# Quidam 3 coming soon!

Soumis par Seven
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French >>>

N-Sided announces the coming

release of QUIDAM 3

Paris, FRANCE – February 24th 2009 – N-Sided® announces the coming release of QUIDAM 3, the new version of its unmatched 3D character creation program.

Known for its high productivity and originality, QUIDAM is unique in being able to generate thousands of different characters instantly.

QUIDAM's Studios (combining, sculpting, posing, painting...) are totally dedicated to personal creation, offering very natural and intuitive methods.

One of the most recognized advantage of QUIDAM is its use in professional work environments. QUIDAM is the only character generator able to perfectly export multiresolution models, ready to be animated into all major 3D applications.

Coming with a lot of great new features and top quality 3D and 2D content, QUIDAM 3 is even more Professional and Creative!

In a few words:

- QUIDAM 3 offers an advanced Catalogs system to help saving and reusing all kind of 3D component (characters, morphs, lights, props…).

- The 3D Paint Module has been fully rewritten to be much more accurate and to provide a direct bridge with 2D paint editors (like Photoshop).

- An automatic UV projection system has been added to automatically prepare imported objects so that they can be textured. N-Sided innovates again with an amazing approach that allows you to retouchs UV maps directly onto the 3D model.

- Many other new features dramatically improve QUIDAM: Self shadows in real time, major improvements in edition of skeletons and proportions, an extended QUI format…

- This new version comes with a huge amount of new 2D and 3D : custom characters, textured multiresolution 3D objects, paint and bump brushes, high resolution textures, backgrounds and floor images, skeletons, poses, camera

presets, etc.

QUIDAM 3 in details

CATALOGS

QUIDAM 3 comes with an advanced Catalogs System, a major new feature!

Natural, powerful and efficient, these catalogs allow to save and select in one click the transformations you made, the poses, the brushes and the textures you created, etc.

Pick in the multitude of new presets that these catalogs offer, to select paint brushes, background images, floors, props, complete environments, etc.

2D/3D CONTENT

To help you creating great scenes and models, QUIDAM 3 is loaded with dozens of textured multiresolution objects.

In its rich libraries, QUIDAM 3 offers a multitude of new custom characters, new high resolution textures, paint and bump brushes, background and floor images for the scenes, poses, skeletons, camera presets etc.

PAINT

The Real Time 3D Paint module has been fully rewritten with advanced algorithms to be much faster and more accurate.

More flexible too... in a single click, you can send the textures of the 3D model to your 2D software (Photoshop, etc.), retouch them and see your modifications automatically updated in QUIDAM.

UV EDITION

QUIDAM 3 offers its own UV projection system that, in a few clicks, will add UV coordinates to your imported objects so that they can be painted.

On top of that, N-Sided innovates again by inventing an advanced system for UV retouches. It lets you modify the placement of the textures directly by clicking and dragging on the 3D model. Work on the final result as if you were deforming the texture!

SELF SHADOWS

The Real Time 3D display of QUIDAM gets better again. It proposes Self Shadows in addition to projected shadows.

See in real time the shadow effects of a lock of hair, a hand in front of the mouth, a prop... on your character, for a much more realistic visualization

AND A LOT MORE...

QUIDAM 3 features a lot of other new improvements:

A smart SCRATCH system replays morph sequences as if you were sliding your finger on a piano keys. Indispensable and precious to prepare animation sequences.

The proprietary QUI and QDM formats have been extended to support more features…

Major improvements has been made in skeletons and proportions edition modules. The creation of characters of any size and proportions, giants, gnomes, cartoon heroes... is now child’s play. A leap forward in creativity!

Already recognized as a very stable application, QUIDAM includes a lot of corrections and optimizations to be even more productive and pleasant to use.

Prices

QUIDAM and QUIDAM Studio

Products from the QUIDAM and QUIDAM Studio lines do not include Licensing.

Therefore the models are created for 2D images and animations. They cannot be used into applications (video games, simulation, virtual worlds etc.).

Description

Price

V.A.T. excluded

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V.A.T. included

Products

QUIDAM 3

€199

€238.00

QUIDAM 3 Studio

€449

€537.00

3DS MAX export plug-in

€75

€89.70

Maya export plug-in

€75

€89.70

Cinema 4D export plug-in

€75

€89.70

LightWave export plug-in

€75

€89.70

Carrara export plug-in

€75

€89.70

COLLADA export plug-in*

€99

€118.40

CAD-CAM export plug-in*

€99

€118.40

MP Pro Boy

€79

€94.48

MP Pro Girl

€79

€94.48

MP Pro Woman

€79

€94.48

MP Pro Boy + Girl + Woman

€159

€190.16

Argile

€59

€70.56

Upgrades

QUIDAM 1 to QUIDAM 3

€129

€154.28

QUIDAM 1 to QUIDAM 3 Studio

€379

€453.28

QUIDAM 2 to QUIDAM 3

€99

€118.40

QUIDAM 2 to QUIDAM 3 Studio

€349

€417.40

QUIDAM 2 Studio to QUIDAM 3 Studio

€169

€202.12

QUIDAM 3 to QUIDAM 3 Studio

€279

€333.68

*included in QUIDAM 3 Studio

EDUCATION:

Students, professors and universities can purchase N-Sided’s products with very important discounts from 40% to 65%.

Read more

QUIDAM Prime

Products from the QUIDAM Prime line include Licensing.

Therefore the models can be integrated into applications (video games, simulation, virtual worlds etc.).

Description

Price

V.A.T. excluded

Price

V.A.T. included

Products

QUIDAM 3 Prime

€4250

€5083.00

MP Pro Boy Prime

€595

€711.62

MP Pro Girl Prime

€595

€711.62

MP Pro Woman Prime

€595

€711.62

MP Pro Boy + Girl + Woman Prime

€1395

€1668.42

Site Licenses

3 seats of QUIDAM 3 Prime

€7950

€9508.20

5 seats of QUIDAM 3 Prime

€11950

€14292.20

10 seats of QUIDAM 3 Prime

€16900

€20212.40

Upgrades

QUIDAM 2 Studio to QUIDAM 3 Prime

€4.050

€4843.80

QUIDAM 3 Studio to QUIDAM 3 Prime

€3.950

€4724.20

Special Pricing for INDEPENDENT DEVELOPERS (“INDIES”)

To be eligible as “Indie”, a customer shall have had a turnover lower than $250.000 (USD) during the last fiscal year. All details are in the End User License Agreement.

Description

Price

V.A.T. excluded

Price

V.A.T. included

Products

QUIDAM 3 Prime – Indie

€895

€1070.42

MP Pro Boy Prime - Indie

€195

€233.22

MP Pro Girl Prime - Indie

€195

€233.22

MP Pro Woman Prime - Indie

€195

€233.22

MP Pro Boy + Girl + Woman Prime – Indie

€495

€592.02

Upgrades

QUIDAM 2 Studio to QUIDAM 3 Prime - Indie

€695

€831.22

QUIDAM 3 Studio to QUIDAM 3 Prime - Indie

€595

€711.62

About QUIDAM

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.

"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

"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, 3DWorld Magazine

"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

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 http://www.n-sided.com/.

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