

Features at a Glance

- Models the appearance of native and imported geometry elements as defined by optical properties and surface finishes
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The LightTools

capability to create vivid images of a system when the sources are illuminated. This powerful feature enables you to evaluate the aesthetics of a design without costly prototypes.

LightTools Photorealistic Rendering eliminates the need to use costly software to create high-quality graphics of your system. The renderer can create both lit and unlit images. You can design the look and feel of any surface using existing optical surface properties, or you can choose from hundreds of finishes in a built-in library of finishes. You can also create a reusable library of your own custom finishes and share them with colleagues.

Illumination simulation and rendering are decoupled; you can make photorealistic renderings from multiple viewing angles and positions without the need to re-simulate the illumination characteristics. This is a significant time-saver when you are tracing many millions of rays to get a non-noisy image.

LightTools Photorealistic Rendering also allows you to choose your image resolution. Images suitable for presentations can be rendered on the screen, but when VGA resolutions are not adequate, you can render images with more than a hundred million pixels—perfect for any size or type of product presentation or display.

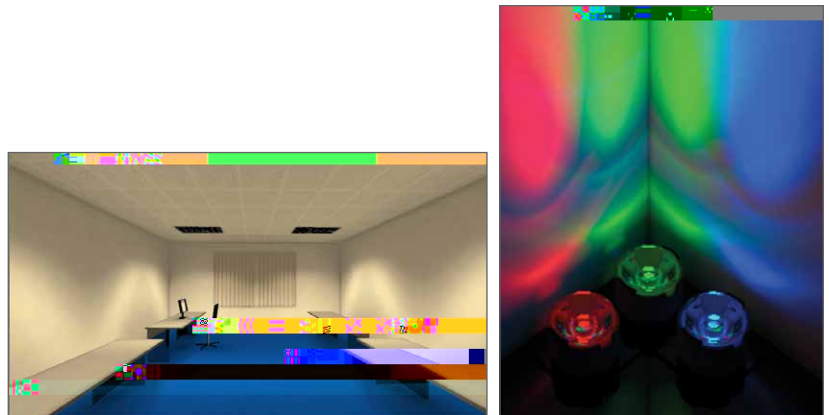


Figure 1: LightTools Photorealistic Rendering lit and unlit images

