

Key Features By Swift 3D Version



Swift 3D Features	Swift 3D Version:					
	V.1	V.2	V.3	V.4	V.4.5	V.5
Vector Export Options						
Outlines	X	X	X	X	X	X
Line Weight	X	X	X	X	X	X
Average Color Fill	X	X	X	X	X	X
Single Color Fill (Cartoon Shading)	X	X	X	X	X	X
Area Gradient Shading	X	X	X	X	X	X
Mesh Gradient Shading	X	X	X	X	X	X
Line Color Control		X	X	X	X	X
Render Hidden Lines (Wireframe)		X	X	X	X	X
Two Color Fill		X	X	X	X	X
Four Color Fill		X	X	X	X	X
Full Color Fill		X	X	X	X	X
Detailed Specular Highlights		X	X	X	X	X
Realistic Overlapping Shadows From Multiple Light Sources			X	X	X	X
Enhanced Specular Highlights With Depth Control			X	X	X	X
Vector Reflections			X	X	X	X
Vector Transparencies			X	X	X	X
Pen Style Outlines with Shape, Size, Color and Aspect Controls					X	X
Up to 50x Render Speed Increase with RAVIX 4					X	X
Export Vector Style Renders to Video Formats					X	X
Shadow Density and Shadow Color Controls					X	X
Vector Transparency Outlines and Hidden Edge Rendering					X	X
Level 3 Gradient and Shadow Support for EPS Export					X	X
Enhanced Gradient Shaded SVG Export					X	X
Control Over Outline Rendering at Intersecting Object Points					X	X
Save and Load Render Profiles					X	X
Per-Object Fill Rendering Styles						X
Per-Object Line Rendering Styles						X
Built In User Controlled Vector Render Optimization Slider						X
XAML Export Option for Silverlight & WPF						X
Raster Export Options	V.1	V.2	V.3	V.4	V.4.5	V.5
Photorealistic Ray Trace Rendering			X	X	X	X
Detailed Specular Highlights			X	X	X	X
Realistic Overlapping Shadows From Multiple Light Sources			X	X	X	X
Reflections			X	X	X	X
Transparency			X	X	X	X
Bitmap Textures			X	X	X	X
Procedural Textures			X	X	X	X
Raster Render to Quicktime and AVI Video Formats					X	X
FLV Video Export					X	X
Modeling	V.1	V.2	V.3	V.4	V.4.5	V.5
3D TrueType Fonts	X	X	X	X	X	X
Basic Primitives	X	X	X	X	X	X
3DS File Format Import	X	X	X	X	X	X
AI and EPS File Format Import - Extrude And Bevel	X	X	X	X	X	X
AI and EPS File Bezier Point Editing		X	X	X	X	X
Extensive Primitive Selection with Property Controls		X	X	X	X	X
3D Postscript Fonts		X	X	X	X	X
DXF File Format Import		X	X	X	X	X
Keyboard Nudging and Numeric Positioning of Objects		X	X	X	X	X
Control Over Object Pivot Points		X	X	X	X	X
Extrusion Editor		X	X	X	X	X
Lathe Editor		X	X	X	X	X
Predefined Shape Selection in Extrusion Editor			X	X	X	X
Shape Morphing Timeline in Extrusion and Lathe Editors			X	X	X	X
Convert Text to Editable Paths and Morph Control			X	X	X	X
Animation Modeling Mode Control			X	X	X	X

