



## **RAPTOR™** 3ds max plug-in 3ds max plug-in

EON Raptor™ is a free 3ds Max plug-in that enables you to display and interact with 3ds Max content in real-time with intuitive controls.

The completed application can be published without any cost to a web page for viewing with a browser, exported to a standalone file for viewing with the free EON Viewer™ application or exported to EON Professional or EON Ultra for further editing to create even more interactive and realistic 3D applications.

With the use of EON Raptor™, the 3ds Max user can create interactive walkthroughs and product configurations within minutes, saving time and costs and offering a more flexible development tool, due to its interactive nature. Read more at <http://www.eonreality.com/raptor/>

### Raptor for EON 6

Added support for 3ds max 9, 3ds max 2008 and 3ds max 2009.

#### *New features in EON Raptor 6.0*

- New optimization that skips texture conversion of texture files that are not changed. The check is based on file date.
- New Conversion Log button that allows you to view the details of the latest conversion, which is useful when a scene is having problem being converted to EON format. It gives warnings and information about what is being ignored, renamed etc.

### Raptor for EON 7

Added support for 3ds max 2010

### Raptor for EON 7.5

Added support for 3ds max 2011.

#### *New features in EON Raptor 7.5*

- A new, totally re-designed Interactions editor has been added, to allow you to create animation interactions.
- Prototype files (.eop) can now be exported with interactions and thumbnail image.
- Vertex Skinning Animation Support

With EON 7.5, EON can now support vertex skinning and skeletal animations (animate the skinned meshes with bones). This allows you to create believable characters and other jointed objects where a hierarchy of bones (a skeleton) controls the deformation of the object mesh.

#### *Main features of this new sub-system:*

- Hardware skinning - the vertex blending is completely done in hardware to maximize performance.
- Number of bones is only limited by the graphics hardware and chosen Cg profile.

- Maximum number of bone influences per vertex is 4.
- Biped and standard bones are supported.
- Animations can be layered (with weights).
- Animations can have fade-in and fade-out times to enable smooth transition between one clip to another, or when applying a second layer of animation on top of the base layer.
- The motion track (that animates the root of the bone hierarchy) can be filtered out component-wise to allow interactive control of the model.
- End-transition animation clips can be specified to allow seamless transition to a follow-up animation state.
- Attachment points can be specified for any part of the skeleton.

## General

Raptor only supports 32-bit versions of 3ds Max.

### *Installation*

You must uninstall any previous version of EON Raptor before a new version is installed. The installation will also save a copy of the .msi (Microsoft Installation) file in c:\Program Files\EON Reality\Setup Files. This file is then used if any of the EON Raptor components are deleted by mistake from the system.

### *Product Activation*

In order to use EON Raptor you will need to activate it. This process is completely free but requires that you are connected to the Internet.

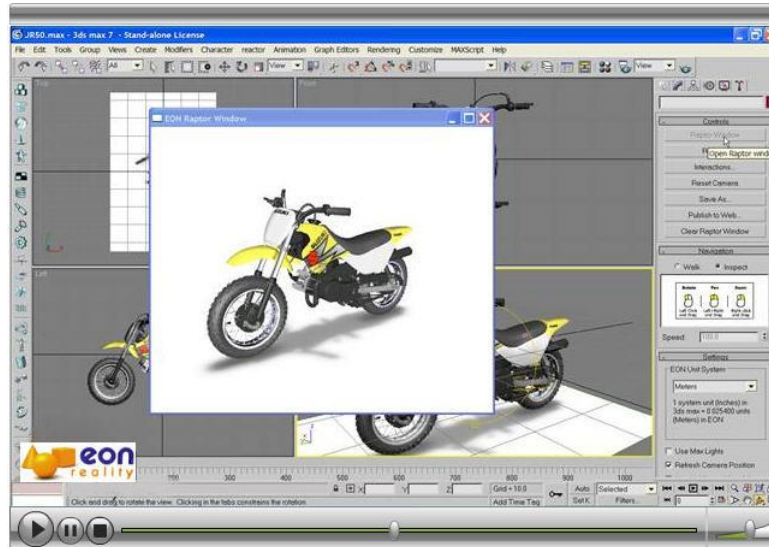
To activate the product, please follow the on-screen instructions that will appear when you are accessing any EON Raptor functions at the first time.

### *What's New*

You will receive a mail with an activation code for both version 6 and older and version 7.

3ds max 2009 is supported by EON 6 and EON 7. Be aware that the versions are not compatible. You can therefore not open an exported .eoz file in EON 6 if it's been created by using Raptor plugin for EON 7

No need to install EON Studio.



*Check out this flash movie to see how it is created inside EON Raptor™.*

*Download Raptor™*

**Download  
version 6**

**Download  
version 7**

**Download  
version 7.5**