

# Tabla comparativa

Vue 6

Iluminación	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Global Illumination	•	•	•	•	•
Global Radiosity	-	•	•	•	•
Fast in-depth computation of reciprocal object lighting for accurate indoor lighting	-	•	•	•	•
	-	Infinite scenery	Infinite scenery	Indoor or infinite scenery	Indoor or infinite scenery
Faster radiosity engine (up to 4 times faster)	-	•	•	•	•
Global ambiance	•	•	•	•	•
Ambient occlusion with user definable occlusion range	•	•	•	•	•
HDR1 support	•	•	•	•	•
Image based lighting	•	•	•	•	•
Background and environment mapping	•	•	•	•	•
Sub-Surface Scattering: Absorption	-	•	•	•	•
Sub-Surface Scattering: Multiple Internal Scattering	-	•	•	•	•
Easy GI single slider Global Illumination render quality setting	-	•	•	•	•
Illumination baking	-	-	-	•	•
Illumination baking quality adjustable on a global or per object basis (adjustable map resolution and quality boost)	-	-	-	•	•
Adjustment of Global light intensity	•	•	•	•	•
Indirect lighting can be ignored on specific objects	-	-	-	•	•
Influence of specific lights can be ignored from the Radiosity solution	-	-	-	•	•
Advanced control over the indirect lighting engine	-	-	-	•	•
Show illumination samples in final render	-	-	-	•	•
Separate map option for background, IBL and global reflection map channels	-	-	-	•	•
Shadow and volumetric light optimization for dramatic increase in rendering speed	-	•	•	•	•
Light gels with realistic projection modes	-	•	•	•	•
Adjustable light shadow density, negative lights	-	•	•	•	•
Enable diffuse and highlight on a per-light basis	-	With LightTune	•	•	•
Custom light intensity vs. distance profiles	-	With LightTune	•	•	•
Lights can affect specific objects only	-	With LightTune	•	•	•
Variable light color based on distance to light	-	With LightTune	•	•	•
Area light panel for soft, natural lighting	-	•	•	•	•
Light emitting objects	-	•	•	•	•
One-click conversion of objects into light sources	-	•	•	•	•
Fast, fake caustics in the shadows of transparent materials. Caustics realistically depend on the Index of Refraction	•	•	•	•	•
Accurate computation of caustics in the shadows of transparent objects	-	•	•	•	•
Realistic optional "spreading" of the light spectrum in caustics (rainbow-prism effect)	-	•	•	•	•
Per-light adjustment of the quality of soft shadows	-	•	•	•	•
Complete lens flare system	•	•	•	•	•
Controllable lens flares per light	-	•	•	•	•
Lens flare editor	-	•	•	•	•
Lens flare reflections editor	-	-	-	•	•
Polygonal reflections	•	•	•	•	•
Point light, Quadratic point light, Spotlight, Quadratic spotlight, Directional light	•	•	•	•	•
Lens Glare effect simulates internal lens diffusion	•	•	•	•	•
Automatic synchronization of light position, color, orientation and intensity between 3rd party application scene and Vue environment	-	-	-	-	•
Use 3rd party application tools to adjust lights of Vue environment	-	-	-	-	•
Automatic synchronization of all types of lights, including area lights.	-	-	-	-	•
Perfect blending of your 3D objects with Vue environment when rendering GI	-	-	-	-	•

Atmósfera	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Atmosphere presets	Over 150	Over 180	Over 180	Over 180	Over 180
Ultra-realistic spectral atmosphere model	•	•	•	•	•
Choice of 4 different types of atmosphere models	•	•	•	•	•
Volumetric clouds, lights, materials (visible rays, with optional dust).	-	•	•	•	•
Spectral Volume Cloud layers for extremely realistic cloudscales	•	•	•	•	•
Godrays in clouds	-	•	•	•	•
Fly through clouds	•	•	•	•	•
Cloud layers near ground simulate fog	•	•	•	•	•
Realistic "peaking" of mountains through clouds	•	•	•	•	•
Create multiple layers of overlapping clouds	•	•	•	•	•
MetaClouds individual cloud formations	-	•	•	•	•
Library of MetaCloud models	-	•	•	•	•
Predefined shapes of clouds, unlimited layers of clouds	-	Over 100	Over 100	Over 100	Over 100
Unlimited cloud layers	•	•	•	•	•
Customize the shape of MetaClouds	-	•	•	•	•
Stars, rainbows, ice rings...	-	•	•	•	•
Individual lights can illuminate spectral cloud layers and MetaClouds	-	-	-	•	•
Edit the Vue atmosphere directly from the interface of your 3D application	-	-	-	-	•
Render 3rd party application scenes inside Vue atmosphere – including spectral atmospheres	-	-	-	-	•

