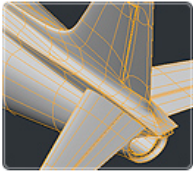


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By: Filip Truta, Apple News Editor

[Luxology Rolls modo 302](#)

The artist-friendly 3D software that combines modeling, painting, animation and rendering for Mac and PC, updated



See the f

Wiek Luijken

modo 301, "the next evolution of 3D modeling, painting and rendering in a single integrated and accelerated package for the Mac and PC," has recently been updated to **302** (obviously). It adds new natural lighting capabilities, layered Photoshop file support, a bunch of modeling tools and an animation Track View. Other enhancements are of course in order, but we'll just let you check out the full changelog [right here](#). A [trial version](#) of modo is also available. **modo 302** uses sculpting tools right alongside traditional modeling tools—all in a true 3D environment. Integrated sculpting tools working alongside traditional tools, and this is just one of the "softest" strong points of this 3D modeling, painting and rendering piece of software. Paint tools provide one of the most natural painting experiences in 3D, according to Luxology. Multi-threaded performance, a refined user interface, world-class tools and the ability to paint directly on any image in the Shader Tree make it easy to paint in modo. Adding the physically-based lighting for natural realism and the ability to render across a network of Macs and PCs at ultra-high resolution makes modo 302 irresistible to designers. No wonder the trial version costs a whopping 50 bucks, while the full version of modo is \$895 to buy. Still, no other piece of software can help you achieve the same quality as far as walkthroughs, product assembly animations and motion graphics are concerned. You can even vary the properties of any item so that it moves or changes its appearance over time. Users can import animations from other 3D software and render them out in modo, while a preview renderer updates in real-time as you make changes. "modo delivers the next evolution of 3D modeling, painting and rendering in a single integrated and accelerated package for the Mac and PC," luxology.com reveals. "And now, modo is a true end-to-end solution that includes true 3D sculpting tools, animation and network rendering! More than just features, modo is a truly elegant integration of technology, raw horsepower and refined workflow." modo is sold and supported by authorized [Luxology](#) resellers around the globe.