

modo 401 summary overview

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modo 401 is a comprehensive upgrade with wide ranging improvements in terms of both functionality and workflows that help you to accelerate the process of getting to final image faster than ever.

Major enhancements include:

- > Renderer improvements add nuance with underlying physical accuracy such as caustics, volumetric lighting, dispersion, blurry refractions and the ability to render curves. Rendered image quality is further enhanced by improvements in motion blur, depth-of-field, anti-aliasing, procedural materials, and a new Clear Coat material setting. Light linking, a new Shadow Catcher option, Stereo output and the ability to create Multiple Environments give you the ability to light your scenes with unprecedented control.
- > Animation capabilities of modo are enhanced with a new system of Channel Constraints and Modifiers that enable the construction of mechanical assemblies or “rigs” that support complex, coordinated motion from simple inputs. Dynamic Parenting provides the ability to maintain control of an object (as it is picked up and then placed on a curved rail for instance). A simple 2D two joint Planar Inverse Kinematics capability is also provided in modo 401.
- > Modeling improvements include an enhanced Background Constraint that lets you quickly model on top of existing dense meshes that come from scans or CAD datasets. A new Profile Modeling capability in modo provides access to a large supplied library of 1D and 2D profiles which are ideal for beveling, sweep or extrude operations. The Pen tool gets the ability to create double line walls and the Sketch tool is enhanced to draw out quadrangle strips.
- > The companion Preview Renderer offers much faster updates and now progressively refines image quality to a near final quality result. Navigating your scene inside the new Preview Renderer is far more responsive and remains so even on large datasets. The Preview Renderer can now show advanced effects including Irradiance Caching, volumetric lighting and instance replicators.
- > Workflow is enhanced by the ability to create, apply and re-use a wide variety of Presets. Over 1500 Presets are provided with modo and a new asset-sharing website has

been created by Luxology for the worldwide modo community.

> A new Fur material allows fibrous materials of astonishing variety such as hair, tree roots, bristles, grass and tinsel to be created. Fur can be combed and guided interactively and a variety of Fur Presets are included with modo.

> 3D Painting in modo is now multi-threaded and you can now paint directly on images that are not UV mapped. Image ink application is made easier with the new Auto Scale option.

> The new Instance Replicators in modo 401 let you impart trillion polygon details to scenes like leaves, barnacles, thorns, or rivets at render time with minimal impact on stored scene size.

> modo 401 includes more efficient tools for handling dense data sets and includes the ability to load Dassault Systèmes SolidWorks files directly into modo for visualization. modo 401 also can read .LXO files from Bentley Systems MicroStation software. modo 401 can now import and export COLLADA files for enhanced compatibility with many other 3D software systems.

> The modo user interface has been further improved at modo 401 with a re-designed layouts and Quick Launch tabs that provide ready access to tools. Additional OpenGL display options, selection, snapping and workplane improvements speed the modeling process.

> The inline documentation for modo 401 receives a new search function and an Index addition to the expanded PDF documentation. Help videos now stream from the Luxology website. The modo File I/O SDK is updated with new source code examples.

modo 401 runs on PC's and Mac's and is available for the first time for 64 bit versions of Windows (see detailed system recommendations below)

Minimum system requirements - Windows

Win XP / Vista (32 and 64 bit)

2 GB available hard disk space (for full content installation)

2 GB of ram

OpenGL accelerated graphics card capable of at least 1024 by 768 resolution

Mouse or pointing device (pressure sensitive tablets supported)

Pentium 4 processor or better

Internet connection required for product activation and to access streaming help videos

Minimum system requirements - Macintosh

Mac® OS X 10.4 or later

Macintosh® G5 or Intel processor

2 GB available hard disk space (for full content installation)

2 GB of ram

OpenGL accelerated graphics card capable of at least 1024 by 768 resolution

Mouse or pointing device (pressure sensitive tablets supported)

Internet connection required for product activation and to access streaming help videos