EcoSystems	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
EcoSystem patented technology to easily distribute millions of objects in scenes	-	•	•	•	•
Use preset EcoSystem materials to automatically populate your scenes with millions of objects	-	•	•	•	•
Create EcoSystems from multiple objects	-	With EcoSystem	•	•	•
Create entire forests of trees blowing in the wind	-	With EcoSystem, static trees only	Static trees only	•	•
Scatter millions of animated objects	-	With EcoSystem	•	•	•
Mix EcoSystems with standard materials	-	•	•	•	•
Mix several EcoSystems together depending on environment (slope, altitude...)	-	•	•	•	•
Automatic placement of EcoSystem population according to a user defined SmartGraph density function (that can depend on position, altitude, slope...)	-	With EcoSystem	•	•	•
Advanced coloring control to vary the colors of the population over the EcoSystem	-	With EcoSystem	•	•	•
Accurate control over the orientation of the EcoSystem population	-	With EcoSystem	•	•	•
Accurate control over the size and variation in size of the EcoSystem population	-	With EcoSystem	•	•	•
Automatic decay of EcoSystem density near foreign objects	-	•	•	•	•
Optional size reduction and color decay at low EcoSystem densities	-	With EcoSystem	•	•	•
EcoSystem 2 technology: paint instances directly onto objects	-	-	-	•	•
Add, remove and resize EcoSystem instances interactively	-	-	-	•	•
Select individual instances or groups of instances and move/rotate/resize them interactively	-	-	-	•	•
Paint size, color or density of EcoSystems using a pressure sensitive tablet	-	-	-	•	•
Convert EcoSystem instances into real objects for editing, move them back to the EcoSystem later	-	-	-	•	•
Paint EcoSystems as individual material layers or on a global basis	-	-	-	•	•
Layered EcoSystems to control individual EcoSystem populations	-	-	-	•	•
Control "affinity" between EcoSystem layers	-	-	-	•	•

View EcoSystem instances directly inside the 3rd party application viewports	-	-	-	-	Billboards, bounding boxes or full geometry
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Vegetación	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Ultra-realistic SolidGrowth vegetation	52 species	52 species	52 editable species	52 editable species	52 editable species
Compatible with modified plant species	•	•	•	•	•
Easy-to-Use Plant Editor for Plant Customization	-	With Botanica	•	•	•
Instantly create variations of existing plants	•	•	•	•	•
Plant Editor and Leaf Editor let you modify existing plants or create entirely new plant species	-	With Botanica	•	•	•
Create and save new plant species as stand-alone files for future use in your scenes	-	With Botanica	•	•	•

Terrenos	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Solid3D real-time terrain modeling	•	•	•	•	•
Preset terrain styles	8	8	8	8	8
Erosion types	7	7	7	7	7
Geological algorithms	12	12	12	12	12
Glaciation, alluvium and dissolve erosion effects	•	•	•	•	•
Peak terrain preset creates young looking mountains	•	•	•	•	•
Procedural terrains with infinite details	-	•	•	•	•
Combine image data with procedural functions using dedicated blending nodes	-	•	•	•	•
Ability to switch from one form of terrain to another easily	-	•	•	•	•
Skin terrains	•	•	•	•	•
Symmetrical terrains	•	•	•	•	•
Pressure-sensitive tablet editing of terrains	-	•	•	•	•
Resizable terrain editor	•	•	•	•	•
Customizable brush shape for terrain editing	•	•	•	•	•

Modelado	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Primitive and Boolean modeling	•	•	•	•	•
3D Text edition tool	•	•	•	•	•
Customizable text beveling, extrusion... and material effects	-	•	•	•	•
Import Postscript and Illustrator data into the text editor	-	•	•	•	•
Optimized memory management for handling large polygon meshes	•	•	•	•	•
True Metablobs organic modeling from all Vue Boolean primitives	•	•	•	•	•
Adjustable Metablob envelopes and contribution	-	•	•	•	•
Welding of multiple meshes into a single mesh	-	•	•	•	•
Random rock generator	•	•	•	•	•
Multiple planets (moon and other planets of the solar system)	•	•	•	•	•
Create billboards that always face the camera (with a 'force vertical' option)	-	-	-	•	•
Automatic mesh subdivision according to distance from camera to avoid polygonal edges and ungraceful shadows	-	•	•	•	•

