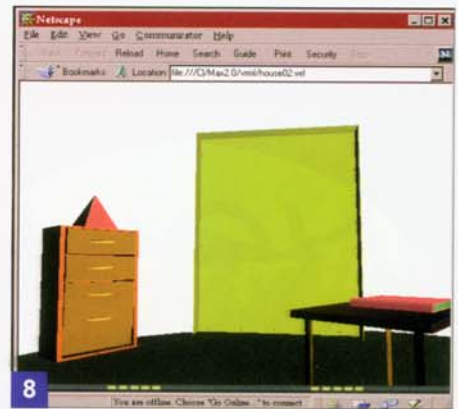


sound, the louder and clearer the sound becomes – just as in the real world. Set the sound to loop and start on world load – this is especially good for atmospheric sounds. Export your file again and view it in the browser. Note that if you changed the loop of any animations to TRUE you would have to do this again.

Remember that when choosing your audio clip you should keep the external file sizes down

too – they all add to the weight of the file and therefore the load time. Most atmospheric or ambient sounds can be kept small and looped for the best effect. This is also true for any bitmaps you may wish to add to your environment – keep them small and play with tiling to achieve the right effect.

So now you have a room, an animation and atmospheric sound. It's a start – but remember



that the main issue with VRML is file size so plan your models and environments accordingly. It takes a certain amount of discipline, especially for most people who are used to broadcast quality imagery which is huge. There are several tricks that you can learn to address these issues, and it really is worth checking out the VRML consortium web site and links to other VRML stuff out there (see the review of the VRML Mining Company in this issue). Keep it small, and remember that on the Internet bandwidth is boss, but even with a small, perfectly-formed .wrl you can create an immersive interactive environment that people will want to visit (picture 8). □

Forget about 3D paint!
Get photorealistic.

Sven Technologies

SurfaceSuite PRO

The Ultimate Texture Mapping Application

Improved Texture-Mapping
in 3D Studio MAX!



Now Compatible with
Most 3D and CAD Apps!



'Sanitarium' Images



© 1998 Sven Technologies, Inc.

©1998 Sven Technologies, Inc. SurfaceSuite, SurfaceSuite PRO, and LiveLinks are trademarks of Sven Technologies, Inc. Photoshop is a registered trademark of Adobe Corp. All other trademarks are the property of their respective owners.

Dreamforge® Intertainment and ASC Games™

SurfaceSuite™ PRO is a new breed of application for 3D artists and design professionals. It is the first Adaptive Texture Mapper, and it makes generating photorealistic model surfaces an absolute snap.

SurfaceSuite lets you generate texture coordinates and place textures in a variety of ways. By placing **Control Points** on the surface of the model, the user can interactively warp, stretch, layer, and blend multiple textures in real time.

SurfaceSuite can texture polygonal objects, as well as NURBS and other parametric surfaces. It supports unlimited numbers of texture coordinates and alpha-blended maps!

Then, when you're done, use **Global Map Generation™** to output all your texture map data into a single blended map. Perfect for real-time/game export.

Use SurfaceSuite **LiveLinks™** to achieve bidirectional data transfer from Softimage® 3DS MAX™, Lightwave®, Maya™ and Photoshop®. Also available as an integrated plug-in system for 3D Studio MAX.

Forget about 3D paint programs. Get true texture-mapping power in one package. Only from the texture-mapping experts, Sven Technologies.

US tel 650-852-8242

hello@sven-tech.com

www.sven-tech.com

