

# Adobe® Atmosphere™

## At A Glance

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

As the Internet has evolved from a static medium for basic communication to a dynamic environment with great economic and entertainment potential, emerging Web-based technologies have introduced new ways for creative professionals to produce engaging content that differentiates products and services. Now, virtual 3D worlds have the potential to radically transform the Web experience by allowing immersion in true-to-life settings, exploration of content from all angles, and real-time interaction with other visitors. For e-retailers, entertainment companies, and other Web-based businesses, immersive 3D worlds offer a competitive advantage by delivering new and more effective ways to interact with customers.

Adobe Atmosphere is the next generation software for the Web that lets users create graphically rich, true-to-life, 3D worlds and interact with others in real-time in those worlds. Professional 3D content creators, Web designers, and Web developers can work with the easy-to-use creation and productivity tools in Atmosphere to quickly create dynamic, high-impact 3D environments. Posting and linking worlds works just like posting and linking any HTML page, so Web designers can leverage their knowledge of standard Web protocols.

Visitors on the Web can download the free Atmosphere Browser plug-in for Microsoft Internet Explorer or Netscape Navigator to “walk the Web” and experience the 3D worlds created in Atmosphere—as well as to communicate real-time with other visitors through dynamic, on-line personifications, or avatars. This document summarizes the key features and benefits of Adobe Atmosphere.

### Creation Tools for Quickly Building 3D Virtual Worlds

Experienced 3D design professionals, Web developers, and other creative professionals can use Atmosphere to quickly and easily develop 3D experiences, then publish their work on the Web for others to explore.

**Variable Tools Panel**—Access a selection of basic geometric shapes and surfaces to build 3D worlds with point-and-click simplicity. Simply click on an icon for a wall or floor or stairs, then click the desired area on the canvas to begin creating a world or “stage.” Populate worlds with additional geometric forms.

**Object Connectors**—Manage complex environments with ease by attaching objects in a world to one another using connectors or “snap-to” points. Connected objects may be moved, scaled, or rotated in tandem.

**Group Object Inspector**—Create more complex objects by using the Group Object Inspector to unite, subtract, or intersect adjacent objects or surfaces. For example, create an opening such as a window or doorway by subtracting an object of any shape from a vertical surface or wall.

**Import a Variety of File Formats**—Import complex 3D objects created using the leading 3D design tools—such as Viewpoint, Curious Labs, Discreet 3DStudio Max, and Alias|Wavefront Maya—and exported in the Viewpoint format. Import static imagery, such as images and artwork from Adobe Photoshop® and Adobe Illustrator®, as JPEG, GIF, and PNG files, or work with standard sound file formats.

### Special Effects Tools for Enhancing 3D Worlds

Embellishments and other décor bring virtual 3D worlds to life. An art museum may require marble floors and muted lighting, whereas a beach house will need teak trimmings and a sun-drenched locale. Atmosphere offers an array of tools for creating the appropriate special effects and enhancements to enrich any world.

**Textures**—Use any GIF, JPEG, or PNG image as a texture. Apply textures to any Atmosphere object or surface, then scale, rotate, and even animate them on the fly. Use tiled textures to create brick walls, cobblestone streets, or wooden tabletops; non-tiled images are perfect for billboards, wall decorations, and signs.

**Scene Lighting**—Make 3D worlds come alive by using any Atmosphere object or surface as a light source that illuminates other objects. Atmosphere accurately accounts for the surface colors of the object, as well as any shadows cast on surrounding surfaces. Make luminous objects visible or hidden for more control.

**Adobe Atmosphere has three components:**

- *Adobe Atmosphere Builder* is a powerful tool for authoring graphically rich, immersive, 3D worlds that viewers on the Web can literally enter and interact in.
- *Adobe Atmosphere Browser* is a free browser plug-in that anyone on the Web can download in order to wander through and even chat and interact with other users in virtual 3D worlds created by Atmosphere Builder.
- *Adobe Atmosphere Community Server*, which allows multiple users in multiple locations to communicate with each other in a single virtual 3D world.



