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N-Sided introduces Argile, its new software dedicated to 3D retouch

Paris, FRANCE – April 17th 2008 – N-Sided® announces the immediate availability of its new software dedicated to 3D retouch: Argile.

Retouching, modeling, painting, directing and rendering, Argile is a complete 3D artist workshop that will make you forget the technical constraints, the unclear user interfaces and other fuzzy tools...

Import your 3D objects and characters to sculpt and retouch them in details.

Play with the brushes of the real time 3D painting palette, explore an infinity of materials and effects.

Discover the pleasure of creation with this workshop and its original artistic alembics.

Competitive and productive, Argile benefits from QUIDAM's technology to cold-shoulder complex and technical user interfaces.

Its clear working environment offers a large range of premium tools designed to be handled naturally. In a couple of minutes you will control the software and discover without delay the simple pleasure to create.

Either you are a novice or a professional in 3D, Argile is the advanced tool to add to your toolkit.

Price:

N-Sided webstore: €59 (available)

Renderosity.com, Runtimedna.com, 3DCommune.com: \$99 (soon available)

Innovative tools for the simple pleasure to create

Direct and user friendly, Argile is divided into three main Studios: Sculpture, Textures and Render.

Modeling

Import directly your model into the Sculpture Studio to shape it according to your imagination. Forget about polygons, Argile lets you manipulate the objects as if they were made out of clay. Forget about complex interfaces, Argile offers natural and direct tools that invite you to create and research shapes.

With its intuitive, powerful and innovative tools, this Studio offers the opportunity to customize completely your model. As easy as if you were drawing, smooth your models, accent or soften reliefs, retouch with precision a detail, add a crease... model quickly and with softness.

A couple of minutes only will be needed to remodel a face, to create the several steps of the transformation (morph targets).

Texturing and Painting

Play with materials, transparency and reflections, apply images and bumps in a few clicks.

Paint on volumes as naturally as on paper to try out materials and effects. In real time, your brush strokes add colors, transparency, bump, normal mapping...

The 3D Paint module offers a full set of drawing tools and a bunch of original and convenient options to combine unlimited graphic effects: blend materials and textures, blur, create recurrent patterns, transfer directly textures from a background image, move in real time an image on an object to place it...

Rendering

Your model is ready for picture, enter the Render Studio and in a few seconds Argile calculates a high resolution image for quick visualization, for impression or to edit it in a 2D application.

About N-Sided

N-Sided is a French company founded in 2003 by Pierre Bretagnolle and Sébastien Berthet with the ambitious goal of giving 3D back to the professionals of creation: the artists.

For more information, visit www.n-sided.com.

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