



## Logiciels d'infographie



000

## Types de logiciels

- .Modélisation
- .Animation
- .Effet spéciaux
- .Composition
- .Rendu

001

## Modélisation

### Générique standard

Maya 3D  
3DS Max  
Cinema 4D

### Open Source

Blender

### Spécialiste

Zbrush  
3D Coat  
Modo

002

## Maya 3D

Modélisation  
Animation  
Simulation  
Rendu  
...

Très complet



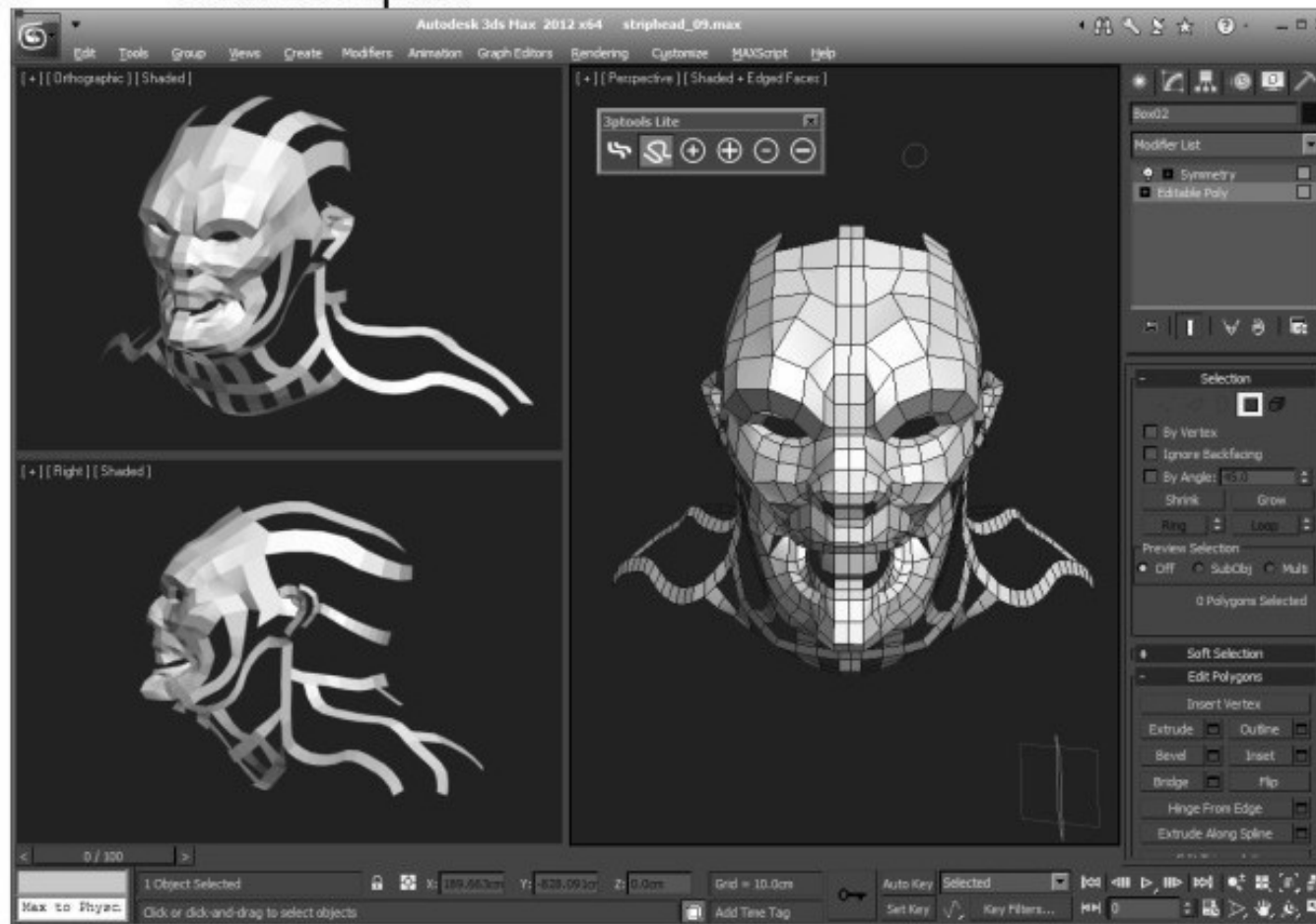
Logiciel de base du graphique 3D

Autodesk, \$5000

003

## 3DSMax

Modélisation  
Simulation  
Rendu  
...



