Nova Workflow

Import

Models data and animations can be imported from any software to 3ds Max or Viz

Create

Modify the imported model(s) or create a model from scratch in 3ds Max or Viz

Prepare

Add cameras, lights, apply materials in 3ds Max or Viz

Animate

Animate your scene in 3ds Max or Viz: objects, cameras, lights

Beautify

Add particles, shadows, shaders, special effects: fog, lens flare, reflection, refraction, bump

Set up

Nova Essentials

Apply real time parameters as: animations set up, collisions, domains, interactivity

Nova Standard

Use Nova Essentials functionalities

+

create shaders or advanced scripts

Nova Advanced

Use Nova Standard functionalities

+

physics

Export & Explore

Export & Explore, interact in your real time 3D scene on your computer thanks to the Nova Explorer

Import Collada files, beautify and set up through the Entities Browser Properties and Actions Builder

OR Import & Explore

Configure

Create keyboard shortcuts, configure mouse and Direct Input peripherals

Add objects

Import Nova objects or Nova scenes previously created, place and resize these objects

Capture

Captures still images (scale factor) or videos (choose resolution, codec and fps)

Publish & Share

Unlimited generation of independent encrypted executable files with access to menu to modify the scene

Unlimited generation of web files readable with the free web plugin

Unlimited generation of independent encrypted executable files with no access to modifications

Use

Interact, change parameters of lights + objects + materials, capture images & videos, shared visit

Go back to 3ds Max or Viz to modify your 3D scene or your Nova real time parameters