirectX, U3D & Milkshape.

Accurate and error free conversion of animation, skeleton/bones and skinning weights is a very hard problem! Experience has shown that almost every 3D file format and 3D animation program is incompatible to some degree with regards to this form of data translation. To overcome these problems Okino's "Arctic" toolkit was developed to provide error-free, tolerance based conversion of animation, skeleton/bones and mesh skinning data. Arctic embeds a decade of conversion "knowledge" in its cache of algorithms and techniques. This type of bi-directional conversion is most requested for 3ds Max, Maya, LightWave, DirectX & XSI for which Okino staff have considerable hands-on experience.



Customer Testimonials

"PolyTrans is the 'premiere 3D conversion tool available today. The most critical aspect of a data conversion program is that although many of these programs claim to handle a large subset of these formats, they often handle only 'most' of the capabilities of each format."

- Peter-Joseph Kovach (3D Magazine Writer)

"Kudos to Okino for a product that's worked exactly as advertised, and much more! PolyTrans has proven to be a rock-solid, full-featured, easy-to-use and extremely accurate translator for our Lightwave and 3D Studio MAX scenes. Even our most esoteric scenes converted flawlessly."

- Gord Davison, Animator/Designer, IBM Laboratory - Media Design Studio

"PolyTrans does something that's relatively rare among data translation tools; namely, animation transfers. You can literally take a Lightwave scene and render it in 3D Studio MAX or Softimage with no tweaking. I did a test in which I took one of our in-game characters from Lightwave, converted it to 3D Studio MAX, and then back over to Lightwave. PolyTrans left all the geometry, animation, surface, lighting and camera information intact."

- Christian Aubert, Game Developer Magazine

Interesting Okino WEB Pages

- <http://www.okino.com>
- <http://www.okino.com/conv/conv.htm>
- <http://www.okino.com/nrs/nrs.htm>
- <http://www.okino.com/conv/filefmt.htm>
- <http://www.okino.com/testimon.htm>
- <http://www.okino.com/casestudies.htm>
- <http://www.okino.com/conv/users.htm>
- <http://www.okino.com/mainpic.htm>
- Okino home page
- PolyTrans home page
- NuGraf home page
- Supported file formats
- Customer testimonials and product reviews
- Case studies, with PolyTrans in production
- A long list of our notable users
- Okino's "Pictures of the Month" gallery