Rendering	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Improved rendering speed, up to 130%	•	•	•	•	•
High amplitude micro-polygon displacement mapping	-	•	•	•	•
One-click displacement mapping	-	•	•	•	•
Dynamic rendertime displacement to handle extremely large "displaced" polygon counts	-	•	•	•	•
Displacement mapping of infinite procedural terrains	-	•	•	•	•
Dynamic geometry smoothing to avoid sharp polygonal edges	-	•	•	•	•
Automatic camera exposure option compensates for the strong variations in illumination between noon and sunset	•	•	•	•	•
Natural film reponse	•	•	•	•	•
Post-render exposure control	•	•	•	•	•
Use an image or animation as a backdrop for your renders	-	-	-	•	•
Rendering Presets	Preview, final, superior	OpenGL, preview, final, broadcast, superior, ultra, user settings	OpenGL, preview, final, broadcast, superior, ultra, user settings	OpenGL, preview, final, broadcast, superior, ultra, user settings	OpenGL, preview, final, broadcast, superior, ultra, user settings
Render size limitation	5 Mega Pixels	Limited by memory only	Limited by memory only	Limited by memory only	Limited by memory only
Pictures larger than screen resolution can be rendered to screen	•	•	•	•	•
Custom render size	-	•	•	•	•
Navigation inside the rendered picture using pan controls	•	•	•	•	•
Alpha and Z depth directly computed during the render process	-	•	•	•	•
Ray-traced depth of field	-	-	-	•	•
Hybrid 2.5D depth of field	•	•	•	•	•
Ray-traced [soft] shadows	•	•	•	•	•
Advanced soft shadow computation to produce perfectly smooth soft shadows	-	•	•	•	•
Ray-traced [blurry] reflections and refractions	•	•	•	•	•
Blurry reflection and refraction settings for each material independently	-	•	•	•	•
Fake [blurry] reflections using reflection maps	-	-	-	•	•
AccuShadows shadow mapping technology for faster [soft] shadows	-	With LightTune	•	•	•
Multi pass rendering (separates renders into the different rendering components - shadow, diffuse, ambient, etc.)	-	-	-	•	•
Create separate pictures for Diffuse, Specular, Shadows, Ambient, Refractions, Reflections, Background, Indirect Lighting, Post-process...	-	-	-	•	•
Per layer, per object or per material multi-pass masks (fully anti-aliased)	-	-	-	Color and alpha	Color and alpha
Create layers for additional render information such as Z depth, object ID, material ID, global alpha mask, normal vectors...	-	-	-	•	•
Export all channels and masks into a convenient Photoshop PSD multi-channel, multi-mask file	-	-	-	•	•
Full support of G-Buffer compositing information	-	-	-	•	•
Store all anti-aliasing and rendering channel samples on separate G-Buffer layers	-	-	-	•	•
Render occluded objects (on a per object or global basis) to render hidden parts of the scene	-	-	-	•	•
Render export as RLA or RPF for advanced compositing options	-	-	-	•	•
Exclude ground from Alpha map option	-	-	-	•	•
Objects can be hidden from render	-	-	-	•	•
Global and per-material reflection maps	-	-	-	•	•
Rendering in unlimited color depth	•	•	•	•	•
Optional details in render information panel	-	-	-	•	•
Panoramic rendering with adjustable rotation angle	•	•	•	•	•
Spherical panoramic rendering	-	-	-	•	•
Rendering in all views (including orthogonal rendering)	-	-	-	•	•
Render in views can be set to a different quality than normal rendering	-	-	-	•	•

Stand alone renderer handles rendering while you work on the scene	-	•	•	•	•
Remote stand-alone rendering via optional RenderBull	-	-	-	•	•
Network rendering of animations	-	With HyperVue	•	•	•
Network rendering of pictures	-	With HyperVue	•	•	•
Rendering across hybrid network of computers	-	With HyperVue	•	•	•
Fail-safe HyperVue network rendering	-	With HyperVue	•	•	•
Maximum render nodes	-	Up to 5 with HyperVue	Up to 5	Unlimited (through RenderCow pack expansions)	Unlimited (through RenderCow pack expansions)
SmartCow automatic node detection and activation	-	With HyperVue	•	•	•
Hotplug render nodes to add/remove nodes during render	-	With HyperVue, on MacOS X only	MacOS X only	MacOS X only	MacOS X only
NewCow automatic updating of render nodes	-	With HyperVue	•	•	•
Customizable command-line render launching sequence	-	-	-	•	•
RenderBull optional stand alone renderer for integration in large render farms	-	-	-	•	•
Render area can be temporarily disabled	•	•	•	•	•
Render blow-up option	-	-	-	•	•
Geometry anti-aliasing	•	•	•	•	•
User definable geometry anti-aliasing	-	Up to 64 rays/pixel	Up to 64 rays/pixel	Up to 1024 rays/pixel	Up to 1024 rays/pixel
HyperMipMap material anti-aliasing (including procedural materials)	-	-	-	•	•
Advanced anti-aliasing strategies	•	•	•	•	•
User definable anti-aliasing strategies to optimize speed vs. Smoothness	-	-	-	•	•
Optimized render memory management to allow the rendering of very large images	-	-	-	•	•
Post processing to adjust color, contrast, saturation, gamma...	•	•	•	•	•
Ability to load/save independent post-processing settings	•	•	•	•	•
Create custom render effects using user-defined python callbacks	-	-	-	•	•
Ability to resume an interrupted render	•	•	•	•	•
Control the rendering of Vue environments using the render settings of your 3D application	-	-	-	-	•
Render Vue content inside 3rd party application	-	-	-	-	•
Render millions of EcoSystem plants or objects directly inside your 3D application	-	-	-	-	•
Perfect blending of the objects of your 3D application in Vue environment	-	-	-	-	•
Mutual shadow casting of Vue objects on the objects of your 3D application, and vice-versa	-	-	-	-	•
Vue objects reflect the objects of your 3D application, and vice-versa	-	-	-	-	•
Perfect handling of transparency and refraction for the objects of your 3D application and Vue objects	-	-	-	-	•

