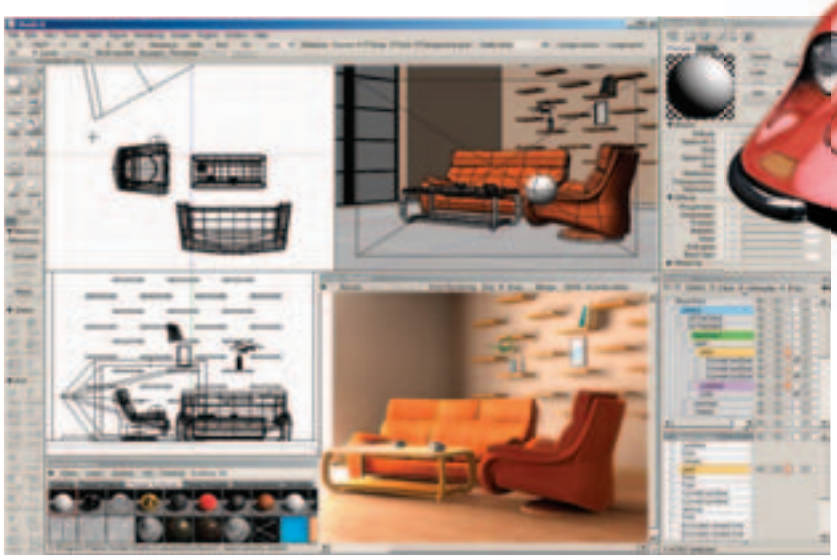
Shade™ 8

e frontier

www.e-frontier.com

Powerful 3D Modeling and Rendering Software

Join over 200,000 Shade users to create architectural designs & renderings, product designs, and development prototypes. Import or export your Poser figures, add props, alter mesh features, and render photorealistic scenes.



© Hiroshi Isayama

© sinn-TE

© Watanabe Komuten

Flexible 3D Design

From graphic design to illustration, architecture to city landscapes, Shade's diverse set of modeling tools allow you to create your dream design. Use intuitive Bezier curve design tools to quickly bring ideas to life. On-line and tangent control points allow quick visualization and easy tailoring of curves and 3D surfaces.

Large Libraries of 3D Content

Take advantage of the huge number of highly detailed custom objects available. Simply drag and drop furniture, cars, doors, windows, musical instruments and much more into your design. Save time by using these libraries to populate you environments! Choose from over 5000 custom 3D objects available on **www.contentparadise.com.**

Advanced Modeling Tools

Use Boolean modeling, Polygon mesh modeling, and Auto-smoothing of curves for those projects focused on detail. Use Metaballs for physics-based modeling and organic natural designs. One hundred levels of Undo/Redo provide the ultimate in design flexibility.

Ideas Rendered Real

With Shade, you can turn your dreams into reality. Use Raytracing for light reflections and refractions. A powerful Global Illumination renderer, including Radiosity, casts soft shadows and natural color bleeding.

Easy to Learn Tools

TextEffector can easily create solid objects from fonts, including support for TrueType and Postscript Type 1. ShadeExplorer visually manages your Shade data, files and images. Expand Shade's toolset through one seamless UI interface, including Python Scripting and the Shade SDK.

Integrate with Poser™

PoserFusion™ 2 provides the best integration of Poser characters into Shade. Enhance and change figures with a comprehensive set of mesh editing tools or create props using Shade's powerful and easy-to-use Bezier and polygon based modeling tools. Shade is a must have for every serious Poser user.

Shade 8 standard

All-in-one 3D graphics suite for designers, illustrators and graphic artists.

Import Illustrator designs and export to Photoshop for final composition. Includes advanced Boolean and Polygon modeling tools to detail designs. ***TextEffector*** includes TrueType and PostScript Type 1 font support. Apply Global Illumination with Radiosity to render photorealisic results. Output images up to 4000 x 4000 pixels.

Shade 8 professional

Advanced modeling, lighting and rendering for architecture and design professionals.

Includes all the features of **Shade standard** and much more! With ***RoomPlanner*** drag and drop building components to prototype architectural designs. IGES5.3 format support integrates into a CAD-based environment. Advanced rendering tools include ***RadiosityPro, CALLISTO²*** and ***SHADE GRID*** for professional results. Output images up to any size!

Shade 8

www.e-frontier.com

Feature Comparison Chart

Design & Modeling	standard	professional
Curved Surfaces	X	X
Revolve Object	X	X
Bevel Modeling	X	X
Polygon Mesh	X	X
Boolean Modeling	X	X
Meta Mesh	X	X
Regular Polyhedron	X	X
Arc	X	X
Spiral Line	X	X
TextEffector	X	X
Lattice Deformer	X	X
Twist Deformer	X	X
Curved Surface Transformer	X	X
Magnet Tool	X	X
Ball Joint	X	X
Bone & Skin	X	X
Auto Smoothing/ Interpolate		X
MagicalSketch 2	X	X
Object Alignment / Arrangement	X	X
Line Fit	X	X
RoomPlanner		X
Cut/Connect Curves	X	X
Display Normal Line	X	X
Display Start of Line Object	X	X
Eye Target Sets Focal Length	X	X
Link Object (Master Object)	X	X
Mesh Editing	X	X
Lasso / Trace Selection	X	X

