Digital Sketching
and Painting for Creative
Idea Generation

- Real-time pens, pencils, brushes, airbrushes
- Sketching
- Multiple Layers
- Digital Sweeps
- Painting
- Image Manipulation
- 2D/3D Integration

Studio|Paint|9

StudioPaint™ is a digital sketching and painting system with familiar tools such as real-time pens, brushes and airbrushes that enable the designer to freely experiment at a level not possible with traditional tools.

A l i a s | *wavefront*

Technical Features
StudioPaint* - Version 9.5

Image Manipulation

- **Color Curves -** Use the Color Curves tool to adjust color values for an image by adjusting component values (RGB, CMY, HLS, or HSV).
- **Color Editor -** A new user interface that enables the user to select and store colors quickly, intuitively and accurately.
- **Grid Warp Tool -** Warps images with a freeform grid outline.
- **Texture Sizes -** Supports texture sizes up to 4K.
- **Multiple Mask Management Tools -** Create multiple masks, create a new mask with another mask in use, access all masks from the Layer Editor.
- **Alpha/Luminance Mask -** Copy alpha or luminance data from an RGBA image to complete sophisticated masking effects.
- **Cool Shelf II -** Explore new colors and over 80 new brushes such as calligraphy, chalk, oil paint and ivy.
- **Customizable 2D Paint Tools -** Craft designs with pencils, brushes, and global image effects.
- **Multiple Layers -** Combine as many independent layers as you need.
- **Customizable Brushes -** Provide special painterly effects.
- **Visibility Brush -** Hides and shows any part of a layer.
- **Spline Brush -** Totally editable and gives you precise, tight spline brush strokes.

Textures

- **Multiple Textures -** Supports multiple textures on multiple surfaces. Provides painting across blended surfaces.
- **Scanned Images -** Apply to a 3D model and edit with brushes directly on the model or on an extracted texture.
- **Extract Textures -** Unwrap 2D textures, paint on them and see them interactively displayed in near real time on the model.

3D Geometry Tools

- **UV Coordinate Editing Tools -** Create and edit UVs for polygonal models.
- **UV Tool Set -** Includes Pick, Lasso, Move/Scale/Rotate, Cut, AutoMap Boundary, Pin, and AutoMap Component.
- **Texture Block -** Sets texture bounds so that paint always applies inside the bounds of the specified UV size.
- **Tumble/Dolly Around Selected Surface -** Pick a surface and use that as the pivot when painting 3D models.
- **3D Pick Layer -** Pick Layer Tool now supports 2D and 3D layers.
- **3D Pick Color -** Pick Color Tool applies to 2D and 3D layers; in 3D mode, you can choose whether or not to use shading when picking color.
- **Multi-Positional Lights -** Allows users to adjust shading on the model.

Shapes

- **Shapes Menu -** Gives more control over enhanced Shapes Tools.
- **Sweeps (French Curve) Shape Tools -** Create masks (inverted or standard) that you can move across a canvas, resize/ reshape and save to the tool shelf.
- **Snapping -** Shapes that you can "Snap" paint to.
- **Bézier Curves -** Use the Bézier tool to create shapes with curved lines, straight lines, or lines that have both curved and straight segments. The shapes, as always, can be outlined or filled. You can use them as sweeps or snap paint to them, and save them to the Shelf.

User Interface

- **Button Bar -** Provides fast on-screen access to layers, zoom, and the editors and windows.
- **Mask Menu -** Groups together functions for using masks, and the Mask stack in the Layer Editor.
- **Layer Editor -** Displays thumbnail icons in several optional sizes to preview layers being worked on; has colour coding of different layer types; includes new layer manipulation tools.
- **3D View Options -** Quickly centers selected geometry on the canvas.
- **Personal UI -** Set StudioPaint 3D to suit your needs. Customize window layouts and tool positions by dragging and resizing.
- **Tool Shelf -** Quick access to frequently used tools, colors, images, shapes and masks.
- **Pressure-Sensitive Stylus -** Gives high quality, natural-looking strokes.
- **Undo and Redo -** Revisit whole sequences of paint strokes, image processing operations and transformations.

Configurations

- **Hardware Brushes -** Fast 12-bit or 8-bit hardware brushes are available on the following systems:
  - 12-bit: - RealityEngine™
    - RealityEngine2™
    - InfiniteReality® engine
    - Indigo2 Maximum Impact™
    - Silicon Graphics® Octane®/MXI or MXE
    - Octane VPRO™-V8
  - 8-bit: - Silicon Graphics® O2®
- **Import and Export -** geometry formats such as StudioTools wirefiles, Silicon Graphics Inventor (Export only), IGES and image formats such as TIFF, Alias Pix, Silicon Graphics FIT and RLA.

Integration

StudioPaint is fully integrated with AutoStudio™, Studio™, DesignStudio™ and Maya®, allowing you to:

- Import scenes directly into StudioPaint.
- Export scenes or selected geometry as a StudioPaint geometry file.
- Copy a model and paste it into StudioPaint.
- Paint on any renderable texture channel, including custom channels.
- Easily export textures from StudioPaint and import them. Each texture is automatically mapped to the appropriate shading group and surface.

* StudioPaint is only available for SGI™ IRIX®

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