Material	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Material presets	Over 350	Over 500	Over 500	Over 500	Over 500
Level(s) of material Edition	1 (basic)	3	3	4	4
Basic material editor with possibility of importing images as textures and bump maps	•	•	•	•	•
Advanced procedural material creation/mixing	-	•	•	•	•
Advanced Material Editor	-	•	•	•	•
SmartGraph function Editor	-	•	•	•	•
Control all material parameters via function graphs	-	-	-	•	•
Advanced SmartGraph input nodes: screen position, angle of incidence, distance to camera, distance on ray, depth in object, distance to object below, incident light angle, light direction, light color, reflected direction, etc	-	-	-	•	•
Infinite materials with advanced SmartGraph input nodes compatible with Easel, Esprit and Pro Studio	•	•	•	•	•
Time dependent noises (including basic 'Open Ocean' water node)	-	-	-	•	•
Browse material hierarchy inside material editor	•	•	•	•	•
Layered material system	•	•	•	•	•
Direct access to sub-materials and sub-layers in the material editor	•	•	•	•	•
Add names and comments to SmartGraph nodes	-	•	•	•	•
Control material scales from inside the material editor	-	•	•	•	•
Individual access to identical material zones	-	•	•	•	•
Change material settings for several materials simultaneously	-	•	•	•	•
Stack layers according to alpha, slope, altitude and orientation	-	•	•	•	•
Alpha (non refractive) transparency channel	-	•	•	•	•
Color and alpha map editor	-	•	•	•	•
Rendering of Poser characters using the Poser shading tree	•	•	•	•	Only in standalone mode
Perfect blending of lighting and GI with Poser shading tree	•	•	•	•	Only in standalone mode
Optional texture mip-mapping	-	•	•	•	•
Global control over the level of mip-mapping	-	-	-	•	•
16 bit texture support	-	•	•	•	•
Materials can be mixed seamlessly	•	•	•	•	•
Mixed material can be set to react to environment properties (slope, altitude and orientation...)	-	•	•	•	•
Material mapping modes (World and Object mapping)	standard, cylindrical, spherical, parametric	standard, cylindrical, spherical, parametric	standard, cylindrical, spherical, parametric	standard, cylindrical, spherical, parametric	standard, cylindrical, spherical, parametric
Easy access to all materials in scene	-	•	•	•	•
Direct access to all materials inside multi-material objects	•	•	•	•	•
Direct access to all texture maps and imported objects	-	With DeepAccess	•	•	•
Rotoscoping (Use animations as texture maps)	-	-	-	•	•
Detailed function output observer	-	-	-	•	•
Detailed node previews in function editor	-	-	-	•	•
Preview of Material limited to the active window	•	•	•	•	•
Baking of procedural materials as texture maps	-	-	-	•	•
Adjustable maximum ray depth and Total Internal Reflections	-	-	-	•	•
Anti-aliasing can be disabled for given materials	-	•	•	•	•
Receive shadows material option	-	•	•	•	•
Shadow only material option	-	-	-	•	•
Backlight option (for one-sided materials only) for realistic backlighting of opaque materials	-	•	•	•	•
Mixed/Layered materials displayed as hierarchies in World Browser	-	With DeepAccess	•	•	•
Volumetric materials	-	•	•	•	•

Volumetric materials with Internal volumetric color and shading	-	•	•	•	•
Hypertextures	-	•	•	•	•
Mapped pictures can be blended with a solid color (bitmapped materials)	-	•	•	•	•
Luminous and Glowing materials	•	•	•	•	•
Easy highlighting of sub-materials and layers to visualize the influence of each material in the final render	-	•	•	•	•
Ability to map textures only once, controllable independently for each axis	-	•	•	•	•
Vue procedural materials and EcoSystems render perfectly inside your 3D application (on Vue objects)	-	-	-		

