

Sculptor Animation Toolkit

Sculptor Animation Toolkit is available as an add-on for 3ds Max, a software package commonly used to animate movies, games and, more increasingly, live events and theatrical productions.

The growing demands of our industry require an increasingly flexible offline plotting tool that retains an 'awareness' of the restrictions of physical equipment. Sculptor Toolkit allows automated elements to be integrated into pre-visualizations, all the way from initial concepts to the final production. This creates the opportunity for close collaboration between the creative team and technical staff, thereby maximizing valuable stage time.

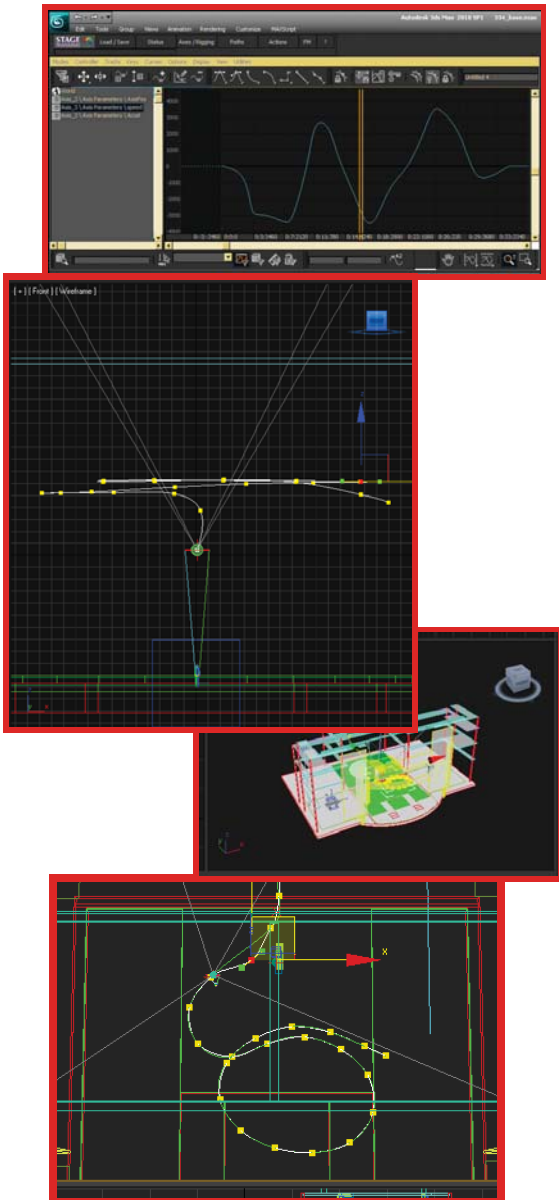
Combined with the power of eChameleon, the toolkit incorporates the safety and robustness of Stage Technologies systems with the creative freedom enjoyed in a modern 3D animation environment. Sculptor Toolkit maintains knowledge of real world capabilities and can also capture live motion as a basis for animation.

The toolkit interface allows users to skim the surface of a highly sophisticated software, picking out the elements most relevant to them, or to delve deeper into more powerful functionality. This range of accessibility means time can be maximized before opening night and costly external specialists are not required.

Sculptor Toolkit is equally effective in plotting single point hoists or bridles as it is in a completely bespoke production with many hundreds of automated axes including scenic elements such as revolves, hydraulically-driven, custom-built machinery, lifts, stage trucks and rotating winch trolleys.

Key features

- Powerful pre-visualization
- Validation of equipment choice for a venue or production
- Ability to edit motion recorded using a joystick
- Knowledge of available axes and motion characteristics
- Clear visual feedback of potentially complex safety restrictions
- Operation from an Acrobat control desk or a dedicated animation workstation
- Can be integrated with F:light to provide real-time synchronization of lighting and automation
- Any number or combination of automated axes can be edited within a single environment



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