

3 D F O R T H E R E A L W O R L D

# MAXON



© by Felix Moeckel

- **REVOLUTIONARY:**  
Projection Painting
- **UNIQUE:**  
RayBrush™ Mode
- **FAST:**  
Optimized Workflow
- **NEW:**  
15 High End UV-Tools
- **PLUGS INTO:**  
3ds max, Maya,  
Lightwave, CINEMA 4D



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## BODYPAIN 3D 2

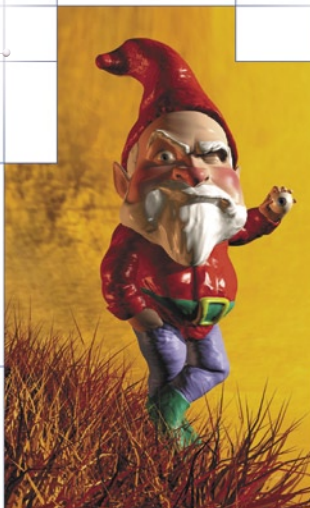
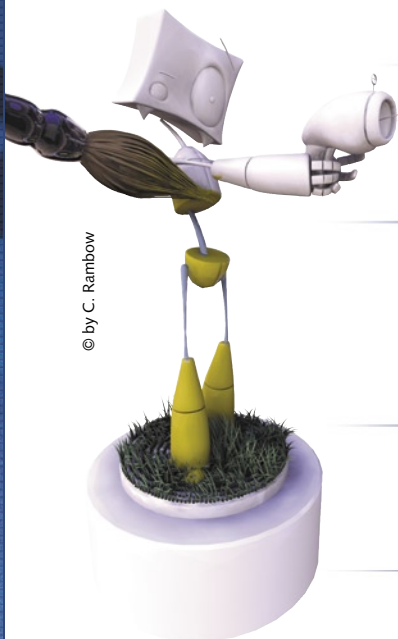
### THE ULTIMATE SEDUCTION

Professional 3D Painting for All Artists



# BE PREPARED FOR A MINDBLOWING EXPERIENCE

"Texturing 3D models was always difficult and cumbersome but BodyPaint 3D R2 brings spontaneity and simplicity to this task."  
Eric Smit, CGTalk.com forum moderator

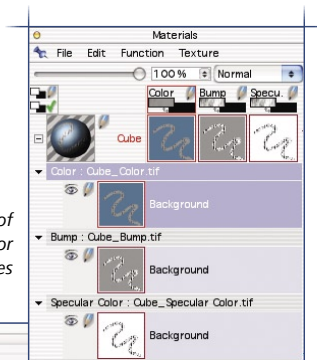


## REVOLUTIONARY

BodyPaint 3D Release 2 will revolutionize the way you texture your 3D models. BodyPaint 3D makes painting by vectors as easy as painting by numbers. Forget flat compromises and paint in 3 dimensions. BodyPaint 3D offers the ultimate control over your textures and the exclusive RayBrush™ technology lets you view the results of your painting realtime in a rendered image. Even the most complex UV coordinates can be tamed with the help of a complete suite of UV editing tools.

BodyPaint 3D is for all 3D artists and includes free plugins to exchange models and textures with 3ds max, Lightwave and Maya. These plugins transfer models, textures and UVs between BodyPaint 3D and your 3D application of choice with no hassle at all.

*The new interface offers plenty of painting space and intuitive dialogs for an easy setup of materials and brushes*



## ALL THE TOOLS YOU LOVE

RayBrush™ eliminates the need to continually switch applications or perform test renders. You can see the actual rendered effect while painting in any channel, including reflection, transparency and bump. You can even paint on multiple textures at once within RayBrush mode.

All your favorite painting tools are available in BodyPaint 3D, including clone, smear, sponge, dodge and burn tools. The standard brush tool includes pressure, hardness, size, bitmap,

distortion, rotation, jitter and other parameters for hundreds of painting possibilities. The effect of any parameter can be controlled by the settings of your graphics tablet.

A familiar layering system operates much like 2D graphics applications, giving you the power to combine various effects and experiment with confidence. BodyPaint 3D also features a realtime preview of layer transformations.



## WHAT MAKES BODYPAINT 3D UNIQUE:

- RayBrush™ Technology
- paints on 10 Channels at Once
- UV Tools Included
- Paint Setup Wizard
- Optimal Cubic Mapping
- Full Rendering Capabilities
- Unlimited Number of Views
- Most Advanced Implementation of Projection Painting
- Supports Subdivision Surfaces
- Customizable Layout/Menus
- Available for Mac and PC
- Excellent Price Performance Ratio

## ALL NEW PROJECTION PAINTING

Say goodbye to unpredictable distortion caused by model contours and perspective, because with Projection Painting what you see is truly what you get.