Animación	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Animation output resolution	Limited to 720 pixels wide	Limited to 1600 pixels wide	Limited to 1600 pixels wide	Limited by memory only	Limited by memory only
Camera animation	•	•	•	•	•
Animate objects, materials, atmospheres, clouds, waves...	-	•	•	•	•
Import animated Poser 4, 5 & 6 characters	•	•	•	•	Only in standalone mode
Intuitive Animation wizard for easy animation setup	•	•	•	•	•
SolidGrowth 4 Plant technology that dramatically reduces flickering of distant plants	-	-	-	•	•
OpenGL rendering of animations for quick proofing	-	•	•	•	•
Dynamic Motion Reaction™ easy movement setup	•	•	•	•	•
Option to ignore time spline when computing motion (e.g. to look forward even when moving back)	-	•	•	•	•
Customizable Dynamic Motion Reaction effects	-	•	•	•	•
Easy setup of cloud movement using direction and speed of movement controls	-	•	•	•	•
Pre-animated Mesh support	•	•	•	•	•
Animated post-processing effects	•	•	•	•	•
Camera switcher lets you switch cameras during render (ideal for storyboarding)	-	•	•	•	•
Spin and vibration effects	-	•	•	•	•
Twinkling stars	-	•	•	•	•
Automatic synchronization of cameras and lights	-	-	-	With 3DS Max, Cinema 4D, Maya, LightWave & Softimage XSI	With 3DS Max, Cinema 4D, Maya, LightWave & Softimage XSI
Synchronization data incorporated into scene for easy retrieval	-	-	-	•	•
Save Synchronization data to file for manual loading into Vue	-	-	-	•	•
Animation export as AfterEffects	-	-	-	•	•
Import motion tracking information	-	-	-	•	•
Dynamic Motion blur anti-aliasing reduction	-	-	-	•	•
Timeline with animation preview	•	•	•	•	•
Easily change the duration of an entire animation	-	-	-	•	•
Allow clipping of time slider to animation duration	-	-	-	•	•
Animation properties in the Timeline	-	•	•	•	•
Direct editing of filter key points and tangents	-	•	•	•	•
Spline time control	-	•	•	•	•
Field interlacing, non-square pixels, flicker reduction	-	-	-	•	•
Enhanced time spline editor	-	-	-	•	•
Advanced flicker reduction options	-	-	-	•	•
Reduced indirect lighting pulsation evaluation mode	-	-	-	•	•
Automatic keyframe creation	•	•	•	•	•
Auto-keyframing can be disabled	-	-	-	•	•
Copy-pasting of animation keyframes	-	-	-	•	•

Keyframes can be created for single properties only	-	-	-	•	•
Graph display of animated parameter values in Timeline	-	-	-	•	•
Accurate control over curve tangents and tension of animated parameters	-	-	-	•	•
Access to individual coordinates in animation graph	-	-	-	•	•
Step, linear and smooth interpolation modes	-	-	-	•	•
Automatic ease-in/ease-out keyframe option	-	-	-	•	•
Animate rotation using quaternions or Euler angles	-	-	-	•	•
Action safe and title safe frames and field grids (user configurable)	-	-	-	•	•
Accurate dithered motion blur	-	-	-	•	•
Adjustable and animatable amount of motion blur	-	-	-	•	•
Motion-blur on object deformation	-	-	-	•	•
Fast Hybrid 2.5D™ motion blur	-	•	•	•	•
Separate animation channel for camera exposure	-	•	•	•	•
Automatic simulation of breeze on plants	-	-	-	•	•
Strong wind effects defined on individual plants or groups of plants	-	-	-	•	•
Advanced breeze customization with OpenGL preview	-	-	-	•	•
Animated wind intensity and direction	-	-	-	•	•
Omni and directional ventilators for local modifications of plants	-	-	-	•	•
Ventilators can be made to influence EcoSystems	-	-	-	•	•
Plant geometry keyframing for spectacular animated lifecycles	-	With Botanica	•	•	•
Automatic start of movie player after animation render	•	•	•	•	•
Non-animatable objects	-	-	-	•	•
Object linking and tracking - forward dynamics	-	•	•	•	•
Option to output temporary images when network rendering an animation as independent frames	-	-	-	•	•
Optional display of time code on frames (on a separate layer when rendering as multi-pass)	-	-	-	•	•
Automatically hide time code when rendering to final or better	-	-	-	•	•
Time display as	SMPTE	SMPTE	SMPTE	SMPTE, frame #, time	SMPTE, frame #, time
Optional automatic illumination baking of meshes	-	-	-	•	•
Use the animation tools of your 3D application to move around the Vue environment	-	-	-	-	•

Interfaz de usuario	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Productive, uncluttered interface layout	•	•	•	•	•
Flat interface design (with optional standard Vue 5-style interface)	-	-	-	•	•
Customizable interface colors	-	-	-	•	•
Automatic adjustment of interface shortcuts and colors to mimic other 3D applications in your toolkit	-	-	-	•	•
Re-posing of Poser meshes directly from inside Vue	•	•	•	•	Only in standalone mode
Efficient memory management: multiple instances of identical objects are stored only once in memory	•	•	•	•	•
Automatic object instantiation	•	•	•	•	•
Interactive alignment tool	•	•	•	•	•
Accurate alignment and drop operations	•	•	•	•	•
Quick color selection tool with customizable color presets	•	•	•	•	•
Custom previews can be used to represent saved items	•	•	•	•	•
Perspective camera view	-	-	-	•	•
Drag objects, materials, etc into your scene from the non-modal browsers	•	•	•	•	•
Unified light editor	•	•	•	•	•
If object editor is open, changing selected object changes to the appropriate editor	•	•	•	•	•

