

Paris, July 5th 2007

N-Sided team announces the 1.5 version of QUIDAM, its character-generating star-software.

Already greeted for its fastness, its very intuitive interface and its productivity, QUIDAM is unique in merging various anatomical elements into one seamless model. A single Base (Model Pack) of QUIDAM allows to generate billions of different characters! Moreover, QUIDAM offers artists a full set of advanced tools for sculpting and retouching creations to the last detail.

QUIDAM is the only software that exports multiresolution 3D characters, fully textured and ready to be animated in every piece of software of the 3D market.

Keeping the inimitable spirit of QUIDAM, this update turns up full of advanced and original functionalities which will delight professionals as well as artists:

It offers a brand new tool that is going to help you along placing imported objects; the painting of the skinning weights has considerably improved; QUIDAM opens up to advanced editing and to skeleton personalization, allowing to import/export in its own QDM format. Many more optimizations come adding more quality and fluidity to QUIDAM.

The content is not left behind, with two complete dynamic bases (a Fantasy warrior and a Manga man), two new variants of the faces bases with articulations, and many more improvements: new textures, accessories and new .QUI characters.

And all that for free for our registered users !

More details about the new 1.5 version:

Props Manipulator

Import an object in QUIDAM and integrate it to your scene thanks to this brand new tool. It will help you positioning your objects, turning them, stretching them and adjusting them perfectly in a trice. Placing a hat on a head or a bunch of flowers in a hand is now only a matter of seconds !

A very handy and intuitive widget which will help you saving a precious time in manipulating your objects.

Advanced Skeleton Editor

The Advanced Skeleton Editor is an innovative tool which will let you place automatically a skeleton into an imported model and to adjust it in real-time. Professionals will enjoy being able to set the « Bind Pose » detaching and reattaching bones influence onto meshes.

Combined to the new skinning functionalities, the automatic functions and the clarity of this tool simplify drastically the characters set-up for animation.

Advanced Weight Paint

Experienced users and artists will enjoy the novelties of this functionality which satisfies the neediest ones. QUIDAM can project automatically skinning information of a character onto another one and retouch the skinning weights ("elasticity") of the imported characters. A few brush strokes to retouch it in the Weight Paint Editor and your model is set to your taste!

QDM Import

QUIDAM now allows to export and import in its own QDM format. The professional users will find it a unique way to fully personalize their characters.

Optimizations and other improvements

Getting always more powerful and quicker, QUIDAM optimizes its navigation and is improving on a lot of details (reinforced compatibility with Adobe Photoshop CS3 Extended ...)

Models Pack Fantasy Warrior

Celtic warriors, combat robots, giants ... with this dynamic basis, create all kind of characters where organic and mechanic will blend according to your fantasy. Cyborgs or superheroes, they will illustrate your Sci-Fi scenes or populate your medieval fantastic universe.

Like any Model Pack, this base is given with multi-resolution models, ready to be animated with their textures, UV Map, skeleton and skinning, that you will be able to change and particularize very simply.

Model Pack Manga Boy

This base comes to complete the Manga Girl already available. Explore the combinatorial cornucopia of this Model Pack to create a multitude of unique characters, in the spirit of Japanese Mangas.

Like any Model Pack, this base will allow you to generate multi-resolution models and customizable endlessly, ready to be animated with their textures, UV Map, skeleton and skinning.

Finally, new elements come to complete the already available basis:

- hair
- textures
- accessories etc...

Price:

QUIDAM 1.5 is a free update for all registered users of previous versions.

QUIDAM: €199 (approx. \$267)

Export Plug-in: €75 each (approx. \$101). Available for Maya, LightWave, Cinema 4D, Carrara and 3DS MAX.

LPA Plug-in: €300 (approx. \$403). The Low Poly Access extension adds advanced tools to QUIDAM and allows user to export models in their lightest version for using them in real time applications or games.

Model Pack Pro: €129 (approx. \$175). Model Pack Pro Boy and Model Pack Pro Girl currently available. Prices are VAT excluded.

QUIDAM is available for Mac (Universal Binary) and Windows PC.

Microsoft Windows 98 OSR2, Windows 2000, Windows XP or Windows Vista.

Apple MacOS X (10.3).

Recommended configurations:

- 24-bits (or 32 bits) Graphic card, OpenGL compatible
- 3-button Mouse
- Internet connection to access to additional online content

www.n-sided.com

Some Press Quotes:

"Is N-Sided Quidam v1.2 a worthwhile purchase? Certainly. Coupled with the LPA plugin, Quidam is a handy character creation solution with a bright future ahead of it."

"An amalgam of character creation concepts, Quidam v1.2 provides a solid and inviting experience. Add Low Poly Access to the mix and Quidam is a rising star."

Robert Santa, InsideCG.com, April 2007

"Quidam is one of the most fast means to create unique characters with customizable anatomy, clothes and textures. It provides fast posing and incredible sculpting controls. Export plug-ins for the most famous 3D software that support low-poly model transferring bring this application to the top list of fast character modeling software."

Gleb Kobzar, 3dm3.com, March 2007

"Quidam excels at building professional custom characters saving you the time of building up from scratch, which then allows the artist more time to concentrate on more intimate details of the model. It is very easy to pick up and use, and I was building new characters and completely customizing them within the first hour."

Score : 4/5, Joe Woynillowicz, www.gamedev.net, February 2007

"QUIDAM's main point of difference is that offers the direct exporting of figures to your 3D app of choice, complete with bones, weight and UV maps in place, ready to be reposed or animated."

