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N-Sided announces the launch of its offer for avatars creation dedicated to Virtual Worlds

Paris, FRANCE – December 22nd 2008 – N-Sided® announces the launch of a new offer based on QUIDAM tools and content, dedicated to the needs for avatars of virtual universes and massively multiplayer online games.

Known for its high productivity, the 3D character creation software QUIDAM is unique in combining and merging various anatomical elements and clothes into one seamless model. One sole QUIDAM base is capable of creating thousands of unique 3D characters! QUIDAM's features are totally dedicated to personal creation, offering very natural and intuitive methods to sculpt and paint models.

One of the most differentiating and recognized advantage of QUIDAM is its use in professional work environments. QUIDAM is the only character generator able to perfectly export multiresolution models with meshes, textures, UV maps, bones and skinning to Maya, 3DS MAX, LightWave, Cinema 4D, Carrara, COLLADA, etc. The perfect bridge to fill Virtual Worlds with great avatars!

"We strongly believe in the development of Virtual Worlds and Massive Multiplayer Online Games. By anticipating the market's considerable needs, N-Sided has been focusing its work on real-time for years and is now able to claim a leading position by offering a productive and mature solution for avatar creation." said Pierre Bretagnolle, President of N-Sided.

Now available, the solution dedicated to Virtual Worlds is perfectly adapted to the specific needs of the market:

A complete solution:

Production Managers are well aware that dealing separately with the purchase of Tools, the creation of Content and the acquisition of Licenses is a huge waste of time. That is why N-Sided provides a unique and simple solution with all components. It is not worth the hassle of counting anymore... you can install all tools on an unlimited number of seats and you are allowed to integrate an unlimited number of avatars in the application! Moreover N-Sided offers additional development services to the editors who need specific avatar bases or particular tools.

Highly productive tools:

QUIDAM includes award-winning technology that dramatically accelerates avatar production. A unique geometric engine lets you search through large databases of body parts, clothes, props... to compose your model and automatically merges all parts into one seamless model. The capacity to export multi-resolution models, optimized for real-time animation and 100% compatible with all professional standards is tremendously valuable.

Controlled costs:

Fees are determined based on the number of active members of the universe so that the editors pay a faire price, adapted to the effective use of avatars. A very attractive payment system for all starting projects!

Prices

To create avatars for a virtual world, editors have to buy an **Initial License** that allows for a period of 12 months to:

- use QUIDAM 2 Studio, all export plug-ins, all Model Packs Pro on an unlimited number of seats (and get the products updates)
- integrate an unlimited number of avatars in the virtual world
- use 3 support tickets

Every year, editors are invited to **Renew the License** for 12 months.

Fees are settled depending on the number of **Active Members**, that is to say the number of members who logged into the virtual world at least once during the last 90 days before the anniversary date of the license (date of payment of the Initial License).

Depending on the number of active members, fees for Initial License and Renewal License are:

Number of Active Members	< 10.000	10.000 to 50.000	50.000 to 250.000	> 250.000
Initial License	€1.950	€9.950	€49.950	€69.950
License Renewal	€1.450	€5.950	€24.950	€34.950
3 additional support tickets	€299	€599	€899	€1.199

More details about the offer : http://www.n-sided.com/3D/page.php?page=products_licensing_mmo

About QUIDAM

"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."

"QUIDAM's import plug-ins are a nice surprise. With other modeling programs, interactivity seems to be the real sticking point, especially when it comes to rigged and textured models. Their model of "export it in a rich native format and make importers for other software" seems to be a good idea because the models looked great and kept all their rigging when I moved 'em around to other modeling apps."

Joe Woynillowicz, Gamedev

"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."

Computer Arts

"QUIDAM is one of the fastest 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 supports low-poly model transferring bring this application to the top list of fast character modeling software."

Gleb Kobzar, 3DM3

"The speed in which you can create a character is exceptional making QUIDAM perfect for generating all kind of creatures whether with a human form or an imaginary form instantly."

Patrice Leymarie, It's Art Mag

*"QUIDAM is a powerful and innovative tool that integrates perfectly a production workflow and opens character creation to everyone, in a professional and pleasant way." **Score: 4.5/5***

Nicolas Verdun, SVM MAC

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. Real professional resources, 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...
- A real time 3D Painting palette allows to apply colors, textures, transparency, bump or normal maps directly onto the model.
- 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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