



## Scribe-iT™ Advanced 3D Digitizing Solutions

Quickly build accurate 3D models from physical objects with Scribe-iT's versatile feature set by simply placing the digitizer probe on physical surfaces and automatically inputting the datasets. Scribe-iT™ provides flexible Spline creation tools, controllable NURBS conversion, Mesh creation, and unique Mesh Strips creation to assist 3D artists, animators, engineers and designers alike. Additionally, Scribe-iT incorporates the robust Surf-iT™ Spline modeling kit, giving 3ds max™ and Autodesk VIZ® users the fastest Spline surfacing capabilities, exceptionally suited for speed and optimization in surfacing large digitized datasets. One of Scribe-iT's most significant highlights is the ability to convert modified digitized objects back to the creation state for appending data. This means any modifiers you use can become part of the digitizing process.

Scribe-iT is also the first commercial software solution to provide animation support for the full line of MicroScribe desktop digitizers, FARO CMMs and other hardware. Scribe-iT's amazing 3D camera tool lets you instantly manipulate 3D cameras to interactively view and animate your digitized objects using the digitizer arm - fantastic for visualization and flythroughs! You can even interact to animate linked scene objects using a variety of controllers. A movement scale factor lets the digitizer transform objects multiples or fractions of the actual distance.

**Integrating precision alignment RPS™ and location, 3D Cursor™, flexible modeling tools, camera manipulation, animation, the Surf-iT modeling kit and more, Scribe-iT takes 3D digitizing to the highest level!**

### Scribe-iT Feature Highlights:

- **Multiple Creation Modes/Techniques:** Draw Splines, Create hybrid Mesh Strips, Mesh Faces, automatic and manual creation, conversion to NURBS, Patches, Meshes from Splines, etc.
- **Onscreen interactive 3D Cursor™:** GHOST 3D developed the proprietary interactive 3Dcursor™ for CMM type devices. Spatial movement AND pitch, roll, yaw of the probe tip is accurately reflected at all times in the viewports - this immediately gives Scribe-iT a look, feel and functionality that stands apart from limited digitizer support in other applications.
- **Scribe-iT Camera:** manipulate camera views and objects with the digitizer in real time during the digitizing procedures - with a single click!
- **Scribe-iT Animation:** animate cameras and linked objects using the digitizer interactively, using handy set key system and variety of controls.
- **Convert Modified Objects:** restores digitize-able reference state to objects which have been modified -for example, you could digitize Splines, surface them, convert to patch, and then digitize more data as polygons!
- **True Metric and Standard Units:** input and measure data precisely in metric or standard units.
- **Enhanced Reference Points System (RPS™):** allows greater flexibility in moving the relationship between digitized objects, physical model, and digitizer, without eliminating ability for accurate re-alignment.
- **Oversized models:** may be digitized in sections (daisy chained).
- **Audible Cues toggle:** Hear audio cues for input data - let's you focus on digitizing your model rather than the screen.
- **Surf-iT modeling kit built in:** provides the fastest and highest quality Patch and Mesh surfacing of Bezier Splines commercially available for MAX and VIZ, with built in Patch error detection, subdivisions, and multiple surface attributes. There is also direct Spline-to-Mesh surfacing for instant previews and accurate surface construction on higher resolution digitized data sets. Includes parametric 3D Spline object creation tools.
- **Advanced Parametric Spline/Surface construction:** reconstruction, interpolation, a multi-option segmenting tool, and a custom Spline Editor that lets you perform advanced operations such as, Spline extrusion, joining segments for easy and comprehensive vector editing, multiple selection snapping, enhanced workflow and much more...
- **Compatibility:** fully integrated support for 3dsmax, Autodesk VIZ, FaroArm, MicroScribe, & more - on Windows XP/2000/NT/ME/98/95

## Scribe-iT™

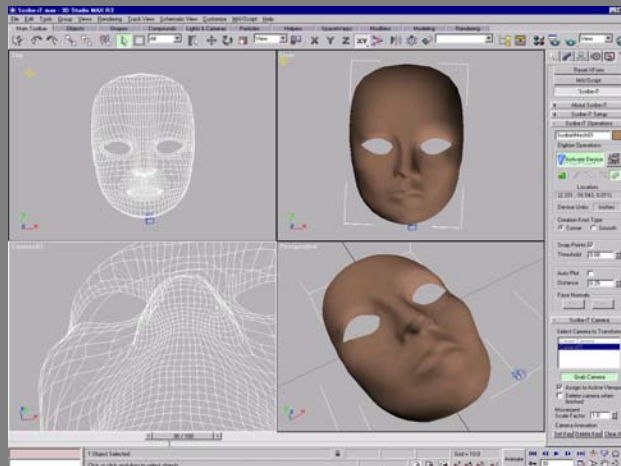
GHOST 3D's  
Scribe-iT™  
Advanced 3D Digitizing Solutions  
www.ghost3d.com



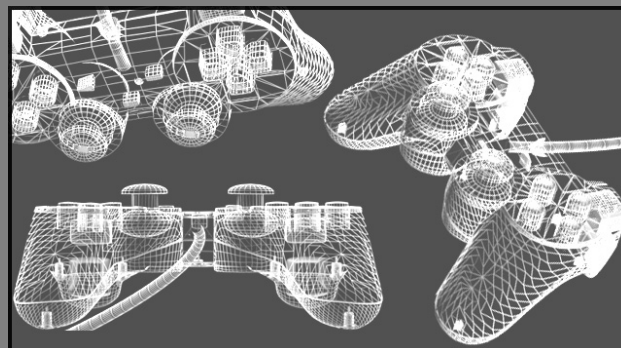
Sculpture: Darren Longthorne, Matt Howarth 3D model: Laurie Campbell



Mitch Gates



Scribe-iT screen and partial command panels in 3ds max



GHOST 3D productions

Scribe-iT info: <http://www.ghost3d.com/Scribe-iT.htm>