Place an image in the background of the OpenGL views for reference	-	-	-	•	•
Change axis conventions	-	-	-	•	•
Change order of rotations	-	-	-	•	•
Change the size of the animation preview in the Timeline	•	•	•	•	•
Merge scenes	•	•	•	•	•
Repeat last operation to create an array (extend or subdivide)	•	•	•	•	•
Alt + move object creates a copy of the object	•	•	•	•	•
Customizable view navigation shortcuts	-	-	-	•	•
Gizmo object manipulators (optional)	-	•	•	•	•
Adjustable gizmo size	-	•	•	•	•
Local, global, camera and parent manipulation modes	-	•	•	•	•
Indicate where you want all your files to go at installation time (e.g. My Documents)	•	•	•	•	•
Multiple object renaming	•	•	•	•	•
View option menu commands with optional shortcuts	-	-	-	•	•
Gizmo option menu commands with optional shortcuts	-	-	-	•	•
Animation option menu commands with optional shortcuts	-	-	-	•	•
Quick Render option menu commands with optional shortcuts	-	-	-	•	•
Fully multi-threaded interface for fast response	•	•	•	•	•
One view/4 view layout	•	•	•	•	•
Object Properties, Real-time scene preview	•	•	•	•	•
World Browser scene management	•	•	•	•	•
Organize objects in layers	-	8 layers max/ unlimited with DeepAccess	Unlimited layers	Unlimited layers	Unlimited layers
Enhanced World Browser with direct access to materials, texture maps and imported objects for efficient management of complex projects	-	With DeepAccess	•	•	•
Display of material hierarchies with direct access to sub-materials	-	With DeepAccess	•	•	•
Easy replacement of textures throughout the entire scene	-	With DeepAccess	•	•	•
Library tab in World Browser shows all objects used several times	-	With DeepAccess	•	•	•
Easily modify all instances of a reference object using the Library tab	-	With DeepAccess	•	•	•
Scatter-replicate tool	•	•	•	•	•
Scatter replicate tool creates variations of plants, terrains, rocks...	•	•	•	•	•
Replication tool with configurable position/size/orientation offset	•	•	•	•	•
Random scattering and replication of objects	•	•	•	•	•
Automatic instantiation of scattered/replicated objects	•	•	•	•	•
Summary of materials to quickly access all materials in the scene	-	•	•	•	•
Resizable material summary	-	•	•	•	•
Drop button to easily set your object on the terrain surface	•	•	•	•	•
Smart drop rests the dropped object on the surface of the underlying object	•	•	•	•	•
Undo-Redo	One operation only	Three operations	Three operations	Mutiple undo-redo	Mutiple undo-redo
Ability to reorganize the view panes	-	-	-	•	•
Resizable viewports	-	-	-	•	•
Dockable Timeline	-	-	-	•	•
Access to all G-Buffer channels and layers in interface	-	-	-	•	•
Access to all render passes and masks	-	-	-	•	•
Access to vertical and horizontal camera fields of view	-	-	-	•	•
Trackball-type camera operations and advanced camera management grouped into Camera Control Center	•	•	•	•	•
Each camera possesses a target object for easier aiming and setting of focus point	•	•	•	•	•

