ARTLANTIS 6

Simply physical

Abvent

ARTLANTIS 6

Drawing on the concepts that made it the success it is today – the user-friendly interface and the power of its features – Artlantis meets all your needs when it comes to speed, ease-of-use, and high quality renderings and animations. The stand-alone rendering application used by more than 85,000 architects, designers, space planners, interior designers, urban planners, and landscape architects in more than 80 countries, Artlantis is available in two versions: Artlantis Render shines in the rendering of still images, while Artlantis Studio excels in the creation of animations and virtual panoramas with iVisit 3D.

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/ Affordable, fast and open

Whether you're an expert, advanced user or a beginner, Artlantis is for you, regardless of your experience in working with a rendering software. Requiring no expertise in computer graphics, learning Artlantis is fast and easy. Thanks to its user-friendly graphical interface, designed to optimize its intuitiveness and guarantee unsurpassed working comfort, mastering Artlantis takes only a few hours.

/ Interface

Artlantis optimizes the project's display, and offers an even larger preview size: standardized on Mac OS and Windows, Artlantis's interface is based on a single clear window, adjustable and easy-to-use. With its inspectors grouped at the top of the screen, the working window is easier to read – displaying on the fly or permanently,

depending on your preference, the lists on the left and the catalog at the bottom of the screen. As a result, the number of clicks needed to access the desired feature has been reduced to a minimum!

/ Preview

Real-time preview – Artlantis's founding concept – gives users continuous control of each change in the scene. While radiosity (global illumination) guaranteeing the realism of the scene, is known to use a lot of calculation time, Artlantis stands out as the only rendering software able to provide a quality / calculation time ratio as relevant in the preview as in the final calculation. Interactive navigation and management of the 3D database is specifically designed to manage scenes containing millions of polygons. Simply put: all Artlantis developments share the same goal: quality and optimal productivity.

/ Open

Recognized and recommended by leading software developers, Artlantis communicates directly with ArchiCAD®, Autodesk Revit®, Vectorworks®, Trimble SketchUp Pro®, and Arc + ® ... and has many import formats (DXF, DWF, OBJ, FBX and 3DS) used to process models designed with almost all 3D software, without any loss of information. In addition, the «Open with reference' allows, whatever the exchange format, to make project updates.

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/ Physical engine NEW!

To create stunning images, Artlantis 6 now includes its own built-in physical engine, emphasizing physical rendering quality, precision, material accuracy, and energy consumption.

White model
During calculation, white model rendering changes all surfaces to white except for those that are transparent. Lights maintain their color for sophisticated environments.
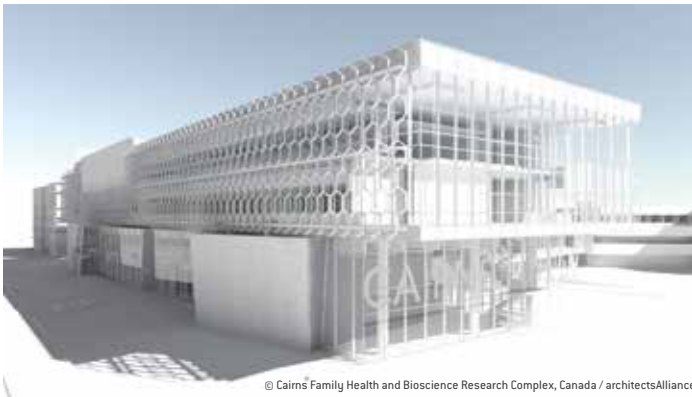
© Cairns Family Health and Bioscience Research Complex, Canada / architectsAlliance

Pre-settings
Choose among many pre-set modes (indoor, outdoor, low light) and different definitions (speed, medium, quality), to quickly set the best results!

White balance
White Balance allows you to adjust the dominant color of a scene to the ambient lighting. Simply set this new parameter to automatic color mode or select a reference color, which will be recognized as white in the 3D scene.

Ambient occlusion
This new option in Artlantis allows users to display a global ambient occlusion to create virtual shadows in small areas where natural light doesn't go. It brings more depth and relief to both interior and exterior scenes.

/ Heliodon

The manual heliodon can be set easier than ever by adjusting the angles for zenith and azimuth right in the Inspector. Like the lights, the volumetric effect of the rays of light, or 'God rays', can be added in post-process in the heliodon settings. To give you greater freedom in image reprocessing, these effects are recorded in specific layers when exporting in PSD.

/ Lighting and Neon lighting NEW!

