

Orchestrate3D™

Version 1.0



Non-Linear Animation Production Pipeline

Orchestrate3D™

Orchestrate3D™ (O3D) is the first non-linear animation production pipeline application that enables artists, directors and producers to create and manage entire projects within a unified, collaborative framework. O3D unites all packages under a common interface for use when file conversion, asset management and project management are needed.

Simplifying the creation of 3D animation, O3D allows users to purchase only the components they need to enhance their already existing 3D animation software packages. Feature modules can be added to create an enhanced production system on top of existing software applications.

Orchestrate3D builds the future today through its base architecture. O3D provides a revolutionary pipeline foundation in which current modules such as Improv Technologies' highly anticipated non-linear motion compositing tool, Scene Conductor™, will work seamlessly with future Project Management, Asset Management and animation modules.

Orchestrate3D reads and controls Alias|Wavefront's Maya™, 3D Studio Max™†, and within the near future Softimage®|XSI™† file and interface formats.

†Note: 3D Studio Max® (Beta) and Softimage®|XSI™ (in development).

Key Benefits

- **Revolutionary Production Pipeline Methodology:** Combine libraries of animations & effects to create endless varieties of new content.
- **Procedural, Non-Linear Motion Compositing Environment:** Increase productivity with reuseable animations.
- **Intuitive User Interface:** Common User Interface across multiple applications.
- **Extendable Pipeline Architecture:** Builds with the needs of production.
- **Cost Effective Integration:** Interoperability with all supported animation packages

Scene Conductor™

Version 1.0

Orchestrate3D's first revolutionary module, **Scene Conductor™**, is an advanced 3D animation compositor. Scene Conductor enables animators to layer and blend key-frame, expression based or motion-capture animation sequences, in a procedural non-linear environment. Combined with Orchestrate3D, Scene Conductor speeds up your production process by providing a framework to infinitely create and reuse libraries of animation sequences while reducing the amount of hands-on, frame-by-frame manipulation.

Scene Conductor enables content developers to easily coordinate the vast array of complex elements that make up sophisticated 3D animated content, while reducing the amount of original material that must be created. With the ability to hierarchically composite shots, entire animated sequences can be blocked out in the scene layout phase of production and used as a live storyboard.

The cost of 3D content production will be greatly lowered by decreasing the time and effort necessary to create high quality animation. Scene Conductor will enable developers to easily combine previously created animation into new actions and behaviors. Now animators can block in scenes quickly, leaving more time for fine-tuning their creations.

Scene Conductor is designed to work seamlessly with the leading 3D animation applications, giving content creators the freedom to choose the most efficient tools available without regard to interoperability bottlenecks.

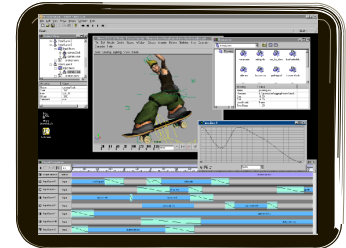
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Feature Summary

- **Multi-Target Animation:** Animation blending enables an infinite variety of composite animations. Multi-target animations can be stored, accessed, and manipulated as easily as other animations within the O3D environment.
- **Layering:** Create overlapping layers of reusable animation that can be sequenced, blended and combined to easily create and manipulate complex behavior.
- **Motion Compositing:** Combine layered animations through additive & multiplicative compositing, selective filtering.
- **Hierarchical Sequencer:** Create and store sequences of animation to use within other sequences of animation. Layers of animation can be sequenced independently to allow greater re-usability while providing maximum control over the final animation.
- **Adjustment Clip:** Allows the user to procedurally non-destructively adjust or tweak final animation sequences through a key-framed editing environment.
- **Import and Export of Maya™, 3D Studio Max™†, and Softimage®|XSI™† file formats.**
- **Module Based Framework,** which allows expandable seamless future feature integration.
- **Future platform independent architecture.**



Scheduled Feature Enhancements:

- **Platform Independent Architecture** - Use Orchestrate3D in a multi platform production environment; Unix, Irix, Linux, NT, MacOS.
- **Project Management Module** - Track Progress throughout the project. Manage project resources and delegate tasks. Monitor individual and team assignments to ensure adherence to tight schedules.
- **Asset Management Module** - Store and access large libraries of models, animations and images from a central or distributed database.
- **Multi Application Animation Mapping** - Import from and Export animation channels to any 3D animation package supported by Orchestrate3D. Share data between applications without file conversion.
- **Plug-In API** - Create custom animation controllers for O3D or extend the system to support additional installed 3D software.
- **Application API** - Create stand-alone applications that incorporate the O3D functionality.

System Requirements:

Workstation with 1-4 Intel Pentium II or Pentium III.
Windows NT® version 4.0 with Service Pack 4 or higher
Recommended 256 megabytes (MB) of random-access memory (RAM)
Hard-drive with at least 2 gigabytes (GB) of free space
OpenGL graphics accelerator card (1024 x 768 min. resolution)
Maya version 2.5
Web Browser (Online Documentation)

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