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## N-Sided announces Argile 2

Paris, FRANCE – July 9<sup>th</sup> 2009 – N-Sided® announces the release of Argile 2, the new version of its fantastic 3D retouching program.

**Retouching, modeling, painting 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 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.**

**Much more powerful and sharp, the version 2 of this 3D Sculpt and Paint workshop gains a lot of innovating new features.**

**3D has never been so productive, simple and natural!**

The new version 2 greatly enhances the capacities of Argile:

A very sophisticated **Catalogs system** allows to stock and retrieve all kind of content (objects, morphs, images, textures, materials, environments, lights, etc.).

The **3D Paint module** has been entirely rebuilt and optimized to be faster and more accurate. Now it can synchronize the modifications realized in external 2D software like Photoshop!

A **UV projection system** adds UV coordinates to your objects so that they can be painted. Unique feature, you can also retouch UVs interactively in the 3D view. A must-try!

Argile 2 comes with **additional content**. UV mapped and textured 3D objects, new paint brushes, new textures...

And many other new features such as the support of real time **self shadows**, the **SCRATCH mode** to previsualize morphs sequences, the export to **3DM and STL formats**...

# Argile 2 in details

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## CATALOGS

Argile 2 comes with an advanced **Catalogs** System, a major new feature!

Natural, powerful and efficient, these catalogs allow to save and select in one click the transformations you made, the brushes and the textures you created, the setting of a light, etc. Pick in the multitude of new presets that these catalogs offer, to select paint brushes, background images, floors, objects, complete environments, etc.

## 2D/3D CONTENT

To help you creating great scenes and models, Argile 2 is loaded with dozens of textured multiresolution objects.

In its rich libraries, Argile 2 offers a multitude of new high resolution textures, paint and bump brushes, background and floor images for the scenes, skeletons, camera presets, etc.

## PAINT

The Real Time 3D Paint module has been fully rewritten with advanced algorithms to be much faster and more accurate.

More flexible too... in a single click, you can **send the textures of the 3D model to your 2D software** (Photoshop, etc.), retouch them and see your modifications automatically updated in Argile 2.

## UV EDITION

Argile 2 offers its own **UV projection system** that, in a few clicks, will add UV coordinates to your imported objects so that they can be painted.

On top of that, N-Sided innovates again by inventing an **advanced system for UV retouches**. It lets you modify the placement of the textures directly by clicking and dragging on the 3D model. Work on the final result as if you were deforming the texture!

## SELF SHADOWS

The Real Time 3D display of Argile gets better again. It proposes **Self Shadows** in addition to projected shadows.

See in real time the shadow effects on your model for a much more realistic visualization.

## CAD-CAM EXPORTS

On top of QDM and OBJ formats, Argile 2 can export in 3DM (Rhino native format) and STL. Perfect for rapid prototyping and CAD-CAM software!

## AND A LOT MORE...

Argile 2 features a lot of other new improvements.

A smart **SCRATCH** system replays morph sequences as if you were sliding your finger on a piano keys. Indispensable and precious to prepare animation sequences!

Already recognized as a very stable application, Argile 2 includes a lot of corrections and optimizations to be even more productive and pleasant to use.

## Special Launch Offer

Argile 2: **€89**

Upgrade from Argile 1: **€49**

*Prices are V.A.T. excluded (French V.A.T. is 19,6%)*

## Argile in the Press

*"Argile is a very intuitive and easy to use tool when it comes to sculpting. Maybe you want to reshape a model, or maybe you want to create morph targets for any character (including Poser characters), Argile can prove to be a powerful, yet intuitive, tool."*

**Renderosity.com**

*"N-Sided has developed an interesting 3D retouch and paint tool, not only because it's affordable, but also because it's a tool that could be easily integrated into a small company pipeline."*

**Itsartmag.com**

*"Argile is a very versatile product, for a reasonable price. It's very user friendly, even for the novice. The ease with which new characters for current models can be created, or creating your own models is a very pleasant surprise. The speediness of the Rendering Room is an added bonus, especially when you need a quick spot-check."*

**3DCommune.com**

*"With Argile, you can work on 3D shapes without the common 3D tools. Working on volumes is as easy as working with clay (but you keep your hands clean): you can push, rotate, resize parts of the objects using the mouse or the tablet pen."*

**Cedictrojani.fr**

# 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 complicated 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...

You can also retouch your textures in any 2D software such as Photoshop and synchronize the result with the 3D view of Argile.

For model without UV coordinates, use the UV projection system of Argile and the model will be ready to be painted in a few clicks.

## 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](http://www.n-sided.com).

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