Surfaces	standard	professional
Solid Texture Shader		X
UV Mapping Editor	X	X
Alpha Blending	X	X
Fresnel Reflection	X	X
Individual Surface Attributes	X	X
Anisotropic Reflection Rendering	X	X

Rendering	standard	professional
OpenGL Acceleration	X	X
Scanline Rendering	X	X
Shadow Mapping with Scanline rendering	X	X
Radiosity with Scanline rendering		X
Raytracing	X	X
Shadow Mapping with Raytracing		X
Native Meta Renderer	X	X
Radiosity	X	
Radiosity Pro		X
Wireframe Renderer	X	X
Path Tracing (standard Global Illumination renderer)	X	X
ToonRenderer	X	X
CALLISTO² Renderer		X
Boolean Rendering	X	X
Maximum Render Image Size (pixels)	4000 x 4000	unlimited
DPI Settings	X	X
Motion Blur	X	X
ShadeGrid	X(1)	X(UL)
Photon Mapping (Global Illumination)	X	X
GlowEffector		X
GlowEffector (Lite version)	X	
Stars Effector	X	X
BlurEffector	X	X
Particle Effector	X	X
Stereo Rendering	X	X
Post Image Processing with Z Depth support	X	X
Depth of Field (DepthPlus)		X
SIMD supporting	X	X
Background Settings	X	X
PICT/BMP/TARGA/TIFF output	X	X
IBL (Image Based Lighting)	X	X
HDRI Importer/Exporter	X	X

Documentation	standard	professional
Reference Manual	PDF	PDF
Users Guide	PDF	PDF
Beginner's Tutorial	PDF	PDF
Installation Guide	PDF	PDF
Quick Reference	PDF	PDF
New Features Guide	PDF	PDF

Animation	standard	professional
Camera Object	X	X
Forced Balls		X
Field Rendering	X	X
Meta Particle Renderer		X
Joint Settings	X	X
Motion Settings	X	X
Direction Control of Path Joint	X	X
Sequence Controller	X	X
Inverse Kinematics	X	X
Smart Kinematics IK	X	X
BVH Motion File Support		X
QuickTime Output	X	X
AVI Output (Win only)	X	X
Image Sequence Output (PICT/BMP/TARGA/TIFF)	X	X
AimConstraints	X	X

Import/Export	standard	professional
3D Studio MAX (3DS) Import/Export		X
Animation Master Export	X	X
AVI Import/Export	X	X
BMP Import/Export	X	X
BVH Motion File Import		X
DirectX Export		X
DXF Import/Export	X	X
EPSF (Illustrator) Import/Export	X	X
Flash Exporter (SWF)	X	X
GRAPHISOFT (GDL) Export	X	X
IGES5.3 Export	X	X
JPEG Import/Export	X	X
LightWave 3D (LWO) Import/Export		X
OBJ Import/Export	X	X
PICT Import/Export	X	X
POV-Ray3.0 Export	X	X
PSD (PhotoShop) Export	X	X
QuickTime (MOV) Import/Export	X	X
RIB Export	X	X
ShockWave3D Export (Windows only)	X	X
Targa (TGA) Import/Export	X	X
TIFF Export	X	X
ViewPoint Export (Windows only)	X	X
VRML2.0 Export	X	X
XML Import/Export (Shade files)	X	X
OpenEXR	X	X

Other	standard	professional
In-product Poser Integration	X	X
Script Interface (SDK)	X	X
Plug-in Interface (SDK)	X	X
Plug-in Manager	X	X
Python Script	X	X
ShadeExplorer	X	X
Mouse Wheel Control	X	X
Search and Replace	X	X
Command Palette	X	X
Multiple Preference settings	X	X
PoserFusion²	X	X
Realtime Background Preview	X	X

Shade 8 System Requirements

Applicable to all 2 versions of the Shade product family.

for Windows

Windows 2000/XP
Pentium II 300MHz
(Pentium III 800MHz or later recommended)
256MB system RAM (512MB recommended)
250MB free hard disk space
(5GB recommended)
24 bit color display, 800x600 resolution
(1280x1024 recommended)
CD-ROM drive
Graphics Card Recommended:
nVidia GeForce FX 5200, GeForce FX 5600, GeForce FX 5800, ATI RADEON 9000

for Mac OS X

Mac OS X 10.3.9 or higher
PowerPC G3
(PowerPC G4 or later recommended)
256MB system RAM (512MB recommended)
250MB free hard disk space
(5GB recommended)
24 bit color display, 800x600 resolution
(1280x1024 recommended)
CD-ROM drive
Graphics Card Recommended:
nVidia GeForce type, ATI RADEON type

QuickTime

e frontier 5615 Scotts Valley Drive, Suite 210 • Scotts Valley, CA 95066 • Phone: 831-480-2000 • Fax: 831-480-2010

Shade is a registered trademark of e frontier America, Inc.
All other trademarks are the property of their respective owners.

Z-SHS-C80-F-001