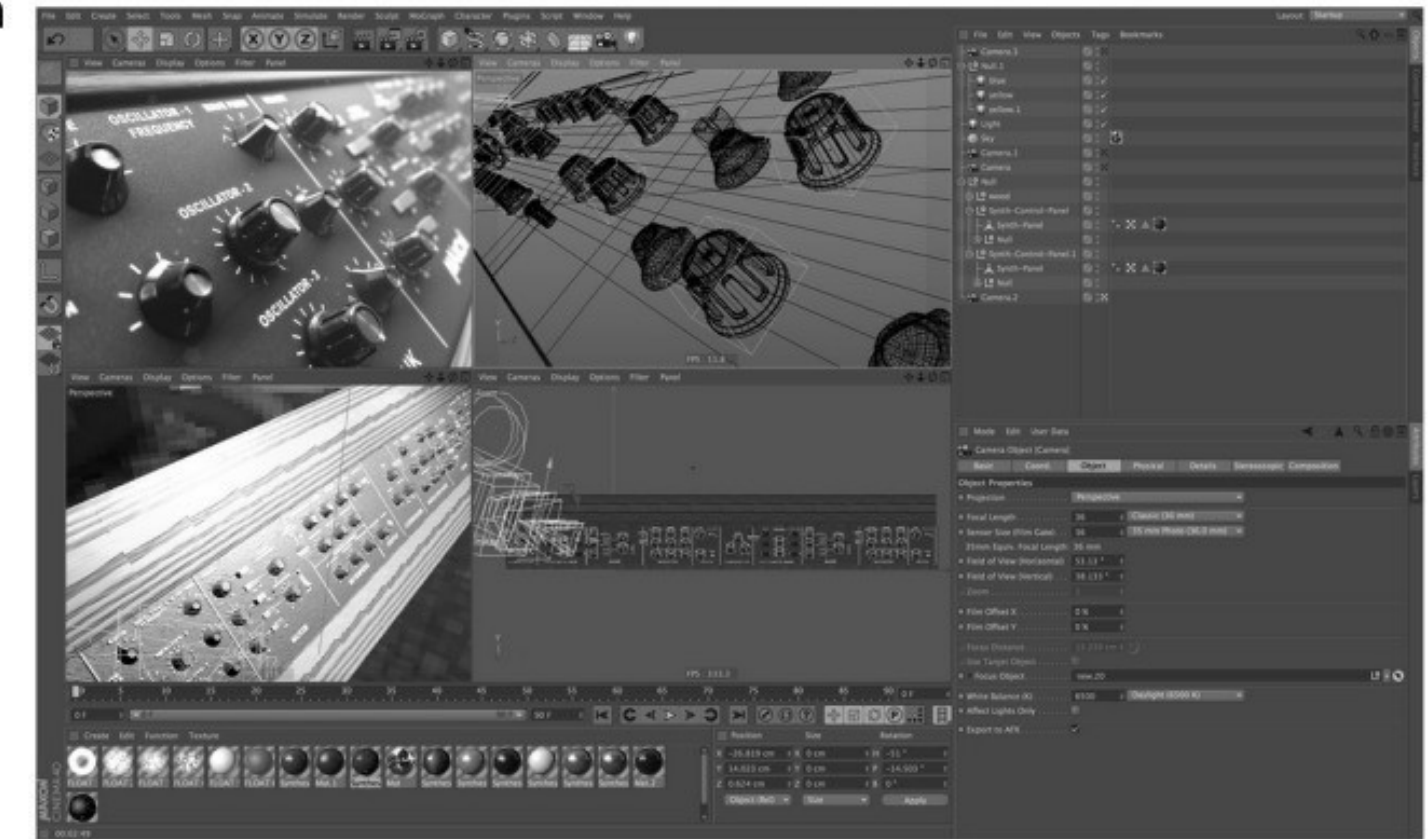
"Concurrent" Maya  
Autodesk, \$4000

004

## Cinema4D

Modeling  
Animation  
Lighting  
Rendu

Très complet



Maxon  
\$4000

Concurrent Maya (+VFX, +Lighting, -Animation)