Camera targets can be linked to other objects in the scene (e.g. to automatically keep that object in focus)	•	•	•	•	•
All cameras can appear on screen	-	-	-	•	•
Camera group manager in World Browser	-	-	-	•	•
Resizable World Browser and Scene Preview	-	-	-	•	•
Sort objects by size, name or type	-	With DeepAccess	•	•	•
Lock or hide entire layers	-	•	•	•	•
Python scripting	-	-	-	•	•
Directly access frequently used scripts	-	-	-	•	•
Python console for direct input	-	-	-	•	•
Python functions to add, modify and remove EcoSystem instances	-	-	-	•	•
Picture printing with user definable DPI resolution	•	•	•	•	•
User-definable startup scene	-	-	-	•	•
Real units for object sizes	-	-	-	•	•
Display measurements as real-world units (metric or Imperial)	-	-	-	•	•
Pivot position in object coordinates (toggle). Pivot position can be reset	•	•	•	•	•
Object resizing relative to opposite corner (toggle)	•	•	•	•	•
Mesh splitting by material	-	•	•	•	•
Object decimation for faster scene setup	-	-	-	•	•
Spotlight view through for accurate aiming (OpenGL only)	-	With LightTune	•	•	•
Full-screen mode	-	-	-	•	•
List of default folders when searching for texture maps	-	-	-	•	•
Option to recursively search for texture maps in texture folders	-	-	-	•	•
Optional independent panning and zooming of views	-	-	-	•	•
Non modal terrain editor	•	•	•	•	•
Resizeable Terrain editor	•	•	•	•	•
Objects can be locked/hidden independently	•	•	•	•	•
Baking of objects to polygons (including Boolean operations)	-	-	-	•	•
Incorporation of texture maps in scenes	•	•	•	•	•
User-definable keyboard shortcuts	-	-	-	•	•
"Only show active layer" preview option	-	-	-	•	•
Object replacement by other objects	-	With DeepAccess	•	•	•
When replacing plants, use the geometry of the replaced plants to generate the new plants	-	With DeepAccess	•	•	•
Automatic detection and creation of new browser collections	•	•	•	•	•
Cloud layers can be easily hidden/restored	-	-	-	•	•
All preview displays are fully anti-aliased	•	•	•	•	•
Linear and angular snapping grids when moving and rotating objects	•	•	•	•	•
Customizable linear and angular grid snapping when moving and rotating objects	-	-	-	•	•
Multiple backup tool	-	-	-	•	•
Move, rotate and scale the Vue environment directly inside your 3D application	-	-	-	-	•
Instantly switch to the Vue interface to edit the Vue environment – switch back and the scene of your 3D application is automatically updated	-	-	-	-	•

Previsualización	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 Infinite
Real-time thumbnail render preview	•	•	•	•	•
Fully customizable OpenGL previewing options	•	•	•	•	•
Realistic OpenGL preview of plants, planets, lens-flares, texture map atmosphere...with instant and detailed feedback	•	•	•	•	•
Dual-resolution OpenGL preview for faster response	•	•	•	•	•
OpenGL preview of EcoSystem instances as billboards, boxes or full geometry	-	With EcoSystem	•	•	•
User definable radius around the camera in which EcoSystem instances appear at full resolution	-	-	-	•	•
Textured OpenGL preview	•	•	•	•	•
OpenGL and Wireframe preview	•	•	•	•	•
OpenGL Preview of Boolean operations	•	•	•	•	•
OpenGL Preview of Metablobs	•	•	•	•	•
Automatic selection of preview color based on procedural material color	•	•	•	•	•
Show objects as box, wireframe, shaded or smooth shaded	•	•	•	•	•
Axis preview in viewports	•	•	•	•	•
OpenGL and rendered plant preview in Plant Editor	-	With Botanica	•	•	•
Decimated object preview for faster previewing	•	•	•	•	•
Minimum setting for preview frame rate (dynamic preview simplification to maintain frame rate)	-	-	-	•	•
Control over OpenGL clipping planes	-	-	-	•	•
Show camera and lights at constant size in previews	•	•	•	•	•
Selected objects appear with a red wireframe	•	•	•	Optional	Optional
Parts of selected objects that use the current material appear highlighted	-	-	-	Optional	Optional
Selection wireframe always appears on top of other objects	•	•	•	Optional	Optional
View the Vue environment inside the viewports of your 3D application	-	-	-	-	•

Importar/Exportar	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Static Poser 4, 5 & 6 scene import	•	•	•	•	Only in standalone mode
Support for Poser 5 & 6 dynamic clothes and hair	•	•	•	•	Only in standalone mode
Animated Poser 4, 5 & 6 scene import	-	•	•	•	Only in standalone mode
Convert objects from Max into Vue format	-	-	-	•	•
Compatible with Cornucopia3D cost-effective copy-protected content	•	•	•	•	•
Import options dialog to control imported object position and sizing	-	•	•	•	•
When loading objects, option to automatically drop them to the ground	•	•	•	•	•
Motion tracking import	-	-	-	MatchMover (RZML, RZ3), Boujou & SynthEyes (MS)	MatchMover (RZML, RZ3), Boujou & SynthEyes (MS)
2D Import	BMP, BUM, HDR, Jpeg, Pict, PNG, Tiff	BMP, BUM, DEM, GIF, HDR, Jpeg, Pict, PNG, TGA, Tiff	BMP, BUM, DEM, GIF, HDR, Jpeg, Pict, PNG, TGA, Tiff	BMP, BUM, DEM, EXR, GIF, HDR, IFF, Jpeg, PCX, Pict, PNG, PSD, RLA, RPF, TGA, Tiff	BMP, BUM, DEM, EXR, GIF, HDR, IFF, Jpeg, PCX, Pict, PNG, PSD, RLA, RPF, TGA, Tiff