Swift 3D Features	Swift 3D Version:					
	V.1	V.2	V.3	V.4	V.4.5	V.5
Modeling - Continued						
Convert Text to Paths			X	X	X	X
Non-uniform Scaling			X	X	X	X
3D, Extrusion and Lathe Model Gallery				X	X	X
Extrusion Editor Copy, Paste and Scale				X	X	X
Lathe Editor Accepts Copied Shapes from Extrusion Editor				X	X	X
Numeric Rotation Control of Objects				X	X	X
Advanced Polygon Modeling Environment				X	X	X
Object Vertex, Edge and Face Selection				X	X	X
Soft Select with Form Controls				X	X	X
Polygon Roll-Over and Selection Cues				X	X	X
Mesh Manipulation Tools (Rotation, Scale, Move & Extrude)				X	X	X
Surface and Smoothing Groups				X	X	X
Smoothing and Rounding of Surface Areas				X	X	X
Designate Surface Areas for Rendered Lines to be Drawn				X	X	X
Completely Updated and Enhanced User Interface						X
4-Viewport Configuration Option in Scene Editor						X
Extrusion / Lathe Free Transform Tools						X
Improved Viewport Consistency and Auto Scaling from Model Gallery						X
Locked Object Visual Indication						X
Vastly Improved Undo System						X
Hierarchy Naming and Selection						X
Hierarchy Restacking / Prioritizing						X
Improved Object Selection (including object penetration)						X
Orthographic Views						X
Turn Edge Mode in Advanced Modeler						X
Frame All Viewports						X

Animation	V.1	V.2	V.3	V.4	V.4.5	V.5
Drag and Drop Animation Gallery	X	X	X	X	X	X
Keyframe Animation and Tweening	X	X	X	X	X	X
Position and Rotation of Objects	X	X	X	X	X	X
Animate Spot and Point Lights in Relation to Objects	X	X	X	X	X	X
Animate Materials		X	X	X	X	X
Animate Targeted Cameras		X	X	X	X	X
Animate Targeted Lights		X	X	X	X	X
Automated Timeline Scaling		X	X	X	X	X
Keyframe Cut and Paste		X	X	X	X	X
Reshaping of Standard Primitives		X	X	X	X	X
Animation Modeling Mode Control			X	X	X	X
Extrusion Editor Morphing Animation Timeline			X	X	X	X
Lathe Editor Morphing Animation Timeline			X	X	X	X
Object Hierarchy and Parent Child Relationships			X	X	X	X
Camera and Lights Parent Child with Object Hierarchy Additions				X	X	X
Animate 3D Objects Along Custom Bezier Path				X	X	X
Fly-By, Deformation, and Path Animation Gallery				X	X	X
Ability to Animate Mesh Morphing through Morph Targets						X
Keyframe Easing Controls						X
Improved Drag and Drop Animation Visuals						X

Materials, Textures and Application Tools	V.1	V.2	V.3	V.4	V.4.5	V.5
Colors	X	X	X	X	X	X
Transparent Colors			X	X	X	X
Reflective Materials			X	X	X	X
Bitmap Textures			X	X	X	X
Procedural Textures			X	X	X	X
Environments			X	X	X	X
Texture Mapping			X	X	X	X
UV Texture Mapping				X	X	X
Import 3DS Models with Textures				X	X	X
Advanced Texture Mapping Tools				X	X	X
Designate Surface Groups for Material and Texture Application				X	X	X
Viewport Texture Display Mode				X	X	X

Import File Formats	V.1	V.2	V.3	V.4	V.4.5	V.5
Adobe Illustrator & EPS	X	X	X	X	X	X

Swift 3D Features	Swift 3D Version:					
3D Studio MAX 3DS	X	X	X	X	X	X
Respect For Existing Colors of Imported AI and EPS Formats		X	X	X	X	X
Common 3D Model Format DXF		X	X	X	X	X
Adobe Illustrator 10 Support				X	X	X
Import 3DS files with textures				X	X	X

Swift 3D Features	Swift 3D Version:					
	V.1	V.2	V.3	V.4	V.4.5	V.5
Export File Formats						
Adobe Illustrator & EPS	X	X	X	X	X	X
Macromedia Flash SWF	X	X	X	X	X	X
Scalable Vector Graphics SVG		X	X	X	X	X
Swift 3D Importer SWFT (SmartLayers)			X	X	X	X
Raster: JPEG, PNG, BMP, TIFF, TGA, SWF			X	X	X	X
Video Formats: Quicktime, AVI, FLV					X	X
XAML for Silverlight and WPF						
3D Model Formats: .3ds (Autodesk 3ds max) Industry Standard						X
Export HTML Page with Embedded SWF						X