005

## ZBrush

Modeling  
Sculpting

Subdivision  
Pinceau 3D  
Zsphere

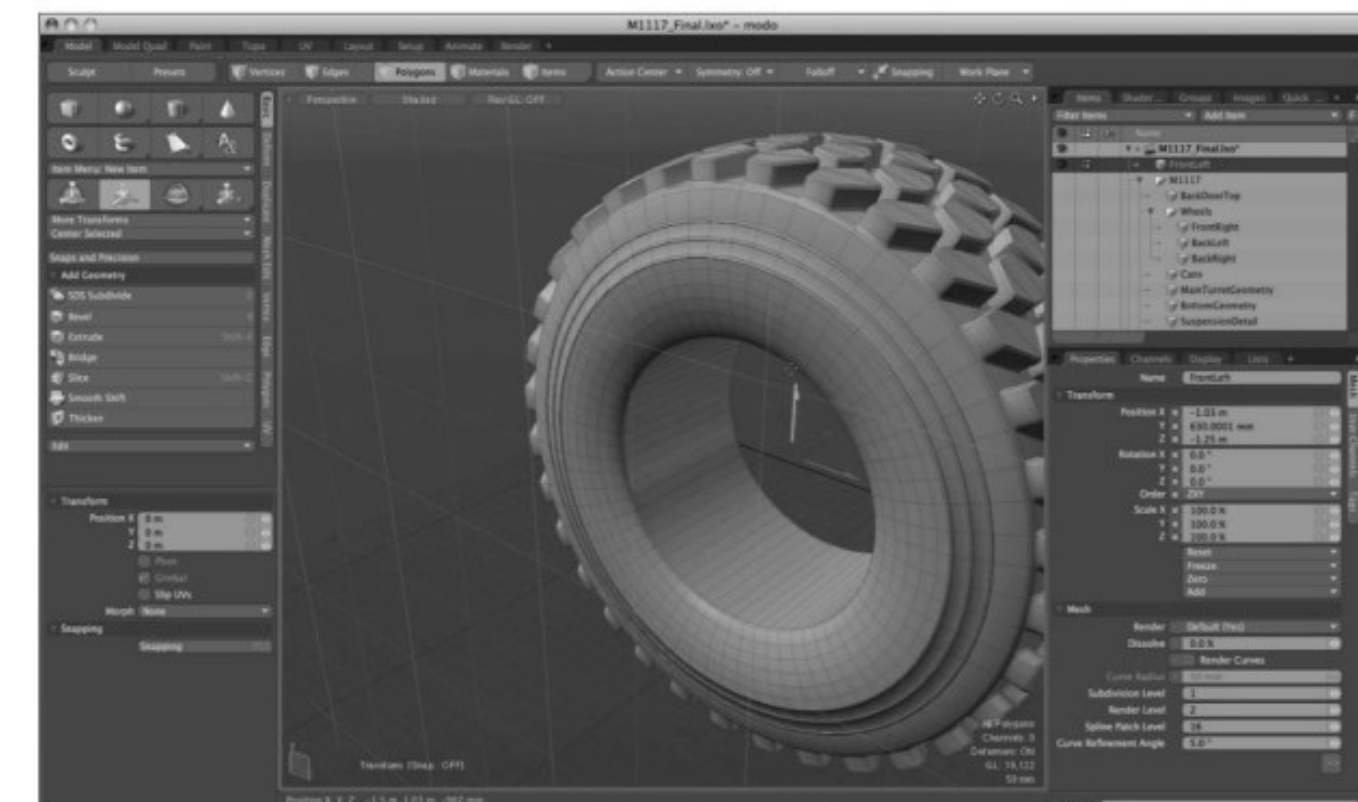


Pixologic  
\$800

006

## Modo

Modeling  
Mesh



