

{ ADVERTISEMENT }

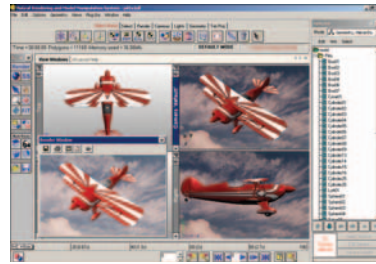
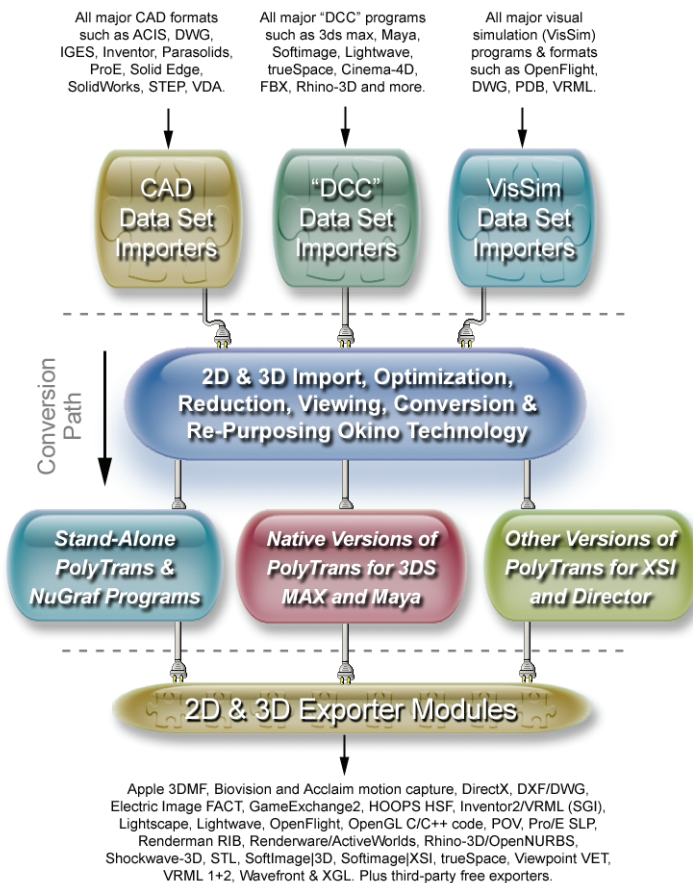


Trusted & Refined 3D Conversion Tools

Okino's **PolyTrans** (and its sibling **NuGraf**) have been synonymous with 3D game development for the last decade. PolyTrans is an industry standard toolset that implements a universal 3D data translation pipeline between all major 3D DCC, CAD and VisSim file formats, as well as all major 3D animation programs including 3DS MAX, Maya, Lightwave, XSI, FBX/MotionBuilder and most others. The special purpose **PolyTrans-for-3DSMAX** and **PolyTrans-for-Maya** native plug-in systems provide highly refined bi-directional conversions of scene/geometry/animation/skinning/skeleton data between 3DS MAX and Maya.

Of particular interest to our 3D game developer users in 2004 is our production worthy, bi-directional skeleton, mesh skinning and animation conversion support between 3DS MAX, Maya, XSI, Lightwave, DirectX, FBX and BVH/Acclaim. Using our unique *Arctic* toolkit for processing, these pipelines handle all the problematic conversion cases including automatic bone re-alignment, off-axis scale removal or propagation into child animation curves, capturing dense procedural or non-transportable animation, frame zero re-alignment and (most importantly) dealing with all the differences in how these various 3D programs handle and interpret skinning weights.

See our WEB site for a downloadable demo of PolyTrans, our 8 page online brochure, customer testimonials and product overviews. And please email any questions at all to support@okino.com.



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SELECTED FEATURES

- > Used by all major 3D game developer companies
- > Excellent skinning, skeleton & animation conversion between 3ds max, Maya, DirectX, Lightwave, XSI, FBX & BVH/Acclaim.
- > High quality and high fidelity full scene content conversions.
- > Highly refined & popular 3ds max to/from Maya pipeline, over a decade of development.
- > Bidirectionally converts between all major 3D DCC, CAD & VisSim file formats
- > 16 years development = true robustness and reliability.
- > Write custom 3D import/export plug-ins with free SDK.
- > Integrated polygon reduction system
- > Integrated multi-media editor, viewer and converter for all major 2D bitmap file formats.
- > Rendering, material editing & texture parameter editing.

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