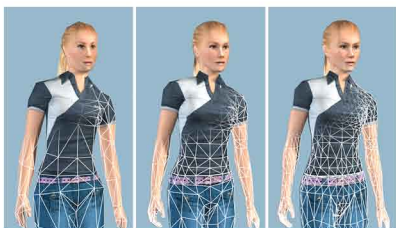


vizard™ Complete Characters

Vizard Complete Characters is a library of 100 realistic human 3D Characters, especially created for realtime environments like computer games, simulations and other virtual worlds.



polygon level	low	medium	high
number of triangle polys	600	2500	5000
max. vertices per bones	2	2	3
number of bones	25	33	42

Each of the 100 Characters comes in 3 different polycounts (600, 2500 and 5000 triangle polygons), so they can be utilized for different purposes.

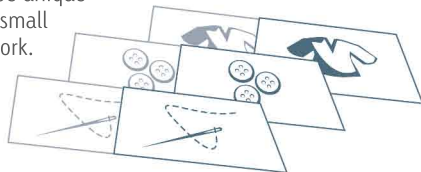
Included are:

- » 100 characters for 3ds Max and Vizard
- » each character in 3 different polycounts
- » complete bone skeleton, skinning and 100 animations
- » 2048 x 2048 pixel textures as photoshop psd files
customizable layers + normal bump maps and specular maps

The texture maps

Each diffuse texture is a 2048x2048 pixel PSD file whose layers are not collapsed. Texture elements like hair, skin, cloth color, cloth structure, drape/folding, joints, buttons, logos, addons, etc. are arranged on separate layers. This means that the character texture can easily be modified and customized.

The results will be unique characters for a small investment of work.



All characters have a bone skeleton and skinning which is adapted for the use in realtime engines. The skin weights are set exclusively on vertex basis. See table above for details.

100 animation files

...in Character Studio BIP format are included in the library. They consist of animation clips and loops commonly used in realtime applications and games. The keyframe animations are optimized for better performance and easy modification.

WORLD VIZ

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