With projection painting enabled, you can paint on a virtual glass plate and then project this painting onto your model. This powerful feature supports all of BodyPaint 3D's painting tools and provides full control over the projection and final appearance of your paint strokes.

Projection painting even allows users to paint across multiple objects to eliminate seams. You can copy

and paste paint between layers while in projection paint mode, and you can even join 2 separate images with perfect blending and distortion.

Getting the results you want without seams or distortion has never been easier than with the new BodyPaint 3D Release 2.

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# SONY PICTURES IMAGEWORKS TRUSTS BODYPAINT 3D

Sony Pictures Imageworks selects MAXON's BodyPaint 3D R2 for animation and effects production pipeline.

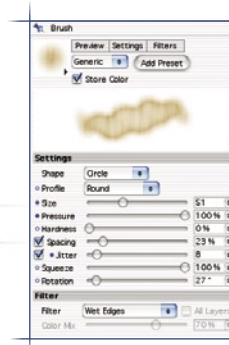
## THE KEY TO SUCCESS - WORKFLOW AT ITS BEST

BodyPaint 3D Release 2 features an optimized interface to ease the transition from other popular applications and help you get the results you want in record time.

New enhancements to workflow now more closely match the way traditional graphic artists work. The default layouts have also been

designed to offer plenty of premium painting space, and can be customized completely to suit your personal style. Non-modal managers include realtime previews of colors, brushes and other options as you adjust individual parameters.

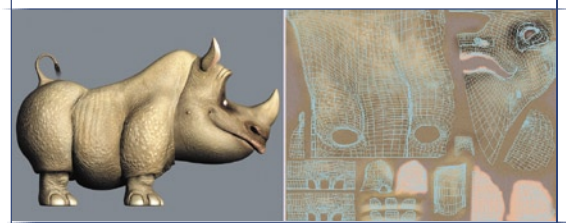
An all-new Setup Wizard reduces the time necessary to prepare a model for painting, so you can focus on the result rather than on the program. It creates basic layers, optimizes UVs and determines the optimal texture map size for an individual model, hierarchies or groups. With BodyPaint's new Setup Wizard, you're just a few mouseclicks away from starting your masterpiece.



*A complete set of parameters allow you to set up the brush you need.*



© by Fendrik Peter



*The powerful mapping tools allow you to create UVs as perfect as the model you built.*

## BRAND NEW UV TOOLS

BodyPaint 3D features an arsenal of UV editing solutions so you can ensure your models and their materials line up correctly. Properly designed UV coordinates are essential to successful painting and quality texturing in 3D.

The Release 2 includes 15 new tools to help you achieve the best UV map for each individual model. You can utilize the new Cubic Optimal Mapping to automatically optimize your UV coordinates and remove overlapping points. The Relax UV tool adjusts the size of UV's in relation to their associated polygons, while the UV Terrace tool lets you easily include additional geometry in an existing UV map. Using BodyPaint 3D's powerful Interactive Mapping feature, you can generate UV's based on standard projection types for different areas of a model.

Whether adjusting UV's for a low-res game model or a high-res matte painting, BodyPaint 3D provides the UV tools you can rely on.



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## WHY 2D IS NEVER ENOUGH

Textures can make or break your 3D image, and experienced artists know the issues involved with creating 3D textures in a 2D application.

Unwrapping a 3D object into a 2D plane almost always causes distortion. BodyPaint 3D paints in 3 dimensions, so it correctly calculates distortion for perfect results. Just as unwrapping causes distortion in your 3D textures, simple flat projection adds distortion as well. BodyPaint 3D paints the UVs of your model rather than any particular viewpoint, so your paint always goes exactly where you want it. With BodyPaint 3D you can paint an entire material with a single stroke. Each brush can paint up to 10 channels simultaneously.

BodyPaint 3D Release 2 can paint over multiple objects with a single stroke. You could never do this in 2D. Usual graphics applications don't account for the lighting in your scene or the effect of different material channels. BodyPaint 3D does that and more with its unique RayBrush™ feature. Rather than saving, reloading and rendering textures, you can paint in realtime on a rendered image and see the results instantly.

