

Explore concepts, validate designs, and produce stunning client presentations.

Autodesk VIZ 2007 software provides advanced modeling, lighting, rendering and animation toolsets to handle the most challenging architectural, product, scientific, medical or industrial visualization projects.

Animation

Bring to life design data by creating a walk-through or fly-by animation with a rich modeling, rendering, and animation toolset that is tightly integrated with Autodesk® design solutions.

Modeling

Extensive, industry-best polygon tools for low- or high-resolution modeling. New polygon modeling tools accelerate the process of adding detail to geometry. Use our fast, unique Edit Poly approach to create everything from simple to complex models.

Lighting

Use multiple lighting models to help ensure compatibility of beautiful lighting simulations with detailed textures. Use radiosity adaptive subdivision to produce higher-quality, enhanced lighting in your scene.

Materials

Define unlimited numbers of textures, use real-world measurements for architectural materials, and create solutions for any complex materials using our unrivaled material editor.

Rendering

A wide variety of rendering options from Autodesk (including mental ray® software the powerful native renderer, and third-party renderers such as V-Ray® and Brazil) is complemented by command-line control and the Autodesk® Backburner™ render management system.

SDK

Full Software Developer's Kit for building high-powered custom tools directly in a programmer's language.

New in Autodesk VIZ 2007

Streamlining your Visualization Workflow

As your visualization projects become more complex, VIZ 2007 helps streamline your workflow with extended functionality in modeling, texturing and rendering, enhanced collaboration tools, performance gains, and greater interoperability and compatibility with Autodesk 2007 products.

Modeling, Materials, and Textures

- Build detail into geometry with Edit Poly Bridge.
- Have greater control of geometry with new Slide and Pinch option in Edit Poly Connect.
- Select edge geometry by growing and shrinking selections along Ring/Loops.
- Simplify the process of cleaning up models—remove edge and vertices in a single pass.



Image courtesy of Lewes Design Contracts LTD. (Spiral staircase systems)

Rendering

- Quickly preview an image or render your scenes in record time with mental ray 3.4.4, which allows up to eight satellite rendering nodes.
- Make your design visualization process more efficient using Autodesk Backburner, a unified network rendering system included within VIZ 2007.
- mental ray 3.4 adds powerful rendering functionality to the Autodesk VIZ 2007 rendering capabilities. It offers a simplified user interface for working with global illumination and subsurface scattering shaders, as well as a unified indirect lighting model, which helps ensure consistent results when switching between different Autodesk VIZ radiosity modes.
- Quickly batch render a series of stills from different angles, with the option to change render settings and layers in between views.
- Enjoy more flexibility and dynamic range for lighting adjustments post-render using the OpenEXR rich file format.

Asset Management and Collaboration

- Share, control, and manage your work-in-progress assets using Asset Tracker, our new source control solution that is tightly integrated with Autodesk® Vault functionality and compatible with existing asset management solutions.
- Quickly mask Autodesk VIZ objects in Autodesk® Combustion® software using tightly integrated material and render IDs.
- Bring generated image sequences into Autodesk® Toxik™ and Autodesk® Cleaner® XL applications. Autodesk VIZ software generates information about path location, frame numbers, frame rate, resolution, and camera name that will be displayed within your Toxik workspace.
- Simplify workflow on projects with scenes built from multiple independent components designed by multiple users with an extended external referencing system (xrefs).
- Asset Tracking improves management of collaboration among members of your design team. View all scene dependencies and external references. Re-path and retarget dependant and externally referenced assets. Define, save and share asset path configuration files.

Import and Export Data

- Import/link models from Autodesk® Revit® applications to create high-quality images of models with Autodesk VIZ via the DWG format and have the scene objects correspond directly to individual Revit objects.
- Access the Autodesk Inventor® file format option directly within the import tool.
- Convey ideas and share designs by exporting models from Autodesk VIZ for viewing with Autodesk® DWF™ Viewer and Autodesk® Design Review.
- Transfer geometry, materials and cameras seamlessly with the newly extended AutoCAD 2007 DWG format. VIZ 2007 plays a key role in providing feature rich visualization tools to the extended family of Autodesk design products.

Software Developer's Kit

- Extensible development environment enables programmers and scripting professionals to integrate custom workflow tools, viewers, and real-time engines in the Autodesk VIZ core.
- Plug-in architecture provides extensibility for nearly any system component.

System Requirements

Hardware

- Intel® Pentium® III or AMD® processor, 500 MHz or higher; Xeon® or dual AMD Athlon® or Opteron® 32-bit system
- 512 MB RAM (1 GB recommended) and 500 MB swap space (2 GB recommended)
- Graphics card supporting 1024x768x32-bit color with (OpenGL® and Direct3D hardware acceleration supported; accelerator 1280x1024x32-bit color with 128 MB RAM
- Microsoft® Windows® compliant pointing device (optimized IntelliMouse™)
- DVD ROM drive
- The preceding requirements are recommended for effective use of Autodesk VIZ 2007 software. Intel® Pentium®

Platform(s)

- Microsoft® Windows® Home Edition SP2, XP Pro SP2 and Win2K SP4.
- Microsoft Internet Explorer 6
- DirectX 9.0c (required), OpenGL (optional)