Artists, graphic designers, and video professionals alike can quickly and easily build incredibly detailed worlds in a powerful, real-time environment, then render in batch mode, while you're off doing something else — photo-realistic landscape scenes for both final artwork and background compositing. Find out why freelance designers and movie industry professionals prefer MojoWorld!

Start with nothing—create everything! Design and animate fantastic landscapes on complete worlds with Pandromeda's revolutionary MojoWorld 3 Standard Edition!



www.pandromeda.com

MojoWorld 3 STANDARD



Pandromeda Worlds: The Real (Time) Difference

It all begins with a planet: an instant planet! Pandromeda MojoWorld 3 generates entire planets at once, which you can explore and navigate in real time within the MojoWorld interactive Real Time Renderer. Find the perfect location, and then stage your scene, with 3D objects, lights and more. The MojoWorld difference is that anywhere you look, you see a complete virtual world, with celestial objects such as moons and a sun. MojoWorld frees you to concentrate on every little detail in your composition, without fear that moving your camera will result in empty white space. Fly into your scene, all the way from planetary orbit. This is 360 degrees of freedom available only in MojoWorld.





Eric DeGiuli

MojoWorld Fractal Planets with PlanetWizard

MojoWorld next-generation fractal landscape modeling yields complete planets with virtually infinite, pixel-level detail, no matter how close you are to a surface. Add elements of your own creation: an atmosphere, clouds, a sun, moons, stars, an ocean, and planetary rings. Or, use the extensive presets and pre-made planets available. Easy to use PlanetWizard^3 lets you randomly generate new planets from billions of combinations of elements and then immediately preview your new creation.

World within Worlds with Parameter Bombs

MojoWorld unique Parameter Bomb™ "Think globally, act locally" technology lets you lock down a region for ultimate, local control. A Parameter Bomb is a local area on a planet—of any size—where everything can be different than on the rest of the planet, and with a seamless blend between the two. Put an oasis on a desert planet or a dark rocky mountain with looming clouds over a planet of quaint sunshine-drenched rolling hills. Import a heightmap from e-on software's Vue or Corel Bryce and blend it right into the skin of the planet!

Intelligent Scene Building

Smart interactive tools let you easily and precisely set up your scene. Use the pop-up JogNav trackball to navigate your world using walk, fly and UFO zero-G mode at any altitude, laying down animation tracks as you go. Smart Guides let you visually place objects relative to the center of the planet or relative to other objects in your scene. Use MojoViews to quickly switch to a top down view of your scene. Use RandomCam to record your location and, jump to different locations in the region or around your planet. Click your visual record to instantly return to the spot!

MojoWorld 3 STANDARD



Angela Stobbart and John Seymour

Easy Object and Media Integration Tools

The MojoWorld 3 tool set includes all the primitives you expect; you'll also find point, spot and gel-effects lights and support for most industry standard 3d object formats. Incorporate 2D Photobillboards into your scenes, just like a 3D object. Position and modify objects all within the real time window. Use the intuitive Layout Mode to lock down your scene and layer on MojoFX special effects. Layout Mode combines the ease of use of a traditional 2D program like Adobe Photoshop with 3D photorealistic MojoWorlds.

Render Incredible Art

MojoWorld's breakthrough Photorealistic Render provides pixel-level detail in geometry and textures, overhangs in the terrain (another MojoWorld exclusive), soft shadows, and realistic reflection and refraction. This hybrid renderer uses micropolygon scanline rendering for speed and ray tracing for realism. Use the Uplink queue for batch rendering. New presets let you render to industry-standard resolutions and aspect ratios—such as HDTV, video, etc. Generate a QuickTime™ VR Cubic Panorama anywhere you go.

System Requirements:

Windows
(98SE, 2000 or XP)
P3 / Althon - 1GHz or higher
32MB 3D Graphics Card
Open GL™
Quicktime 5.0 or later
256MB RAM/350MB HD

Macintosh
MacOS 9 or X
PPC G4 or higher
32MB 3D Graphics Card
Open GL™
256MB RAM/350MB HD

A Near Bursting Toolbox

Terrains, materials, oceans, vegetation, atmospheres, starry backdrops, planetary rings and more! MojoWorld ships with an assortment of preset libraries for you to start with. MojoWorld 3 also includes a collection of over 50 high quality plant models from 3DPlants.com. MojoWorld 3 Standard ships on two full CDs with a 400+ page manual that covers every feature in detail.

New Worlds to Explore

Download new worlds, presets and other library items from Mojoworld.org, the official community site for MojoWorld users. Use the included MojoVox™ chat software to participate in regular online lessons and tutorials provided by Mojoworld experts. Extend the power of Mojoworld Standard Edition with MojoMove™ animated texturing plug-in, MojoTree instant, procedural forest generator, or additional plugins created by third party developers.



Feature Shortlist:

Planetary Creation
-instant, near infinite detail entire planet creation with PlanetWizard
-special editors for stars, sun, moon, skies, water and land
-local terrain control, blending and import/export through Parameter Bombs
-huge library of presets, selection of complete planets and 50 3D plants

Powerful Scene Tools
-interactive JogNav to navigate within Real Time Renderer window
-SmartGuides for relative placement with planet and other objects
-RandomCam visual location saving to return to any location anywhere
-easy camera motion recorder for fly-by or zoom to/from space to scene

Easy Object and Integration Tools
-powerful spot, spotlight and gel-effects lights with interactive tracking
-import objects and export terrains in common formats (LWO, DXF, OBJ, 3DS)
-interactive, real-time object manipulation tools within the Real Time Renderer
-Layout Mode for easy scene layout and MojoFX special effects overlays

Rendering and Output
-modern rendering architecture supporting overhanging terrains
-ray tracing renderer supports soft shadows, reflection and refraction
-presets available for industry standard sizes and video resolutions
-instant QuickTime™ VR Cubic Panoramas

Suggested Retail Price: $199

Angela Stobbart and John Seymour

