3DReality 2.1: New Features

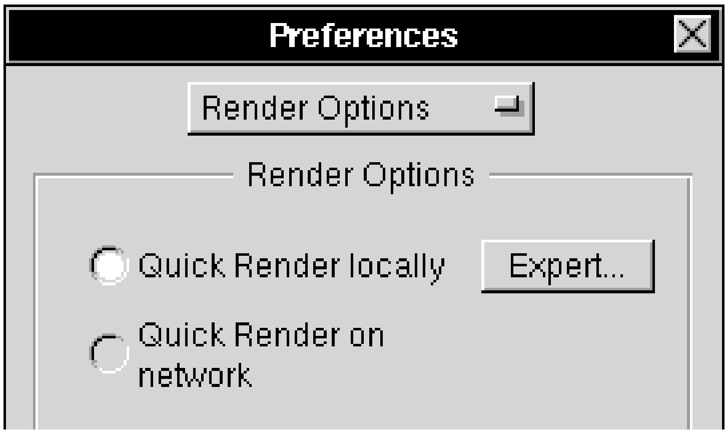
GENERAL:

√ **QUAD Fat Architecture.**

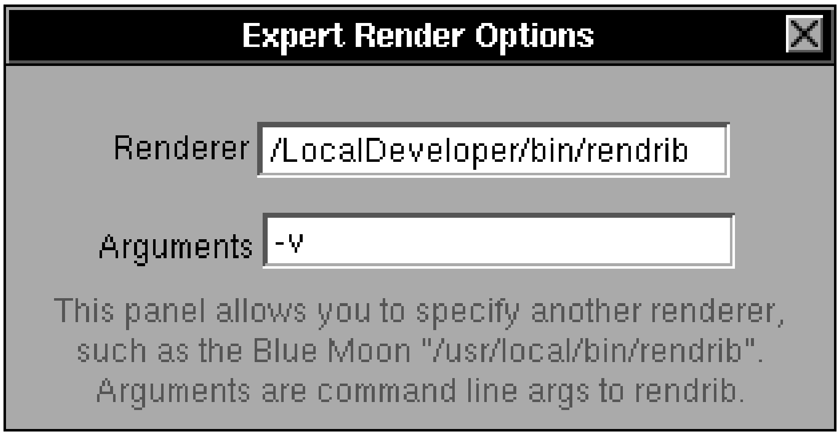
3DReality now runs on Motorola, INTEL, HP-PA RISC and SPARC architectures.

√ **Adapted to use Blue Moon Renderer**.
Larry Gritz’s Blue Moon Renderering Tools (BMRT), a shareware renderer and shading language compiler, is provided on the STONE_CD, volume 2. Reality provides an interface to use BMRT:

Select **Info->Preferences**
Choose "Render Options" from the popup menu:



Select "Quick Render locally", and click on the "Expert" button. This brings up the *Expert Render Options* panel:



√ **More Shaders**.
12 new shaders are provided, complete with source.

√ **Faster Launch Times**.
Launch time is speeded up by a factor of three.

√ **Many bug fixes**.
It’s the polishing that counts.