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Okino Computer Graphics, Inc.

Press Release

Okino Computer Graphics Releases Softimage® dotXSI™ Import/Export 3D File Format Converters

Okino's New Translators Provide Vital Link Between SOFTIMAGE®|XSI™ and Other 3D Software Packages

Toronto, Ontario – July 23rd 2002 -- Okino Computer Graphics officially announced the release of its new Softimage dotXSI compliant import/export translation modules that plug in to Okino's *NuGraf* and *PolyTrans 3D Translation System* software products (and related special Okino native plug-in systems as are available for Maya, 3DS MAX and Macromedia Director). These modules provide a vital new link between the SOFTIMAGE|XSI animation package and other popular 3D packages or file formats such as 3D Studio MAX, Alias| Maya, Lightwave, Autodesk Inventor, IGES 5.3 (full implementation), ACIS SAT, DirectX, DXF/DWG, OpenFlight, Parasolids, Pro/Engineer, Shockwave-3D, Solid Edge, SolidWorks, STEP, trueSpace, Viewpoint VET, VRML1/2 and many others (as listed at <http://www.okino.com/conv/filefmt.htm>).

The new plug-in modules are the first to provide bidirectional translations of Softimage dotXSI scene files to and from the most popular 3D file formats. In the tradition of all Okino translator modules, the resulting translated files are "Render Ready" meaning that they can be loaded and rendered in the destination program (3D Studio MAX, Maya, Lightwave, etc.) with little or no changes necessary. The translation process accommodates polygonal meshes, animation, hierarchy, vertex normals, (u,v) texture coordinates, vertex colors, material and texture mapping parameters, lights, cameras and automatic bitmap conversion.

"This is an ideal moment in the SOFTIMAGE|XSI product release cycle that we provide support for the dotXSI-v3 file format," said **Robert Lansdale, President & CEO of Okino Computer Graphics, Inc.** "In early 1997 we released our well developed SOFTIMAGE®|3D sets of translators (both .hrc and database support, with trimmed NURBS inclusion) which became an industry staple for transferring SOFTIMAGE|3D assets between all major file formats and 3D software packages. Likewise, we placed a great deal of effort and attention into the implementation of the successor dotXSI set of import and export converters during 2001 and 2002. Knowing the past history of our SOFTIMAGE|3D customers, we added mesh, lights, camera, material, hierarchy and animation support to both the dotXSI import and export converters to complement such existing functionality of our SOFTIMAGE|3D converter set. Already our customers have found very creative ways of using Okino's new dotXSI converters in their production pipelines, such as assigning a macro to the SOFTIMAGE|XSI user interface which will invoke Okino's PolyTrans-for-Maya native converters inside Alias' Maya to automatically convert a Maya scene into dotXSI format, and then import the dotXSI file transparently into the SOFTIMAGE|XSI software."

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Major Benefits to Softimage and non-Softimage Users

Since the dotXSI import/export converters run independently of the SOFTIMAGE|XSI software package, these new converters offer benefits to both SOFTIMAGE|XSI, SOFTIMAGE|3D and users of many other 3D software packages as follows:

- Bidirectional conversion through the dotXSI file format of mesh data (n-sided polygons or triangle lists) with vertex normals/vertex uv-texture coordinates/vertex colors, cameras, materials, image texture mapping, spherical environment maps, hierarchy and animation data.
- Direct import and export of Softimage dotXSI scenes files from within the Discreet's 3DS MAX, Alias' Maya and Macromedia Director [Director import only] user interfaces (by utilizing the special Okino PolyTrans-for-MAX, PolyTrans-for-Maya and PolyTrans-for-Director native plug-in modules). Unique!
- Conversion of animation data (as well as the normal scene data) between dotXSI file format and Okino supported animation system/formats such as Maya, 3DS MAX or .3ds format, Lightwave, DirectX, OpenFlight [export only], Shockwave-3D [export only], VRML2 and Viewpoint VET [export only].
- Strong and production-worthy support for the popular Maya, Lightwave and 3DS MAX packages, among others. These translators import and export complete scenes files, bitmaps and all related information. They form the core conversion paths for many of Okino's production studios, digital effects, animation studios, 3D content developers and game developers users.
- Strong CAD file support with ACIS SAT, Autodesk Inventor, DXF/DWG, IGES, Parasolids, Pro/Engineer (native files), Solid Edge, SolidWorks, STEP, STL, XGL and VRML 1+2 (the latter which is becoming more popular as a data exchange file format for CAD packages). PolyTrans/NuGraf includes vital built-in hierarchy/part optimization tools to reduce the complexity of CAD files (namely those imported from Brep forms of IGES) before re-exporting to other 3D animation packages which gain in performance with this pre-processing stage (for reference please see http://www.okino.com/conv/iges_opt.htm and http://www.okino.com/proe_tut.htm).
- Import parts, assemblies, hierarchy and materials directly from a running copy of Autodesk Inventor, Solid Edge or SolidWorks, or from their native files. Unique!
- Strong ties to the visual simulation (VisSim) community with proven OpenFlight, Renderware, VRML 1.0 and VRML 2.0 support.
- Automatic conversion of foreign 2d bitmap image file formats to/from those recognized by SOFTIMAGE|XSI.
- Access to robust polygon processing tools which can take impossible-to-render datasets and turn them into renderable models. Functions include auto-welding, auto-unification of normals, reorientation of normals, removal of double sided polygons and more. Polygon reduction to be a featured new optimization stage in Okino's 2002 software releases.

Applicable WEB pages

The following are pertinent pages on the Okino WEB site relating to this press release:

http://www.okino.com/conv/conv.htm	= PolyTrans home page
http://www.okino.com/nrs/nrs.htm	= NuGraf home page
http://www.okino.com/conv/filefrmt.htm	= Supported file formats
http://www.okino.com/conv/users.htm	= List of notable users

http://www.okino.com/conv/pt4maya.htm	= PolyTrans-for-Maya plug-in system description
http://www.okino.com/conv/exp_xsi.htm	= SOFTIMAGE XSI export converter
http://www.okino.com/conv/imp_xsi.htm	= SOFTIMAGE XSI import converter
http://www.okino.com/conv/exp_soft.htm	= SOFTIMAGE 3D export converter documentation
http://www.okino.com/conv/imp_soft.htm	= SOFTIMAGE 3D import converter documentation
http://www.okino.com/testimon.htm	= Customer testimonials
http://www.okino.com/press/releases.htm	= Other recent Okino press releases

Available Through VARs

NuGraf and PolyTrans are available directly from Okino Computer Graphics and through a growing number of Value Added Resellers (VARs) in the design, CAD and multimedia markets. Fully functional demonstration versions (with minor limitations) of the software are available through Okino's Internet WEB site at <http://www.okino.com>.

Product Pricing

For product pricing, to locate an authorized VAR or for customer inquiries, please contact Okino Computer Graphics at (905) 672-9328 or toll free at (888) 3D-OKINO (1-888-336-5466).

About Okino Computer Graphics

Founded in 1991 (Toronto, Canada), with development starting in 1988, Okino Computer Graphics, Inc. is an industry leader in the development and deployment of 3D data re-purposing software that allows professional 3D software users to intelligently and accurately convert/view/render/modify 3D data and assets between most major CAD, DCC and VisSim software packages. Okino software is used the world over by all major Fortune 1000 companies, production studios, and 3D content creation, game development, CAD, engineering and product design companies.

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Attention editors. This document, as well as screen snapshots and related documents for the press can be obtained electronically by visiting <http://www.okino.com/press/magpics.htm>

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