



# ARTLANTIS™ 4

Artlantis is the fastest stand-alone 3D rendering application developed especially for architects, interior designers, urban planners, landscapers, etc. Artlantis offers a product line suited to different needs and practices. Artlantis Render is designed for those who seek very high quality rendering. Artlantis Studio, on the other hand, is the ideal tool for anyone who wants very high resolution rendering not only for images, but for iVisit 3D Panoramas, VR Objects, and animations as well.



## / Connectivity

Artlantis combines the most advanced and efficient functions for realistic simulation of hardware and lighting needed for any 3D project. Communicating directly with the leading CAD architecture software (such as ArchiCAD™, Vectorworks™, SketchUp™ Pro, Autodesk Revit™ and Arc+™), Artlantis has the advantage of import functions for the main CAD formats.

## / Real-time Preview

Like its predecessor, Artlantis 4 is designed based on the original concept of preview window interactivity, with user-defined settings and modifications. The new and improved rendering engine allows you to generate accurate radiosity images in real-time within the 3D preview window.



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## / Lighting

Lighting highlights the objects, just like in the real world. From the low-key lighting of dawn to the glare of midday, from the solitude of a crypt to the backlighting of a bay, Artlantis has the light sources (spotlight, bulb, sun, sky) and aerial effects (atmospheres, radiosity, turbulence, diffraction, halo) needed to compute the most realistic lighting models.



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## / Media

Artlantis provides an object manager that makes it easier to expand a scene layout and make it even more realistic. Whether you are working with vegetation, people, furniture or simple, decorative knickknacks, you can maneuver all of these either in 3D or 2D, and make graphic control of these objects dependent on scene-specific factors (such as hierarchy, catch point, season). This makes scene layout easier than ever.

## / Perspectives

Each projected view, clipping and perspective can be stored independently and recalled from the user-defined list at any time. Every view that is recalled in this manner will be recalculated with the parameters that make up its environment (geographical position, camera placement and focal distance, light sources, date and time, foreground and background, etc.) The Batch Render function can be used to calculate these views at any time, on final rendering, with a single click of the mouse.

**For more information, and to download the free trial version of Artlantis now, visit:**  
[www.artlantis.com](http://www.artlantis.com)



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## WHAT'S NEW IN ARTLANTIS 4.0

### / Quality Improvements

As in photography, the respect of color is essential in rendering. The new radiosity engine improves images for a better perception of colors, textures, and materials. Tone correction is a new post-process tool that allows users to lighten dark images and vice versa. A new Fresnel Shader has been added to the library, which is particularly suitable for metallic car bodies. Transparent surfaces are now better-managed in this new engine.

### / Performance Improvements

Artlantis 4 is faster than ever. The average render time is two times faster, and seven times faster if the project uses several Neon Shaders. In order to better handle large projects, Artlantis is now optimized for 64-bits on Macintosh and Windows.



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### / Productivity Improvements

The new Horizontal projection function simplifies working with complex roofing. The Batch rendering work can be reorganized and filtered before launching. In 2D view, the duplicated objects are positioned with gravity on the project. A new Explode by Mesh function separates the different meshes automatically to simplify the material assignment. A multiple selection of objects can now be set at the same time.

### / iVisit 3D Panoramas Artlantis Studio only

Create a true, virtual tour inside your project with multi-node panoramas. Everything needed for viewing panoramas is automatically created by Artlantis Studio 4. The player is free of charge and based on Flash™ technology, and is compatible with Macintosh, Windows, Linux and even Android operating systems. A special tool allows users to view and share these panoramas on an iPad or iPhone. iVisit 3D is available in two versions (Lite and Pro) from the App Store. iVisit 3D Lite is free, but is limited to one viewing per day.

### / New Artlantis Media CDs

Along with the release of Artlantis 4, five new Media CDs will also be released featuring 3D Transport and Cars Objects, using the Fresnel Shader; these Objects are compatible only with Artlantis 4.



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**Recommended System Requirements for Mac:**  
 Macintosh Intel® Core i5, i7, Mac Pro Quad-Core 6, or 8 Core – 4 GB RAM in 32-bits or 8 GB RAM in 64-bits – Mac OS X 10.5.8, Mac OS X 10.6, Mac OS X 10.7 – OpenGL graphic card with 512 MB of memory – Screen resolution of 1600 x 1200 – QuickTime® player 10 – Network card – Scroll mouse

**Recommended System Requirements for Windows:**  
 PC Intel® Core i5, i7, Xeon® Intel 6, 8 Core – 4 GB RAM in 32-bits, 8 GB RAM in 64-bits – System: Windows Vista (32 or 64-bits) or Windows Seven (32 or 64-bits) – OpenGL graphics card with 512 MB of memory – Screen resolution of 1600 x 1200 – Network card – QuickTime® 7.7 – Scroll mouse

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**ARTLANTIS™ 4.1**

## / ISO / Shutter Speed

Automatic lighting adjustment has been available since the launch of Artlantis 3. With Artlantis 4.1, users can now choose to keep this setting or use a new feature called ISO/Shutter. ISO refers to the sensitivity of camera film, while the Shutter Speed refers to the length of time the camera's aperture stays open when taking a picture. Artlantis 4.1 offers better color quality and more realistic results.



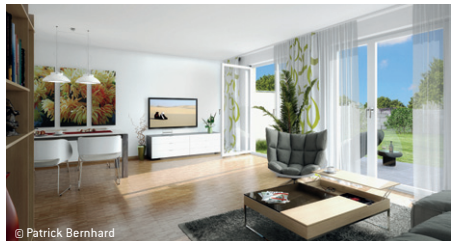
## / HDRi Background

The HDR image provides a spherical background as well as an overall illumination with shadows and full, 360 degree reflections. The 3D lit environment generated around your scenes ensures a robust background for all camera views combined with the entire range of real light intensity. This also makes HDR images valuable for scenes that contain reflective surfaces. With the special lighting channel included in HDR images, the illumination and shadow casting will result in amazingly realistic renderings.



## / Optional Maxwell Engine

Artlantis is the fastest 3D rendering application available today for architects and designers. And Maxwell Render is considered to be the most physically accurate rendering engine on the market. Abvent and Next Limit Technologies have teamed up to offer the Maxwell engine as an optional rendering engine within Artlantis 4.1. Complete with specific shaders and post-cards, the Maxwell engine is so easy to use. Simply set up your scene in Artlantis as usual, and click on the Maxwell engine button to launch the calculation. With Artlantis 4.1, you get the best of both worlds: speed and physical accuracy.



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