

Verto Studio 3D 1.4 comes to iOS 7 with 3D text support

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Independent developer, Michael L. Farrell today updated Verto Studio 3D, his full-featured modeling app that rivals 3D software for computers, to version 1.4 with a cleaner new design for iOS 7 and several new features. Introduced in 1.4, is the text object type, allowing users to create 3D words and phrases. Additionally 1.4 introduces the virtual reality "fly-through" mode, a new way to explore the 3D scene using video-game-style dual touchpad controls and the device gyroscope.

San Diego, California - Independent developer, Michael L. Farrell today is pleased to announce the release of Verto Studio 3D 1.4 for iPad, a major update to his full-featured modeling app that rivals 3D software designed to run on desktop and notebook computers. The update features a new modern design for iOS 7. All user-interface elements have been re-examined and updated to provide a simpler intuitive design that closely matches the design goals of the underlying iOS 7 system. All antiquated shine effects, skeuomorphism, and excessive UI chrome has been stripped and flattened to provide a clean, beautiful, interface.

Introduced in 1.4, is the text object type, allowing users to create 3D words, logos, or phrases, and add them as objects to the scene. Text objects are configurable with dozens of fonts to choose from. Like all objects, text objects can be exported as OBJ files. However, in version 1.4 of Verto Studio, all scene documents and OBJ files can be shared directly to other apps allowing cloud uploading and sharing directly from the iPad without having to send a single email. These two new features combined allows one to quickly design a new logo mockup in 3D and share the model with other individuals and team members very rapidly.

Verto Studio 1.4 also unveils the virtual reality "fly-through" mode, a new way to explore the 3D scene using video-game-style dual touchpad controls and the device gyroscope. Simply tap into the fly-through mode and begin moving through the scene using the same intuitive touchpad controls found in many other popular touchscreen first-person 3D games. This feature will benefit 3D game developers and designers interested in quickly previewing the look and feel and performance of a 3D scene running on the iPad device. On devices with a gyroscope, tapping the gyro icon enables the motion vantage mode where the iPad acts as a virtual window into the scene, with the perspective changing as you hold the device at different angles. Also added to the camera settings are a group of advanced controls which allow fine tuning of the OpenGL camera projection parameters. These controls include the near and far clipping planes and the field-of-view angle which can be altered to provide wide-angle camera lens effects.

The material editor gets an update with the addition of the 'opacity' option which allows the setting of objects as semi-transparent. Semi-transparency provides a way to use the built-in hardware graphics blending capability to provide a more realistic rendering of glass, water, plastic, and other translucent material types. Combined with this feature is the added ability to render the scene directly to the clipboard as a semi-transparent image which can be pasted anywhere. This allows Verto Studio to now function as a generator of individual layers which can be composited within the app or within external apps to produce highly sophisticated renderings and effects.

In addition to the above, many large under the hood changes were made to heavily optimize the software's memory consumption by migrating the entire source code base to ARC (automatic reference counting). Software stability was improved and many bugs were fixed in this release.

Update highlights:

- * Cloud Share support, open and upload OBJ zip archives and verto studio mobile files to cloud storage apps directly from your iPad
- * Semi-transparency support
- * Lossless render and/or transparent render to clipboard as copied image
- * 3D Text object type complete with font selection and built-in extrusion
- * Advanced camera controls for FOV angle and near and far plane manipulation
- * "Fly through" mode - Fly through the scene in full screen using game-style touchpad controls
- * Gyro motion view - In "fly through mode," tap the gyro button to use your iPad as a virtual window into the scene, changing the vantage point as you hold the iPad a different angles
- * Updated more modern UI design to match iOS 7
- * Probably more that I've forgotten

Under the hood:

- * Refactored entire code base for ARC to improve ram usage
- * Many bug fixes and performance enhancements

Device Requirements:

- * This update targets iOS7 and will require at least iOS 6 to install
- * Compatible with iPad
- * Requires iOS 6.0 or later
- * 54.4 MB

Pricing and Availability:

Verto Studio 3D 1.4 is \$13.99 (USD), through the App Store in the Productivity category. Review copies are available upon request. Version 1.4 is available in English, German, French, Japanese, and Korean languages.

Verto Studio:

<http://www.vertostudio.com/>

Verto Studio 3D 1.4:

<http://vertostudio.com/ipad/>

Purchase and Download:

<https://itunes.apple.com/app/verto-studio-3d/id417187334>

Screenshot 1:

<http://vertostudio.com/ipad/img/ipss/4.PNG>

Screenshot 2:

<http://vertostudio.com/ipad/img/ipss/1.PNG>

App Icon:

<http://vertostudio.com/ipad/img/icon.png>

Located in beautiful San Diego, California, Michael L. Farrell is an independent developer with over eight years experience developing games on the Mac platform. His main focus is developing up to date, educational software tools for the iPhone and iPad platforms. Copyright (C) 2013 Michael L Farrell. All Rights Reserved. Apple, the Apple

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Michael Farrell
Owner

Michael.L.Farrell@gmail.com

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