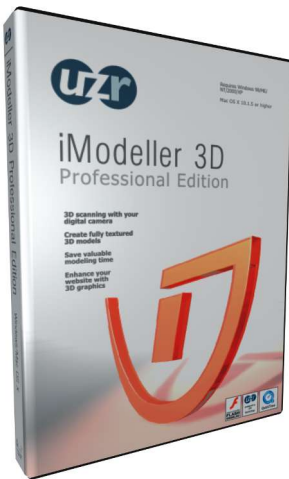




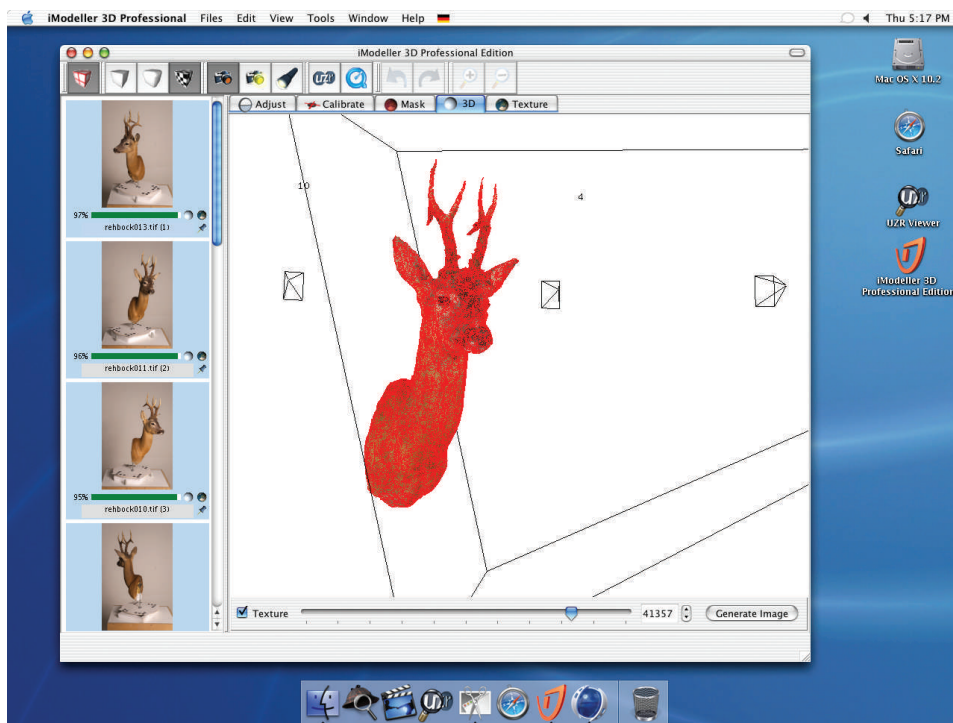
<http://www.imodeller.com>

iModeller 3D Professional Edition



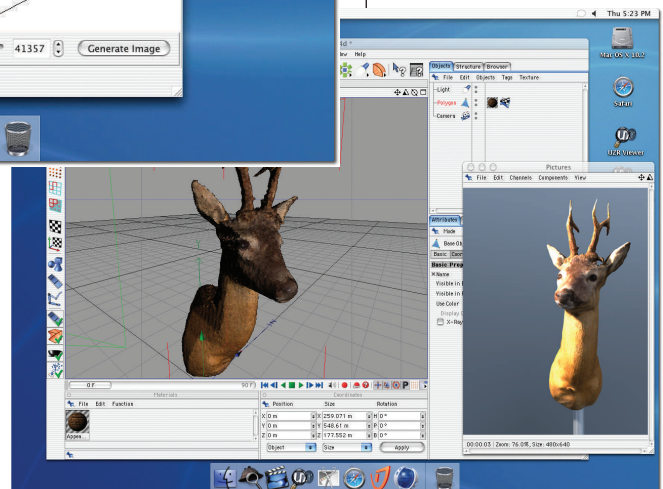
3D scanning with your digital camera. It's easy.

Create 3D models from photographs within seconds! iModeller 3D Professional Edition turns your camera into a 3D scanner - with no special hardware required. An award-winning user interface, its wide compatibility, precision and automatized modelling features make iModeller 3D Professional Edition the perfect tool to create perfectly textured 3D models from scratch.



3D Export Formats
Export the model from iModeller 3D to your 3D application for further rendering and animation: **3DS, C4D, DXF, STL, OBJ, and VRML** export. Or publish your 3D model online using the provided **UZR** internet format.

3D graphics from 2D images. As simple as that. iModeller 3D Professional Edition creates mesh geometry, UVW texture atlas and texture from a series of object images. A great way to create realistic and hard to model organic shapes of real life objects. Capture objects of any size, using nothing but your digital camera.





Key Features

Variable Image Import Formats. iModeller 3D supports BMP, JPG, PCD, PNG, PSD, TGA and TIF files.

Automatic Alpha Channel Detection. Allows premasking of the images with any external image editing software (e.g. Adobe Photoshop).

Texturing Options. Use the Texture On and Texture Off Masks to select preferred object image parts.

Mesh Control. The unique Details Mask allows to bring out filigrane object parts.

Award-Winning User Interface. Creating high-quality results has never been so easy - even for absolute 3D graphics newbies.

Automatized Modelling Functions. Create 3D files with a single mouse click.

3D Material Control. Add phong and metal shadings to your 3D model.

Merging Functions. Merge two 3D models of the same object for greater detail.

Bundle Adjustment. Set individual marker points to improve image calibration results for greater model detail.

Numerous 3D Exports. Export the 3D model to 3DS, DXF, STL, C4D, VRML and OBJ.

Variable Web Exports. Save your 3D model as UZR, Macromedia Flash and QuickTime files.

Template Functionalities. Streamline your Web 3D HTML content production. Create templates only once and publish complete HTML pages with a single mouseclick.

Plugin-Free Web 3D. Harness the power of the java based UZR Viewer with panoramic image background support.

System Requirements

Mac: G4 with Mac OS X 10.1.5 or higher, **PC:** Pentium II/400 MHz Processor (Pentium III/Athlon 800 MHz recommended), Microsoft Windows ME, NT (Service Pack 6), 2000, XP operating system or later (Windows 2000/XP recommended), 128 MB of RAM (256 MB of RAM recommended), 800x600@16 Bit Highcolor graphics (1024x768@32 Bit TrueColor graphics recommended), OpenGL support, Harddisk space required: minimum installation 30 MB, maximum installation 60 MB, CD-ROM drive, VGA or higher resoluted monitor, Mouse (wheel mouse recommended), Digital camera or webcam, Printing device, Java enabled browser

Support

Extended Online Resources. iModeller 3D has its own support web site. At the URL <http://www.imodeller.com>, registered users will find lots of tutorials, a user forum hosted by our developers, plus news, a gallery, and everything you expect from a premium product web resource.

Mail Support. Got a problem using iModeller 3D? Contact the UZR Support team at support@uzr.de for answers quicker than anything you have yet experienced.

Order Information

To purchase iModeller 3D, please contact your local reseller:

or UZR's international sales office at:
 UZR GmbH & Co KG
 PO Box 70 30 52
 22026 Hamburg
 Germany
 Phone: ++49 40 410 988 900
 Fax: ++49 40 410 988 909
 mailto:sales@uzr.de

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