

Adobe® Atmosphere™

The next generation software for the Web that lets users create graphically rich, dynamic, 3D worlds and interact with others in real-time

Frequently Asked Questions

What is Adobe Atmosphere?

Adobe Atmosphere is a professional development solution for creating virtual 3D environments for the Web. Adobe Atmosphere includes three components:

- *Atmosphere Builder*, a powerful application for authoring 3D worlds for the Web.
- *Atmosphere Player*, a free downloadable plug-in for Web browsers, or a standalone player, that enable anyone to explore 3D worlds created in Adobe Atmosphere and to interact with those worlds and the other people visiting them.
- *Atmosphere Community Server*, a messaging server that enables chat and interaction in 3D worlds created in Atmosphere.

When will Adobe Atmosphere be available?

In order to build on the growing momentum for Adobe Atmosphere, Adobe has decided to keep Atmosphere in public beta through the end of the year to focus development efforts on increasing product functionality and enhancing the developer and user experience. While we currently do not have a specific time frame to communicate, Adobe plans to release the final product upon termination of the public beta period.

Is Atmosphere available for the Mac?

We do not currently have a timeframe for when the Macintosh version will be available.

How much will Atmosphere cost?

The suggested retail price for the Atmosphere Builder will be announced when the final product ships.

Is a plug-in required for viewing content built with Atmosphere?

Yes, content built with Atmosphere requires a plug-in to view. The Atmosphere Player is a free plugin that will automatically download and install on demand when a web page containing an Atmosphere world is encountered. It is approximately 1.4 megabytes in size, and currently requires a Windows system running Microsoft Internet Explorer 5 and above.

Will I have to buy a server or will user's have to pay to use Atmosphere worlds?

No, the source code for the Atmosphere Community Server is available at no cost under a simple license from Adobe. Adobe has no plans to restrict the use of the Atmosphere Community Server.

Do I need to run a server to make my Atmosphere world multi-user?

During the public beta period, Adobe is providing users of the Atmosphere Builder access to a community server that will allow for the creation of worlds that are automatically community-enabled.

Do I need special hardware to create or view 3D worlds with Atmosphere?

No. Atmosphere will currently run on any standard personal computer running modern versions of the Microsoft Windows operating system. However, it is intended that future public betas and the final release of Atmosphere will take advantage of accelerated 3D video cards.

Who is the targeted user of the Adobe Atmosphere Builder?

The Adobe Atmosphere Builder is targeted at professional 3D content creators and Web designers. However, because of its intuitive user interface and rich feature set, it is easily used by anyone who wants to design interactive 3D environments on the Web.



Who is the targeted user of the Adobe Atmosphere Player?

The Adobe Atmosphere Player is targeted at anyone who wants to explore the Web and interact with others in a 3D virtual world environment, particularly in the areas of e-retail, education, exploration, entertainment, and communication.

What file formats does Atmosphere support?

You can import most Web graphics formats into an Atmosphere world, including JPEG, GIF, PNG, WAV, and MP3. In addition, for world and avatar designers, Atmosphere provides support for 3D objects created in any 3D design tool that includes a Viewpoint file format export option—including Curious Labs Poser, Curious Labs Avatar Lab, Caligari's TrueSpace for Atmosphere, Discreet 3D StudioMax, Alias/Wavefront Maya, and Newtek Lightwave.

Does Atmosphere support animation and interaction?

Yes. Atmosphere supports animated objects in two ways. Animated objects created in any 3D creation tool and exported as a Viewpoint file may be imported into Atmosphere, complete with animations. In addition, you can use JavaScript to animate objects and implement interactivity in your worlds.

Does Atmosphere support sound?

Yes. Atmosphere supports the WAV and MP3 file formats.

Will Atmosphere support multi-user synchronized game play and interaction?

Yes, it is intended that future versions of Atmosphere will support these capabilities, using a simple JavaScript API.

Will Atmosphere support streaming media playback and in-scene Web pages?

Yes, it is intended that future versions of Atmosphere will support these capabilities, using a simple JavaScript API and standard multimedia formats.

How do I enable chatting and support multiple visitors in an Atmosphere world?

When you publish a 3D virtual world with Atmosphere, you can post your world files on any HTTP server available to you. To enable chatting and to support multiple users, you will need to designate a community server. Adobe provides a URL so that Adobe Atmosphere Builder users can create worlds that are community enabled. Thus, is it not necessary to run a Community Server of your own in order to publish an interactive, multi-user world.

Will the final shipping version of Atmosphere include additional features not available in the current public beta?

Adobe is actively working on new features for Atmosphere throughout the public beta period. From time to time, these features may be released in public betas, and are intended to appear in the released version of Atmosphere. In addition to the features mentioned above, which include support for 3D accelerator hardware, synchronized game play and interaction, and streaming media, work is also being done to support real-time physical-based animation for intuitive character motion and rich interactive simulations.

Is the Canoma product and/or the Carrara technology licensed from MetaCreations part of Adobe Atmosphere?

No. Canoma and Carrara are not currently incorporated into Atmosphere; however, Adobe is committed to enabling the creation and viewing of 3D worlds. Adobe acquired the Canoma product line and licensed the Carrara technology from Viewpoint (formerly MetaCreations) in Fall 2000. Viewpoint retained responsibility for supporting the Canoma product. Adobe may apply portions of Canoma and/or Carrara into future versions of its graphics and web products.

How can I participate in the current public beta of Atmosphere?

You can download the current public beta, and a variety of support documents and examples, from www.adobe.com/products/atmosphere. With the downloaded files, you can explore and interact in Atmosphere worlds posted by others, or build and post worlds of your own.