

**Dear Infini-D Customer:**

Thank you for your purchase of Infini-D 4.0. This new release is the best version of Infini-D ever, with dozens of new features, a new renderer, a new context-sensitive interface, and an expandable architecture. Infini-D 4.0 represents more than 18 months of effort on the part of Specular R&D, and we are all very proud and excited to bring this new release to our loyal Infini-D customers.

**Awesome New Features**

Among the dozens of new features in version 4.0 the one that has generated the most buzz is the remarkable interactive particle system. Not only can you "scrub" the Sequencer time marker to preview particles in real-time (forward and backward), but with Infini-D's incredible "free" particles, you can create physically-realistic particle flows, as well as real-time collisions with 3D objects! We've also added target cameras and lights for rapid scene manipulation, visible light beams for unbelievable lighting effects, integrated support for After Effects™ filters, vertex-level editing, animated deformations, accelerated wireframe rendering (up to 900% faster) and a lot more!

**"Context Sensitive" Interface**

Infini-D 4.0 has a brand-new interface that has been designed to maximize efficiency and productivity while working in the 3D environment. The new centralized Command Floater automatically updates to provide greater control—as an object is selected, the Command Floater changes to present the controls relevant to that object. Spend less time going into dialog boxes and menus, and more time creating 3D scenes.

**New Digital Video Integration**

In keeping with Infini-D's targeted focus on digital video and professional animation, we've incorporated all the key features necessary for truly broadcast-quality output, as well as many capabilities that speed the process of creating 3D for digital video. These features include field rendering, customizable NTSC and PAL color correction, non-square pixels, an audio track in the Sequencer, instant previews over video, and an entirely re-written scanline renderer generating incredible image quality. Create anything from flying logos to full-screen animations faster and more accurately than ever, and render them directly to a file that is ready to import into any non-linear system—with flawless results.

**Specular Joins Forces With MetaTools**

As many of you already know, MetaTools, Inc. acquired Specular in April, 1997. The reason for the acquisition was MetaTools' interest in acquiring a strong engineering team to develop and support 3D animation and digital video-focused applications. As a result of this transaction Specular's R&D team is relocating to Princeton, NJ to work with MetaTools' Real Time Geometry lab (RTG) , specializing in 3D technology research. We are excited to be working with our RTG colleagues to bring improved 3D and digital video technologies to market.

Thank you again for your purchase of Infini-D 4.0. I am sure that it will bring you to new levels of creativity.

Very Truly Yours,

*Adam Lavine*

Adam Lavine  
Director of Product Development  
MetaTools, Inc.

Z-INF-P40-C-002

## **READ THIS FIRST**

**Important Serial Numbers.** You will need these to activate the program and receive customer service.

- **Place one serial # on Reg card in space marked :  
"Serial Number Sticker"**
- **Keep one Serial # for your records.**

**001-8192-0320-0303**

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