



MIXTURE.

3D COMPOSITING SOFTWARE

MIXTURE by Magnetic 3D is the relaunch of Magnetic 3D's content creation tools. As part of the world leader's glasses-free 3D technology content creation tools, this group of components puts the ease of content development at the fingertips of any designer.

With a stable platform that is more stout than previous versions, the content creation tools have succeeded in offering a much simpler solution to creating content for Magnetic 3D's glasses-free 3D technology.

The added features and functionality are accompanied by the inclusion of final certification authoring as part of Mixture. Now, the simplified process to deliver the final **MIXTURE**, truly proves that 3D content creation is solved.

Magnetic 3D displays and Enabl3D technology are powered by MIXTURE.

NEW ADDED FEATURES

1. Footage Pool and Loader with referencing (3D video editing)
2. Bitmap Cache will be flushed by loading a project
3. GUI is saved with the project file (partially)
4. Simultaneously sound and 2D playback
5. Disc space limit render interrupt value
6. Color transfer modifier
7. Splitter to extract views
8. Philips Declipse Optimizer
9. Shapes also available as Input node
10. Perspective adjust in View Align
11. RAM-Player added
12. Timeline can show and play audio wave form
13. Timeline can be enlarged
14. Playback range can be defined in time line
15. Layered Depth Mapper can deactivate Layers individually
16. Pack Filter can show View Numbers
17. Arrows of move tool handle can be used for restricted horizontal or vertical moving
19. Projects Settings can save relative paths
20. Paths in ImageReader can be replaced by alternative paths optionally
21. 3D-Frame buffer has Zoom & Pan option
22. Image Reader can reverse sequence time
23. Batch rendering Queue character warning added

CHANGES

1. Extended log file and will remain until next program start
2. Filter can be disabled via right click even without selecting the actual node
3. Right click audio playback in timeline removed
4. "Directory for every view" option in ImageWriter set automatically according to output format
5. Texture renamed to BumpMap
6. BumpMap strength is adjustable down to 0
7. Key-Jump-Mode switches button appearance
8. RGB+Alpha can be activated via Toolbar buttons
9. Frame counts during render processes will remain in single line
10. Philips 3D Frame buffer mulation deactivated by default
11. Layered Depth Mapper and Philips Unpack automatically activate Z-Channel
12. Vertical workspace divider can also be moved to the right side to enlarge the 2D View Port

MIXTURE Supported File Types and Formats

.bmp, .gif, .jpg, .png, .tga, .tif, .rla, .rpf, .dds, .vimg, ARB texture compression file GLTC, JPEG-2000, OpenEXR, HDR, .avi (also multistream), .mpeg, .mpg, .m2v, .m1v, .wmv, 2D+Z (.s3d and .b3d), Quick Time (.mov), and other 3D video formats and tile arrangements

FIXES

1. All views updating in combine of incoming on layer single view footage
2. Crash if MPEG4 resolution is not correct
3. Crash if no disc space
4. "Copy to Clipboard" fixed
5. ImageReader Z Channel Settings fixed
6. DVC/DV Video format supported
7. XviD Video input

Contact Magnetic 3D for more information on our auto-stereoscopic 3D displays and 3D digital signage solutions.