Animated 2D import	-	-	-	Sequence of pictures, MOV (Macintosh only), AVI (Windows only)	Sequence of pictures, MOV (Macintosh only), AVI (Windows only)
Vector data import	-	Postscript and Illustrator up to 3.2	Postscript and Illustrator up to 3.2	Postscript and Illustrator up to 3.2	Postscript and Illustrator up to 3.2
Exposure and contrast controls in HDRI images	-	-	-	•	•
Textured model imports as	OBJ, PZ3, PZZ, SHD	3DS, COB, DEM, DXF, LWO, OBJ, PZ3, PZZ, RAW, SHD	3DS, COB, DEM, DXF, LWO, OBJ, PZ3, PZZ, RAW, SHD	3DS, 3DMF, COB, DEM, DXF, SKP, LWO, OBJ, PZ3, PZZ, RAW, SHD, VRML	3DS, 3DMF, COB, DEM, DXF, SKP, LWO, OBJ, PZ3, PZZ, RAW, SHD, VRML
2D Export	Pict, BMP, Jpeg, QTVR	Tiff, TGA, Pict, BMP, GIF, Jpeg, PNG, BUM, DEM	Tiff, TGA, Pict, BMP, GIF, Jpeg, PNG, BUM, DEM	Tiff, TGA, Pict, BMP, GIF, HDR, EXR, EPX, PSD, Jpeg, PNG, PCX, IFF, RLA, RPF	Tiff, TGA, Pict, BMP, GIF, HDR, EXR, EPX, PSD, Jpeg, PNG, PCX, IFF, RLA, RPF
Sky exports as sky-boxes or sky-domes	-	-	-	•	•
Export high dynamic range images (including skydomes)	-	-	-	•	•
Export 48 bit color images	-	-	-	•	•
Object exports	-	Only terrains, with textures	Only terrains, with textures	All objects, with textures	All objects, with textures
Scene exports	-	-	-	3DS, LWS	3DS, LWS
Optimized object and texture map exports	-	-	-	•	•
Textured object exports as	-	-	-	3DS, C4D, COB, DXF, LWO, OBJ, SHD	3DS, C4D, COB, DXF, LWO, OBJ, SHD
Animation export	QT MOV, QTVR, AVI	QT MOV, QTVR, AVI, Mpeg 1 & 2, independent frames	QT MOV, QTVR, AVI, Mpeg 1 & 2, independent frames	QT MOV, QTVR, AVI, Mpeg 1 & 2, independent frames	QT MOV, QTVR, AVI, Mpeg 1 & 2, independent frames
Camera animation export (e.g. to After Effects)	-	-	-	Maya MA	Maya MA
Object animation export (motion, orientation, size)	-	-	-	3DS, MOT	3DS, MOT
User-definable mesh and texture map resolution for exports	-	-	-	•	•
Automatic re-importing of externally modified texture maps and 3D objects	-	With DeepAccess	•	•	•
Objects can be marked as not being exportable	-	-	-	•	•
Advanced unwrap algorithms for low-distortion UV mapping	-	-	-	•	•

Gestión de memoria	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Texture virtualization allows rendering with extremely high resolution texture maps	•	•	•	•	•
Geometry virtualization allows rendering of polygon-intensive objects	•	•	•	•	•
"Purge Memory" command to cleanup memory and reduce fragmentation	-	•	•	•	•
Automatic memory monitoring system attempts to preserve scene integrity after memory allocation failures	•	•	•	•	•
Optional compatibility mode minimizes hardware compatibility issues	•	•	•	•	•
Degraded display mode (dynamic simplification of OpenGL preview when resources become critically low)	-	-	-	•	•
Optional limit on OpenGL polygon count	-	-	-	•	•
Automatic suspension of mesh simplification, Boolean/Metablob preview and background draw threads when system resources become critically low	-	-	-	•	•
Automatic software updating (optional)	•	•	•	•	•
Video-board compatibility checking	•	•	•	•	•

Automatic checking of OpenGL driver compatibility	•	•	•	•	•
Option to clear OpenGL before rendering	-	-	-	•	•

Miscelánea	Vue 6 Easel	Vue 6 Esprit	Vue 6 Pro Studio	Vue 6 Infinite	Vue 6 xStream
Multi-processor rendering	Up to 2 processors	Up to 2 processors	Up to 2 processors	Unlimited number of processors	Unlimited number of processors
Hundreds of preset atmospheres, objects, materials...	•	•	•	•	•
Optimized for G5 and P4 HT processors	•	•	•	•	P4HT
Optimized for PowerPC and Intel Macs	•	•	•	•	-
64 bit version optimized for Windows XP64	-	-	-	•	•
Floating licenses	-	-	-	Optional	Optional
Inline help	PDF Manual	PDF Manual	PDF Manual	PDF Manual	PDF Manual
Documentation	190 page manual	475 page manual	475 page manual	587 page manual	587 page manual
Packed full of content on...	1 CD	2 CDs	2 CDs	2 CDs	2 CDs