



Committed to innovation.

A detailed look at some of the new features and functionality available in **SOFTIMAGE|XSI version 3.5**.

RENDERING **Core integration of mental ray v.3.2**

- Only SOFTIMAGE|XSI has a shared memory architecture with **mental ray**, which maximizes the use of mental ray's award winning technology. This core integration of mental ray allows for increased rendering speed as well as greater memory management.
- **Rapid Motion blur** for large scenes. Rapid motion blur combines the power of ray-tracing with the speed of scanline rendering by applying a special hybrid effect, which is ideal for large scenes.
- **Incremental echo**. mental ray will echo multiple frames in the scene file to the echo file, where unchanged scene elements are omitted from successive frames. This means an entire scene can now be stored in a single MI file, and makes for smaller, more manageable MI files.
- **Greater memory management** in that any texture or shadow map can now be divided into chunks in memory.
- OGL accelerated scanline rendering.
- OGL accelerated shadow maps.
- **Final gathering falloff control**, for more accurate renders, faster.

INTERNATIONALIZATION **Multi-lingual software**

- With the growing number of adoptions in Japan, SOFTIMAGE|XSI v.3.5 now ships with an option for a **Japanese version**.

RENDER TREE **More controls**

- New quick controls for renaming.
- New Transparency & Reflection controls.
- New Color Balance and HLS adjust nodes.

INTERFACE & WORKFLOW **It gets better all the time**

- **Net View**, the unique web browser and asset management tool embedded in XSI is now **available on Linux**.
- **New contextual SRT manipulators** for those users who require additional functionality. XSI has added a contextual option for extra control.
- **Independent Pivot points**, allow for fast easy control for objects and components.
- Persisted preferred layout.
- Enhancements to transform setups.
- **Repeat last command**.
- Intelligent cluster overlap control.
- Enable/disable transparency in OGL.

MODELING **State-of-the-art**

- **Automatic symmetrizing of polygons** with UV and texture inheritance. Any polygon or object can be symmetrized and the resulting mesh will have the textures that are propagated in a single UV domain.
- **Extended functionality** for multi-resolution **Referenced Models**.
- **Quadrangulate triangulated and Ngon objects**.

TEXTURE EDITOR **Precise Control**

- **Contour stretch UV's** for truly easy texturing. Unfold selected polygons with multiple alignment options, which further enhances the already flexible sub-projection method of unwrapping in XSI.
- Other sub-projection enhancements include multiple options for binding projections to their targets.
- **New snapping and matching methods**.
- **Pivot for transform tools**.
- Edit UV values.
- Dim texture display.

RENDERMAP **Unmatched**

- **Support for non-square images**.
- Significant improvements in speed.
- Multiple color correction options.
- **Vertex color averaging**.

GAMES **Make better art faster**

- **GPU surface FX & Normal mapping for real time environments** are now supported in XSI v.3.5. Bake high-resolution detail into a low-resolution model using DirectX and Cg.
- DirectX shaders OGL and Cg shaders can be all be viewed directly in viewports.
- NVIDIA shadow mapping allows the casting and receiving of shadows in real time.
- **Vertex shader to pixel shader propagation.**

ANIMATION **Unparalleled Capabilities**

- **New constraints and controls.** Pin object, constraint query.
- **Multiple new up vector controls.**
- Improvements to key browsing, plotting and path animation.
- New IK roll control, root coordinates and interactive move joint/branch.
- **Mixer actions for multiple constraints.**
- Ghosting in the time warp f-curve display.
- Improved match clips functionality.
- **Cycle checking functions.**

SCHEMATIC VIEW **Practical scene management**

- New options and menu additions.
- **Improvements in sorting, positioning and layout of nodes.**
- **Memo cameras.**
- New Reorder Nodes tool.

DOPESHEET **New abilities**

- **New ability to deactivate/activate f-curves over time and globally.**
- New ability to cut/copy/paste empty areas.

FUNCTION CURVE EDITOR **More features**

- Relative and "nearest grid point" snapping.
- **New SOFTIMAGE|3D slope handling tools.**
- Support for negative region scaling.
- **New Decompose Branch Selection.** Works for all Explorers.

SIMULATION **Fabulous Hair**

- **Subdivision surface matching.** As the interpolated subdivided surface changes, you can match the root of the generated hair to fit the exact contours.
- Hair subdivision settings and animatable segments
- Other new options include per vertex guide hairs, **Symmetry maps** and new "Stretchy" hair for curve-like control and grooming.

SDK AND CUSTOMIZATION **Expanded functionality**

- The industry's most comprehensive SDK now comes with **new commands such as uploading/reloading, add-on libraries, C++, API access to particles and particle clouds** as well as **new User Data Bloc objects** for storing binary user data on objects.
- **Multi-language scripted operators.**

AAF INTEROPERABILITY **Playing well with others**

- **SOFTIMAGE|XSI v.3.5 supports outputting to .AAF.** The AAF Export Tools allows the user to link and transfer multiple render passes to an Avid|DS system and to future AAF compatible products via the integrated compositor within XSI.
- **Link and export multiple render passes** via the integrated compositor in XSI to AAF format.

SCHEMATIC EDITING **Workflow enhancements**

- Numerous new workflow enhancements include memo cams, a new frame all command, a user position flag, multiple hierarchy sorting, a new Reorder Nodes tool and persistence and layout preservation.