Vector and Raster Rendering Engines	V.1	V.2	V.3	V.4	V.4.5	V.5
Vector Rendering Engine (RAViX I)	X	X	X	X	X	X
Outlines, line weight, single color, average fill, area fill, mesh fill	X	X	X	X	X	X
Enhanced Vector Rendering Engine (RAViX II)		X	X	X	X	X
Hidden lines, line color, two color, four color, full color, specular highlights						
Full Render and Animation Preview Window		X	X	X	X	X
Frame Level Render Controls		X	X	X	X	X
Enhanced Vector Rendering Engine (RAViX III)			X	X	X	X
Enhanced Rendering Speed (10x faster)			X	X	X	X
Vector Detail Controls			X	X	X	X
3D Vector Realism (Reflections, Shadows, Speculars and Transparency)			X	X	X	X
SmartLayer Export for Swift 3D Importer			X	X	X	X
Vector Optimization			X	X	X	X
Raster Rendering Engine (EMO)			X	X	X	X
Raster Bitmap Compression Controls			X	X	X	X
Raster Color Depth Controls			X	X	X	X
Raster Antialias Quality Controls			X	X	X	X
Raster Automatic Per-Frame Object Cropping (SWF Export)			X	X	X	X
High resolution settings for print-quality export				X	X	X
RAViX 4 Vector Rendering Engine (up to 50X faster and smaller files)					X	X
Built in Vector Rendering Optimization Control Slider - File Compression						X
Render Multiple Styles with Single Pass						X

SmartLayer Technology	V.1	V.2	V.3	V.4	V.4.5	V.5
Separates Still Objects and Objects in Motion, Fill Styles and Outlines, Shadows, Speculars, Reflections, and Transparency			X	X	X	X

Adobe Flash Integration	V.1	V.2	V.3	V.4	V.4.5	V.5
Export to SWF, Import SWF into Flash	X	X	X	X	X	X
Swift 3D Importer (Flash MX and Later)			X	X	X	X
Direct Import of SWFT in Flash Library or Stage (Flash MX and Later)			X	X	X	X
SmartLayer SWFTs Layer Support (Flash MX and Later)			X	X	X	X

Galleries	V.1	V.2	V.3	V.4	V.4.5	V.5
Vector Materials	X	X	X	X	X	X
Spin and Path Animations	X	X	X	X	X	X
Environments			X	X	X	X
Raster Materials			X	X	X	X
Lighting Schemes				X	X	X
3D, Extrusion and Lathe Models				X	X	X
Bevel Gallery				X	X	X
Fly-By and Deformation Animations				X	X	X
Improved Drag and Drop Animations and Visuals						X
Improved Lighting and Material Galleries						X

Swift 3D Features	Swift 3D Version:					
	V.1	V.2	V.3	V.4	V.4.5	V.5
Web Assistant						
Direct Access to Resources, Community, Customer Account, and Support				X	X	X
Viewport Options	V.1	V.2	V.3	V.4	V.4.5	V.5
Camera Views: Front, Back, Left, and Right	X	X	X	X	X	X
Shading Views: Smooth and Wireframe	X	X	X	X	X	X
Framing: Frame All and Frame Selection	X	X	X	X	X	X
Open GL Viewport Rendering				X	X	X
Hardware Acceleration (10x faster viewport rendering)				X	X	X
Perspective Camera				X	X	X
Texture Shading				X	X	X
Viewport Layout Borders - See Beyond the Edge of Your Scene						X
4-Viewport Option in Scene Editor, Plus Additional Configurations						X

Contact Information

To purchase a copy of Swift 3D visit the Electric Rain online store at – <https://www.erain.com/store> or call 888.613.1500 (toll-free within US) and 303.543.8230 (International). If you have any questions you can reach the Electric Rain sales team by email at orders@erain.com.