**System Requirements***Adobe Atmosphere Builder*

- Intel® Pentium® and above
- Microsoft Windows 98, Windows 2000, or Windows ME
- 64 MB of RAM
- 24 MB of available hard-disk space (50 MB required for installation)
- 16-bit color display adapter with a display resolution of 1024 x 768
- Download size: 12 MB

*Adobe Atmosphere Browser plug-in*

- Intel® Pentium® and above
- Microsoft Windows 98, Windows 2000, or Windows ME
- 32 MB of RAM (64 MB recommended)
- 7 MB of available hard-disk space (14 MB required for installation)
- 16-bit color display adapter
- 56K modem or faster Internet connection
- Microsoft Internet Explorer version 4.01 or higher or Netscape version 4.6 or 4.7
- Download size: 5 MB

\*System requirements are subject to change prior to product availability.

To participate in the Adobe Atmosphere Public Beta Program, please visit the Adobe Web site at [www.adobe.com/products/atmosphere](http://www.adobe.com/products/atmosphere).

**Fog Effects**—Control visibility and set a mood by adding fog to a world. For example, transform an exposed downtown street scene into a backdrop for mystery and adventure by using fog effects to obscure elements.

**Animations and Sound**—Import animations created in other 3D object creation programs as Viewpoint files for rendering in the Browser. JavaScript-triggered animations and sound play-backs are also supported.

## Tools for Efficient Workflow and Enhanced Productivity

Designers are eager to push their talent to new dimensions by creating 3D virtual spaces. Adobe Atmosphere helps users leverage their experience and knowledge of industry-standard content creation tools by providing an immensely efficient work environment that minimizes repetition and maximizes productivity.

**Consistent User Interface**—Atmosphere uses the familiar Adobe user interface, with menus and options familiar to the large majority of Web designers who already depend heavily on other Adobe products. This decreases the learning curve and moves the designer into a productive, efficient workflow right from the start.

**Views Panel**—Move effortlessly between four views as you create worlds: use wireframe representations of the world (top, side, and isometric) for geometric editing, and the Browser view for WYSIWYG editing and adding special effects. What the designer sees in the Browser view is exactly what visitors will see on the Web.

**Inspector Panel**—Access a variety of tools and context-sensitive options for creating and editing worlds and the objects that populate them. Appropriate settings or values for active tools or objects are always displayed.

**Objects Panel**—Organize the objects in a world using a comprehensive list of all objects ordered by group and sub-group. Manage assets effectively by naming object groups and objects. Independent transformations of objects or groups of objects—changes in rotation or scale, for example—are also displayed.

## High Performance and True Immersion

For interaction in any virtual 3D experience to feel completely realistic, viewers must experience a world without delays caused by large files or poor memory management. To transform the Web into a truly vibrant platform for 3D virtual encounters, Adobe Atmosphere offers high performance and true immersion.

**High Performance**—View worlds in real-time using the Atmosphere Browser over a 56K Internet connection. Fast performance is ensured by small file sizes, intelligent memory management, file structure based on URLs for objects, textures, and other components, and incremental rendering that only renders active areas on screen.

**True Immersive Experience**—Unlike two-dimensional Web sites that may feature three-dimensional objects, Atmosphere provides a truly immersive, 3D experience on the Web. With Atmosphere, virtual 3D worlds of all kinds can be entered and explored. Whether the worlds are based in reality or fantasy, encounters with other visitors are very real.

## Community Creation and Real-time Interactivity

Community creation and interactive communication are integral functions of online 3D environments. Worlds can be linked to each other, enabling seamless travel in 3D environments across the Web. Within any given world, visitors can see and communicate with other real people through on-line personifications, or avatars, providing a first-person perspective and a visual outlet for expressing personality.

**Links to Other Worlds, Other Web Sites**—Link multiple worlds together, forming a limitless community or even a virtual shopping mall. Define links from an Atmosphere 3D world to any other 3D world via a gateway or portal defined in either the Browser or Builder by importing bookmarks. Atmosphere worlds can also link to 2D Web sites by attaching URLs to any object or surface.

**Avatars**—Define any character or object as an avatar to create 3D personifications within a world. Import avatars created in any 3D software and exported in the Viewpoint file format. Enhance avatars with motion using JavaScript.

**Real-time Community Functionality**—Participate in real-time text-based conversations between avatars using a chat window. Communication within a world is enabled via standard Web protocols (HTTP and FTP) with the availability of a community server. During the Public Beta, Adobe will provide a URL that Adobe Atmosphere Builder users can use to create worlds that are community-enabled.