



Dear Graphics Enthusiast,

Thank you for purchasing StudioPro. I'm certain you'll be delighted with this latest version (1.5.1) and its many new features:

Boolean Modeling

Punch a hole through a three dimensional object, combine two objects into one, or create a 3-D object from the intersecting points of two separate objects.

Metaballs

Transform spherical shapes into a single entity—similar to when drops of mercury are brought closer together, each reaching out for the other until they become fused together as a single drop.

PathExtrude

Extrude a 2-D object through space on a chosen path.

Warp

Twist, pivot and warp an object.

Morph

Provides **Particle Morph**: shatter an object, then watch it transform into another object, and **True Morph**: create a smooth flowing metamorphosis from one object to another.

These professional new features in 1.5.1 have been made possible because of the advent of the Power Macintosh. The Boolean modeler, in particular, does not run as quickly or efficiently on older 68K Macintoshes. For special 68K tips and instructions, please reference the Read Me file in the StudioPro folder.

Look for our other new products like MediaPaint™, MediaForge™, InstantReplay™, and our new year-round seminar series and interactive learning CD ROM's. These services will help you get the most out of StudioPro.

Again, thank you for your business. I know you'll enjoy this latest release.

Sincerely,

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