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N-Sided announces the release of QUIDAM 2

Paris, FRANCE – Dec 17th 2007 – N-Sided® announces the release of the version 2.0 of QUIDAM, the character creation software.

Already greeted for its speed, 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 can generate billions of different characters!

Moreover, QUIDAM offers artists a full set of advanced tools for sculpting and re-touching creations to the last detail.

QUIDAM is the only software that exports multiresolution 3D characters, entirely textured and ready to be animated into any 3D animation software.

This brand new version 2.0 of QUIDAM will delight all the digital sculpture fans:

- A real-time 3D Painting palette offers a wide variety of creative tools to paint directly on the volume colors, textures, transparency, relief... as if you were painting on a canvas.
- A brand new very fast Ray-Tracing rendering engine that digs into images to the finest details to give crisp and photo-realistic results.
- Automatic Skinning, Smooth Weight, predefined Skeleton Catalogue... professionals and advanced hobbyists will enjoy using this new module that dramatically eases the tedious task of "Setting up" the character for animation.

And a lot more new features to discover...

Embark in QUIDAM 2 and prepare to explore 3D as you never did before!

QUIDAM 2.0 in details:

Real Time 3D painting

QUIDAM 2 will feature a new complete set of artistic tools to let you paint directly onto your characters.

Discover a natural way to apply colors, textures, transparency, bump or normal maps as if you were painting on a canvas.

Create as you imagine: offering real-time visualization the Painting Palette has been designed to be seamlessly integrated into the creation work flow.

New photo-realistic rendering

QUIDAM will be powered by a brand new very fast Ray Tracing Rendering engine. It digs into images to the finest details to give crisp and photo-realistic results.

Customize lighting and shadowing, apply lighting presets on your scene, create cartoon rendering... in a snap.

QUIDAM will also offer a blitz scanline rendering to quickly produce previews and fine renderings.

Cartoon Rendering has been significantly improved to let users explore new graphic impacts.

Advanced character setup

With a new and much improved Advanced Character Setup Mode, QUIDAM 2 introduces a new Automatic Skinning function. This key feature will allow advanced users to save a lot of time at setting up a character.

Import an OBJ model, place a skeleton of your own or choose among those offered by QUIDAM, apply the Automatic Skinning, some brush strokes to retouch if necessary... and you are done!

-A Skeleton Catalog will offer many predefined bones structures.

-A new Smooth Weight mode will help you handle skin elasticity on complicated body parts.

-etc.

And a bunch of new other features!

-New Collada support (additional)

-Import optimizations

-Improved .QUI format

-A new Smart Symmetry Detection system to deal with models that are not completely symmetrical

-New .QUI models

-New textures

-New props, hair, clothes...

-Etc.

QUIDAM, a new way to 3D creation

By continuously adding new features and numerical control panels, most major 3D programs have turned into bloatwares where interactivity and creativity have been sacrificed.

QUIDAM's raison d'être is to offer an innovative solution that unleashes your creativity and lets you design 3D characters in the fastest and easiest imaginable way.

Pricing of the N-Sided product line:

QUIDAM 2.0: €169 (approx. \$244)

QUIDAM 2.0 Studio: €399 (approx. \$576)

Update:

- **QUIDAM 1.x to QUIDAM 2.0:** 119 € (approx. \$171)
- **QUIDAM 1.x + plug-in Low Poly Access to QUIDAM 2.0 Studio:** €199 (approx. \$287)
- **QUIDAM 1.x to QUIDAM 2.0 Studio:** €299 (approx. \$431)

Export Plug-ins for Maya, LightWave, Cinema 4D, Carrara, 3DS MAX: €75 each (approx. \$108)

COLLADA Export Plug-in: €99 (approx. €143)

Model Packs Pro: €79 each (approx. \$114)

MPP Boy, Girl and Woman are currently available.

Prices are VAT excluded.

Recent Press Quotes:

"QUIDAM is an excellent tool for entering the world of 3D without being put off by the inherent complexities of the craft. QUIDAM has opened my eyes to what's possible beyond my familiar two-dimensions and given me the confidence to explore the field further."

Mike Bedford, psd Mag, October 2007

"In a word, QUIDAM is the great modeling tool that is lacking to Poser. Its mission is to produce characters easily and with the lowest number of polygons if it is for a real time use. Completed with Vue Easel or Bryce 5, at last we have an INTUITIVE production pipeline to create static images without limits to imagination."

Pierre Counillon, A Vos Mac, Special Issue n° 22, 2007

"You can create your first characters without reading the manual. QUIDAM is simple, fast and so flexible to create customized characters that it's adapted to the occasional user who needs to realize characters quickly, as well as to the advanced user who needs to create and export characters to animate them in their favourite 3D software."

Imagine Animation, May-June 2007

"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 Woynilowicz, 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

Recent web reviews:

<http://www.insidecg.com/2007/04/30/n-sided-quadam-v12-review/>

<http://www.itsartmag.com/reviews/quadam/quadam-p1.html>

<http://www.gamedev.net/features/reviews/productreview.asp?productid=634>

<http://www.3dm3.com/forum/articles.php?action=viewarticle&artid=79>

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.

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

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