

Introducing

form.Z6.5

RenderZone PLUS

The ultimate in
photorealistic rendering

Global Illumination
based on:

- Final Gather
- Ambient Occlusion
- Radiosity



Attain **stunning results** in a short time. Easy to set up, easy to control.

Quick accurate simulation of **light effects** and photorealistic renderings with little effort.

Explore • Design • Deliver

"... 6.5 really is a major leap forward in rendering capabilities. It not only works in theory, but it works for real-world projects, and with rendering times we can live with."

• Richard Rush, April 11, 2007

form-Z 6.5 RenderZone PLUS

Global Illumination

Global illumination (GI) in **form-Z RenderZone Plus 6.5**

is based on two techniques: final gather and ambient occlusion, which may also be supported by radiosity methods. All three techniques are offered through simple interfaces that allow the user to produce impressive images with accurate simulations of light, with little effort and time.

- **Ambient occlusion (AO)** is based on the assumption that all scenes have omni-directional ambient light of uniform intensity. For a given pixel, it finds if there is any object close by that occludes it and, when it does, keeps some of the ambient light from reaching it. Ambient occlusion effects are easy to control and significantly enhance the realism of a rendered image.
- **Final gather (FG)** calculates, in addition to the direct lighting, a one bounce indirect illumination that occurs at rendering time and can be further enhanced by making use of a quick radiosity solution. Once calculated, the illumination is maintained, unless changes are made to the scene. It is very efficient in handling atmospheric and environment lights.
- **Radiosity's** primary role is to support final gather to which it can be added directly when rendering a scene. It can also be applied independently and used as a pure radiosity analysis based rendering method, with a newly revised simpler interface.



OpenGL

The **OpenGL** based **Interactive Shaded** renderer has been re-engineered to improve performance and attain new features. Specific improvements include **shadows** from point and cone lights that can now be shown with accurate intensities; **procedural textures** generated by **RenderZone** can now also be rendered; and **transparent** and **bump textures**, both map based and procedural, can now be rendered.



Sketch Rendering

Sketch rendering is now also standard with **form-Z RenderZone Plus**. This rendering mode creates images with expressionistic effects that make them appear as if they were done by hand sketching or painting techniques.

STEP

The **STEP** (Standard for the Exchange of Product Data) translator is now included in all versions of **form-Z 6.5**.



More rendering enhancements include new methods for **exposure correction** and new **shaders** most of which are intended to support architectural renderings and they include **shingles**, **brick pavers**, **road and sidewalk paving**, and **frosted glass**. Also, a new gradient shader can generate a variety of color gradients in a surface.



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