



EON Raptor™

Bring life to your 3ds max models on the web

"Finally a tool **that combines all the steps** required for **Real-time Web 3D publishing** into one **3ds max** plug-in. EON Raptor is really **easy to use**, no more jumping between different tools or programming complex code, just a simple and straight forward tool with great interaction features. Best of all I can now publish all my **3ds max** models **online for FREE.**"

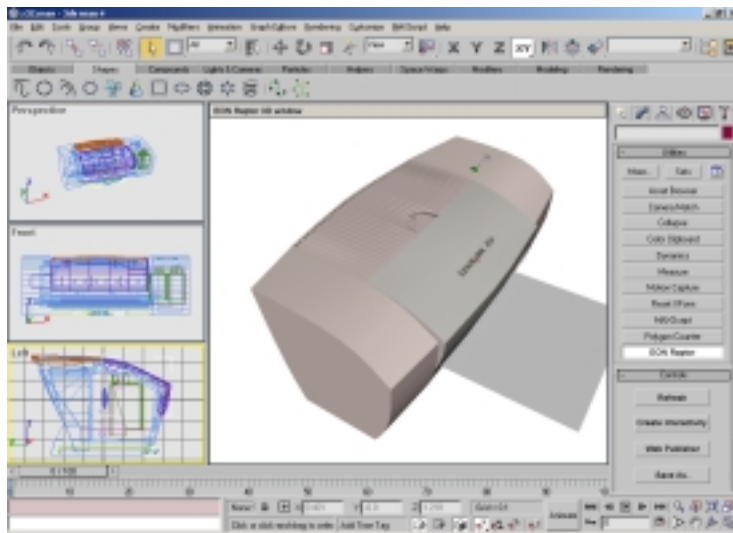
Dennis J. Cafiero,
Senior developer, RealityBUY, Inc.

Why use EON Raptor™?

EON Raptor Web Studio is the ultimate plug-in for Discreet **3ds max** and Autodesk VIZ for fast real-time viewing of large models and rapid creation of interactive content for the Internet. You can create interactive content without any programming skills and publish it to the Web in minutes. The publishing online and on CD ROM is FREE of charge.



Real-time architectural walkthroughs and camera animations



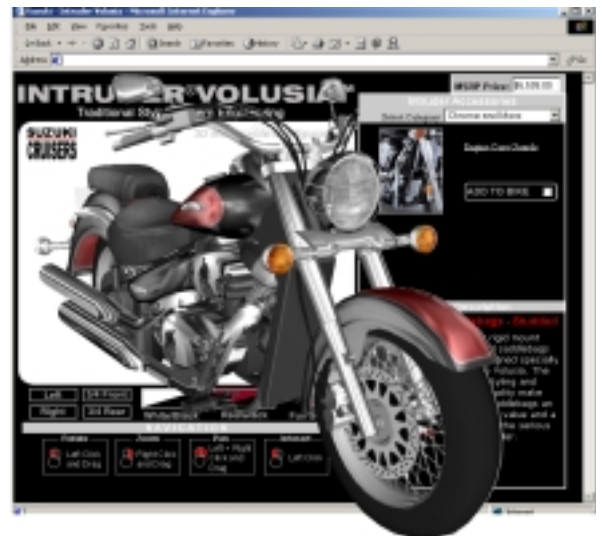
Fully integrated user interface within 3ds max viewport

EON Raptor™ workflow, step by step

1. Create your **model** and **animation** in **3ds max**
2. **View** the result in **real-time** at anytime using EON Raptor
3. Create interactions with the **easy-to-use Interaction Wizard**
4. Use the Web Wizard to **publish your application online**

Key advantages

- Simple **wizard** driven **web publishing**
- **FREE web** and CD-ROM publishing
- Fully **integrated** within **3ds max** (no export required)
- Allows **Real-time** viewing within **3ds max** (no expensive hardware required)
- Rapid **3D content development** for the Web
- **Intuitive** interactivity creation
- Interactive **product catalog information** (for sales and support)



Motorcycle configurator used for sales of accessories

Key features

- Transformation **keyframe animations** created in **3ds max** are **compatible** in EON Raptor
- Easy **interactivity creation** including:
 - Create animation (object and camera)
 - Start/stop animations
 - Change materials (textures, colors, lightmaps)
 - Hide/unhide objects
 - "Discreet morphing" of objects
- **Materials** properties supported: name, ambient color, diffuse color, specular color, specular level, glossiness, opacity properties, bitmaps, reflection, texture coordinates supported through UV mapping



Interactive Support and trouble shooting for printers

"Discreet 3ds max and Autodesk VIZ artists can publish their content for high-quality 3D interactivity on-line or off-line using the EON Raptor, all within the familiar 3ds max environment. The EON Raptor controls provide an easy-to-use, GUI-based click and point authoring environment, and free publishing,"
 Jon A. Bell, Discreet Developer Relations Manager.



Real-time lightmaps and transparency exemplify EON Raptors visual capabilities

Key features

- **Lightmaps** supported through use of reflection maps
- Support for **multiple lights**
- Support for **multiple cameras** and **camera animations**
- Multiple **navigation mode** (walk/orbit)
- **Embedded** in 3ds max or as a pop up window
- Full **3D hardware acceleration** through OpenGL support
- Capabilities to **embed text** interactively linked to 3D components
- **Fullscreen** option

NOTE: All images on this page are real-time snapshots rendered with EON Raptor/Studio