By default, Artlantis offers 8 IES pre-set profiles. Artlantis 6 now allows you to import downloaded IES profiles from manufacturers' websites. These files are used to simulate realistic illumination of your projects. For even greater flexibility, Artlantis 6 allows you to easily edit the brightness, color, direction and opening angle. Artlantis offers two illumination methods: Automatic Light Adjustment and ISO/Shutter. By choosing the Automatic Light Adjustment setting, the lights and neon power used in the scene are automatically adjusted to the sky and sun illumination. In addition, neon lights have been completely updated for this version with considerable gains in terms of quality and calculation speed.

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/ Perspectives

In Artlantis, the view is characterized by an adjustable focus camera that you can place precisely in the scene. For the same point of view, choose different heliodons and / or activate different lights.

Just as a photographer chooses his diaphragm aperture, you can set, directly and selectively, the depth of field, as well as the ISO and shutter speed from as many points of view as you want. Artlantis 6 offers new features to your perspectives: each point of view now has its own infinite ground with altitude and material, as well as background and foreground images. Handling, re-sizing and adjusting backgrounds and foregrounds is easier than ever in this new version. Artlantis 6 also has a particularly useful function for high vertical projects: the Architect camera. This option displays the project in two vanishing points to obtain real verticals.

/ Parallel views

Parallel views are configurable according to the type of projection (view from above), the positioning of the camera, the width of the selected view, the section definition …

/ Site insertion NEW!

When using the site insertion feature, Artlantis 6 offers a new and simple projection process with more accurate calculations. After aligning the XYZ axis in the 2D view and in the preview window, the model is easily positioned on the background image. A revolutionary integrated tool allows you to add transparency to a foreground image directly in Artlantis to enhance the quality of your projects.

/ Post-production

Apply different effects to the current view and set the brightness, contrast, and color of a rendering. Save time when adding grain effects, paint or pastel, highlighting contours …

/ Smartools

Laser projection, search fields, display filters, KeyServer app, object orientation, Retina display, automatic back-up, vignettes … there are many tools in this new version to make your work easier!

/ Media

Using the new media catalog is fast and efficient. Its organization into categories (icons) and sub-categories (titles) allows you to choose in mere seconds the right media for your project. For better use of your workspace, the catalog window can be moved independently on your second screen if you use one. In order to satisfy users who want to customize their catalog with their own media, Artlantis 6 allows you to add custom folders from Level II of the catalog. New display features allow you to view the latest media used, shaders and objects in the current project, or those added to the selection. A new tool makes it easy to drop media from the selection randomly into the scene with repeating clicks.

Artlantis 6 would not be complete without the InApp Media Store offering more than 5,000 objects and shaders of all kinds for purchase. Enrich your catalog at any time by logging in and downloading new media that are automatically placed in the correct categories and sub-categories of your catalog, or in the folder of your choice.

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/ Artlantis Studio

Animation

The Artlantis Studio Timeline is optimized to ensure precise control of all events and movements associated with your animations. Each animated parameter is now presented as a track and a hierarchical list …With magnetic guides, the key frame will snap automatically and graphically, ensuring a fluid connection and simplified synchronization of sequences. Finally, to enhance your animation, new, high-definition 3D characters are available for sale in the Artlantis Media Store.

iVisit 3D

In addition to panoramas, Artlantis 6 and iVisit 3D allow you to create VR Objects! The iVisit 3D Player has been upgraded to open up new horizons in creativity. The display quality of iVisit 3D panoramas and VR Objects is better than ever – whether you're viewing on a website or on a mobile device. For unlimited sharing, a new Android application is now available on Google Play, in addition to that from the AppStore.

To improve your experience using multi-node panoramas, iVisit 3D now offers two navigation methods: keep the point of view of the direction you're moving in, or choose the default view of each node. The navigation thumbnails precisely represent each point of view. Setting your iVisit 3D panoramas, you can now navigate between the nodes directly in the preview.

Optional Artlantis Render Farm

Artlantis Render Farm offers the Artlantis user community more than 300 CPU's to produce photo-realistic still images or complex, high-definition animations with the high quality settings that clients demand, at a fraction of the average rendering times.

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MINIMUM REQUIREMENTS:
Intel® Core i3, 4 Core, 2 GHz
RAM: 8 GB
System: Mac OS X 10.8.5, Windows 7 (64bits)
Graphics card1 GB*, OpenGL capable
Display resolution: 1280 x 800 million colors
Internet access

RECOMMENDED CONFIGURATION:
Intel® Core i7 (Haswell), 4+ Core
RAM: 16 GB
System: Mac OS X 10.10, Windows 7 or 8.1 (64-bits)
Graphics card: 2 GB OpenGL capable.
Display resolution: 1920 x 1080 million colors
Internet access

*Graphic chipsets are not supported.

Windows   🍎

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Yanosh Hdry – Scene from Evermotion

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