Steve Jarratt, 3D World Magazine, Future Publishing, December 2006

"QUIDAM is a powerful and innovative tool, which integrates perfectly in the production workflow and opens Character Creation to everyone, in a professional and pleasant way. A must." (translated from French)

Score: 4.5/5, Nicolas Verdun, SVM MAC, VNU Publications, December 2006

"Creativity is back (...). Friendly, easy and yet rich, QUIDAM is a brand new modeling tool which one vocation among others is to get rid of stereotypes and models immediately recognizable." (translated from French)

Score: 8.5/10, Olivier Ferfache, Univers Mac, Groupe Tests, November 2006

"The real magic of QUIDAM is actually its technological prowess. That is to say its capability, into the character combination play, to write and rewrite totally different geometries and to export them perfectly textured, skinned and ready to be used in any of our preferred 3D software." (translated from French)

Antoire Aurety, FC4D Mag (French Cinema 4D Mag), November 2006

"With its price, its accessibility and its advanced features, QUIDAM addresses 3D hobbyists as well as professionals who desire to create virtual characters of infinite diversity." (translated from French)

"Fast and ergonomic, QUIDAM succeeded in simplifying one of the greatest challenges in 3D modeling."

Score: 8.5/10, PC ACHAT, Future France, April 2006

"... the software offers a large set of innovative tools. Powerful and professional, they allow to sculpt body and faces geometries as if we were drawing them". (translated from French)

PL, Computer Arts, Future France, January 2006

Some recent tutorials and reviews:

- Review of QUIDAM in gamedev.net and 3DM3.com:
<http://www.gamedev.net/features/reviews/productreview.asp?productid=634>
<http://www.3dm3.com/forum/articles.php?action=viewarticle&artid=79>
- InsideCG, N-Sided Quidam v1.2 . A complete Review by Robert Santa
<http://www.insidecg.com/2007/04/30/n-sided-quidam-v12-review/>
- A deep review of QUIDAM 1.08 by the artist Cedric Trojani:
http://www.3dvf.com/modules/publish/Logiciels_1761_1.html
English Translation:
http://www.google.com/translate?u=http%3A%2F%2Fwww.3dvf.com%2Fmodules%2Fpublish%2FLogiciels_1761_1.html&langpair=fr%7Cen&hl=en&ie=UTF8
- A Review from Nicolas Verdon for SVM Mac :
http://www.svmmac.fr/tests_logiciels/tests_individuels/quidam
English Translation :
http://www.google.com/translate?u=http%3A%2F%2Fwww.svmmac.fr%2Ftests_logiciels%2Ftests_individuels%2Fquidam&langpair=fr%7Cen&hl=en&ie=UTF8
- A review of QUIDAM (in French) on 3D-diablotine.com:
<http://www.3d-diablotine.com/blog/2007/03/27/revue-test-quidam/>
- Tutorial of Franz Stake on renderosity.com: create with QUIDAM a custom head morph to be used inside Poser:
http://www.renderosity.com/mod/tutorial/index.php?tutorial_id=1614
- Listed tutorials on 3DLinks.com:
<http://www.3dlinks.com/links.cfm?categoryid=13&subcategoryid=147>
- Here you can download a PDF doc (French version) presenting the founders and a complete review of QUIDAM:
<http://www.fc4dmag.com/le-mag/fc4dmag-n-1.html>

About QUIDAM

Video games, Internet, multimedia production, video and cinema, illustration... for each of these domains, the needs of 3D content do not stop growing, stimulated by the desires of the public and the increased graphic performance of computers. With QUIDAM, N-Sided answers in an extremely productive way to this demand for 3D content. The days of spending hours creating characters from scratch, polygon by polygon, in overly complex programs are over: a few clicks suffice with QUIDAM! Artists are going to rediscover the pleasure of creating!

Designed for the independent artist as well as production studios, QUIDAM offers an exceptionally ergonomic interface at the same time as precise professional results.

Unique Characters

The principle of the program is simple. When starting a new file, QUIDAM gives the choice of a new base character or starting point, from a variety of types: men, women, cartoons or creatures.

These bases are not just fixed models. Each character can be varied at will with each body part: hands, ears, chest and eyes...

Moreover: hair, clothes, shoes and jewelry can also be added to enhance them. With the diversity of the available body parts, one can mix and match to create thousands of different characters.

3D Modeling becomes like Working with Clay

Full of intuitive and innovative tools, QUIDAM is an invitation to give the model a personal touch. With QUIDAM it is the artist who creates his character, not the program!

A few more clicks to set the pose, and the character is ready for the show! In no time, QUIDAM produces a high quality render, ready for print or editing in any image software or export the character ready to be animated in other specialized 3D programs.

Unique Advantages

- QUIDAM offers original 3D sculptures: entire characters, precise and anatomically realistic. A real professional resource, within everyone's reach!
- QUIDAM is extremely easy to use: in less than an hour one can understand the program and be exporting your first characters! Forget the unnecessarily overly complicated programs, incomprehensible dashboards... everything in QUIDAM is made to let one express his artistic talent!
- QUIDAM offers advanced tools for sculpting and retouching to personalize the creations to the last detail, explore a range of expressions, from portrait to caricature...
- QUIDAM, with its immersive real time interface, takes full advantage of OpenGL and the latest generation of graphic cards. Compatible with all the 3D applications used by professionals (3DS MAX, Maya, LightWave, etc.), QUIDAM is easily integrated into the workflow of 3D production.
- QUIDAM can quickly calculate high quality final images. Its export of multi-channels to your favorite image editing program responds to the needs of any professional.
- Multiplatform, QUIDAM will be soon available for both Microsoft Windows and Apple MacOS X.

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. QUIDAM is the first step in this direction... the first because other technologies are ready, which promise to open 3D to new creative

horizons.