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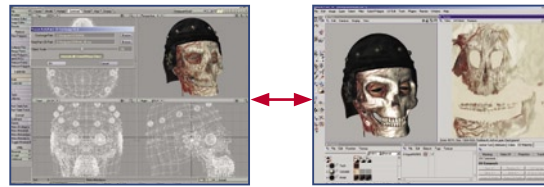


# NEW FEATURES AND NEW CONNECTIONS

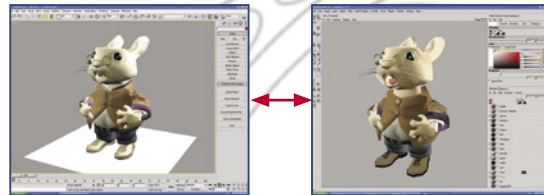
## WHAT'S NEW IN RELEASE 2:

- Massively improved workflow
- New BodyPaint 3D Maya connection
- Strongly improved speed, especially camera navigation
- Full OpenGL support
- Higher shading precision, bilinear interpolation for textures
- Strongly improved BodyPaint 3D-LightWave connection, transfer of UVs
- Lots of merged windows and managers for faster workflow
- Dodge, burn, smear and sponge tool
- New color chooser (new display modes, quick storage)
- Projection Painting with
  - extremely high processing speed
  - support for multiple materials (paint seams)
  - copy/paste support
  - full support for layers
  - supported by nearly all tools
- Support for third party Adobe Photoshop® filters
- New, powerful „optimal mapping (cubic)“ method
- Paint Setup Wizard with
  - support for multiple materials and objects
  - automatic mapsize interpolation
  - automatic creation of UVs
  - creation of materials and channels
  - rescaling of existing textures
- Gradient tool with gradient, noise and preset popup
- Realtime brush preview
  - instantly shows brush size and position
  - strongly improved cursor information
- Painting on multiple materials
- Material manager with
  - full layer control
  - Channel Display
  - 5 new display modes (compact/extended)
- New color window with
  - quicktabs
  - color preset popup
  - color mixer
  - channel display
- ActiveTool manager with
  - brush display
  - brush preview
  - brush preset popup
- Completely new UV management, improved workflow
  - UV modification in 3D view with interactive feedback
- Relax UV tool
- Embedded TIF files
- UV realign tool
- New UV tools Terrace, Max UV, Fit UV to canvas
- New 1-click UV generation
- New asynchronous UV mapping dialog for fastest access
- New UV tools shrink/grow selection, select connected
- new context menu for fast access to UV tools
- UV autoloading
- New quicklight manager
- Material assignment display
- User defined menu sets
- Strongly improved qualifiers and shortcuts for tools
- Transform tool with
  - realtime update
  - selection and layermasks
  - texture flipping
- Layer links (also with PSD import/export)
- Hundreds of tools, commands and other workflow improvements

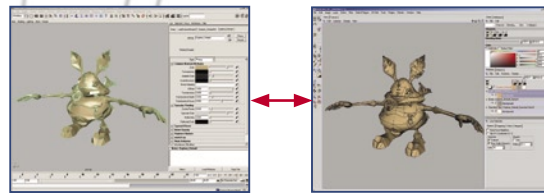
## LIGHTWAVE



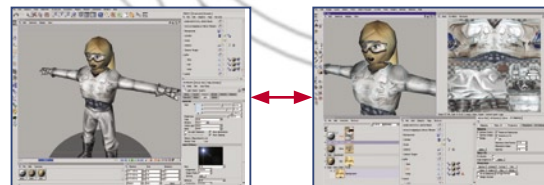
## 3DS MAX



## MAYA



## CINEMA 4D



BodyPaint 3D R2 offers a variety of possibilities to get your 3D model textured. No matter in what application you work, the huge number of import and export formats will provide connection to almost every 3D application on the market. However, for the most popular modeling and animation programs MAXON offers direct exchange possibilities.

Of course, BodyPaint 3D is available as an integrated module for MAXON's award winning CINEMA 4D R8 package. But a number of new and improved exchange-plugins connects BodyPaint 3D with your favourite tool, no matter if this is Maya, 3ds max or Lightwave.

The direct link between these programs not only transfers the pure meshes and textures back and forth, but also the lighting setup and even Subdivision Surfaces are supported. After texturing your model, the texture maps and the modified UVs will be taken back to your main application.

*"KingVega" created with 3ds max und BodyPaint 3D*  
*"Sacred Skull" created with Lightwave und BodyPaint 3D*



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ASCARON  
SACRED

