

AccuRender[®] raytracing and radiosity

Features

Detailed speci

What is AccuRender?

AccuRender creates stunning, life-like images from your 3-D models inside **AutoCAD R14** and 2000, Architectural Desktop, Mechanical Desktop, **Revit**, or **Rhino**.

AccuRender is the only renderer that uses raytracing and radiosity technologies to create high quality, photorealistic, still, panorama, and animation image files.



Image quality

AccuRender brings you new technology with the highest image quality, accurate speed, and ease-of-use available today. With AccuRender, you can apply materials and lights to your models.

AccuRender provides accurate indirect lighting calculation, soft shadows, color bleeding, and lighting analysis tools. Raytracing provides accurate reflection, refraction, caustics, shadows, and more to create unrivaled realism.

Fast and efficient

AccuRender is faster than other radiosity and raytrace renderers. AccuRender 3 supports multiprocessors and background processing. Scenes in AccuRender can be set up in one tenth the time needed for most other renderers.

Unlike other renderers, AccuRender can be interrupted while processing to revise material assignments or lighting. You are not forced to wait for the entire process to complete before you can view your image. With AccuRender you work smarter and more efficiently.



Easy to use

With AccuRender you don't need to be a professional renderer or a lighting engineer to get realistic results quickly. Physically-based light source intensities are specified in watts, lumens, or candelas throughout.

AccuRender materials are assigned to layers or objects. No other steps are ne

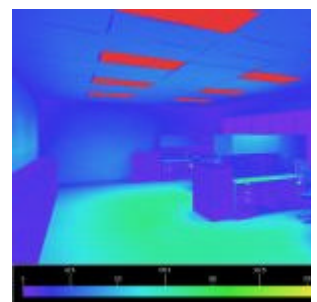
Affordable

AccuRender costs far less than any other product that can create images of this quality.

Because you work in your modeling application, learning cost is minimal.

Hardware requirements are the same as your modeling application.

Virtual reality is completely interactive viewing of fully rendered models, even on a basic PC or across the Internet.



Runs inside

With other radiosity-based renderers, if you change your model, you start over reapplying materials and lighting. With AccuRender, everything is saved with the r



and any changes to the model can be immediately rendered in AccuRender. You never need to start over.

AccuRender extends the capabilities of the modeling software you are comfortable and familiar with.

Extensive libraries

Over 5,000 materials, 500 plants, and 300 light fixtures are included with AccuRender.

Additionally, AccuRender provides a materials editor so you can create your own specialized materials from bitmaps or procedural patterns.



Procedural materials

Most renderers rely entirely on bitmap materials that must be tediously "mapped" to each object. AccuRender supports bitmap and procedural materials like marble, granite, tile, and wood that can be assigned to objects, blocks, or layers.

Procedural materials penetrate through the part instead of being "wrapped" around it. A wood beam will show a rift sawn grain pattern on the sides and end grain on the end. The growth rings penetrate through the beam like real wood instead of being wrapped around it like shelf paper.

Fractal vegetation

Over 500 species of mathematically generated 3-D plants with seasonal variation are included with AccuRender. Most other products paste on simple bitmaps, giving unrealistic shadows and reflections.

Realistic 3-D trees and plants are "grown" in memory at the time of rendering to produce life-like results.

