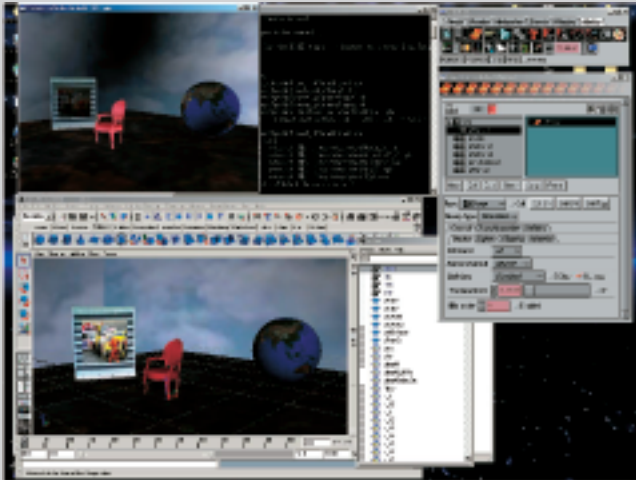


# Data Converter

Data converter (plug-in software)  
\*Brainstorm eStudio is required for usage.

## ■ Data Converter for Maya/3ds Max/SOFTIMAGE|XSI

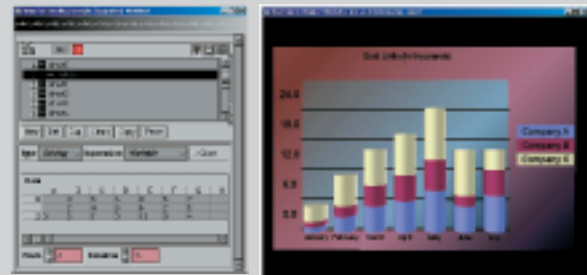


This plug-in software converts graphics data created in Maya, 3ds Max, or SOFTIMAGE|XSI to Brainstorm eStudio format. The object shape, material, texture, scene layer, transformations, animations, and other data are kept unchanged and converted to Brainstorm data. The converted data can then be edited again in any way you like in Brainstorm eStudio.

Function	Maya	3ds Max	XSI
Conversion of object layer structure	✓	✓	✓
Material	✓	✓	✓
Texture	✓	✓	✓
Keyframe animations	✓	—	✓
Path animations	✓	✓	✓
Switch animations	✓	—	—
Character animations (inverse kinematics, bone, skinning)	—	✓	—

## ■ Data Converter for Excel & PowerPoint

This plug-in converts Microsoft Excel and PowerPoint data to 3D displays in Brainstorm eStudio. Graphs created in Excel and materials created in PowerPoint can be easily converted into on-air format. This plug-in enables on-line linkup with Excel files so that graphs and other objects can be displayed in three dimensions.



## ■ Data Converter for Maps

This plug-in can read mapping data in BIL, DEM, and DTO format which can be downloaded from the Internet and can convert this data into 3D displayed in Brainstorm eStudio. The display area can be selected, and the high/low contrast, color, texture, and other parameters can be adjusted.

