



Hypercosm Maxlink™ Product Data Sheet

Hypercosm Inc., November 2000

Synopsis: Translates 3D Studio Max® scenes into Web-ready Hypercosm 3D™ applets. Can also emit OMAR™ source code enabling sophisticated animation and simulation to be added.

Features:

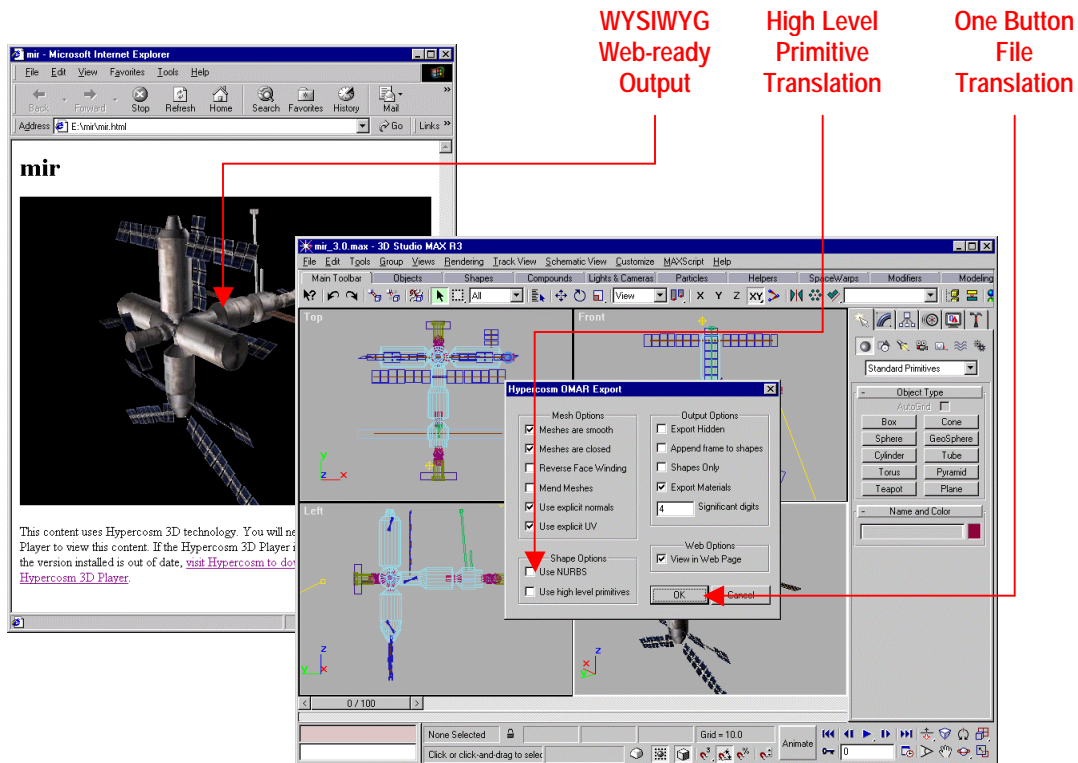
- Preserves object names and hierarchy, position, rotation, scale, basic material color and parameters from the standard material, target cameras, target spotlights and omni lights, UV mapping coordinates
- Translates 3D Studio Max Release 3 primitives in their abstract format (no polygons!)
- Can create the smallest 3D Studio Max translations
- WYSIWYG translation

Benefits:

- Enables rapid development and deployment of new 3D content to the Web
- Enables repurposing of existing 3D content for use on the Web
- Smaller resulting file sizes means faster downloading
- What you see in 3D Studio is what you get on the Web

System Reqs:

- Windows 95/98/NT/2000 on Intel processor or compatible
- 3D Studio Max Release 3 or later
- 3D Accelerator strongly recommended



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