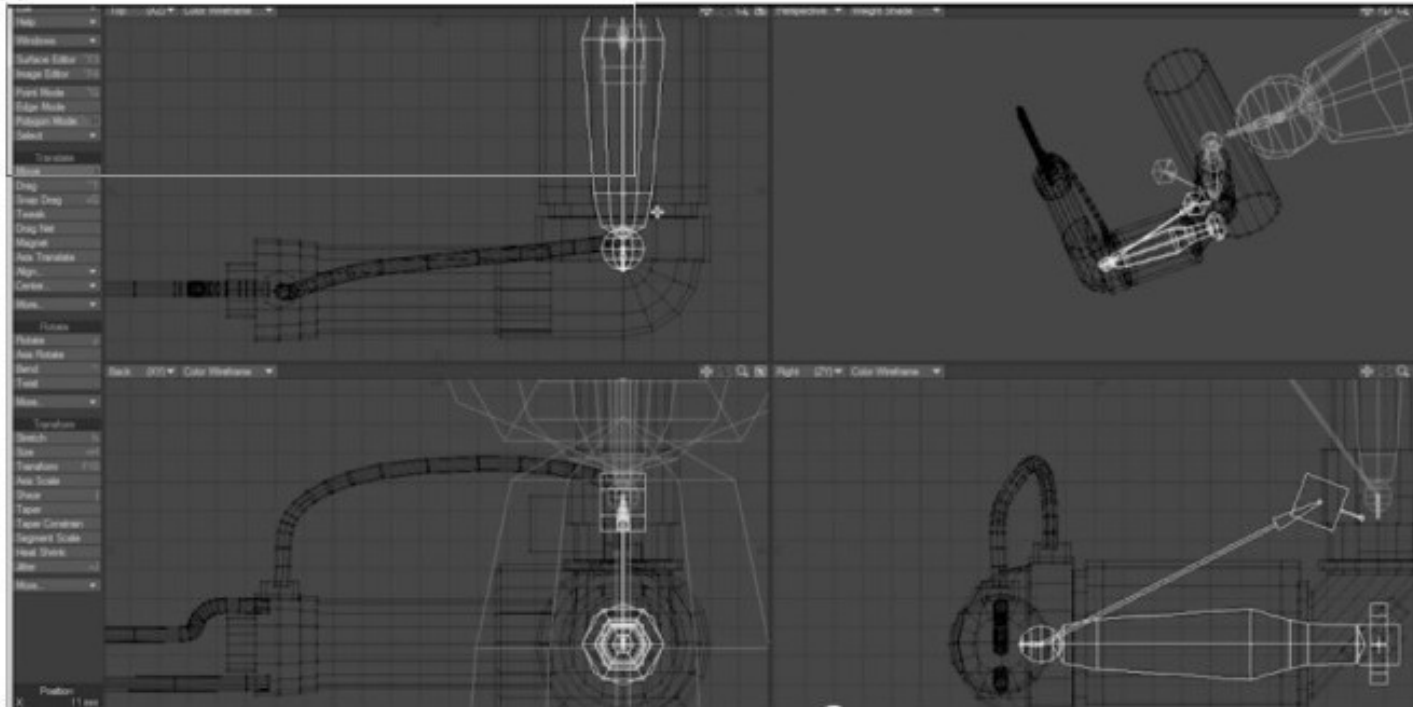
The Foundry  
\$1000

+ simple que Maya pour la modélisation

007

## Lightwave

Modeling  
Animation  
Lighting  
Rendu



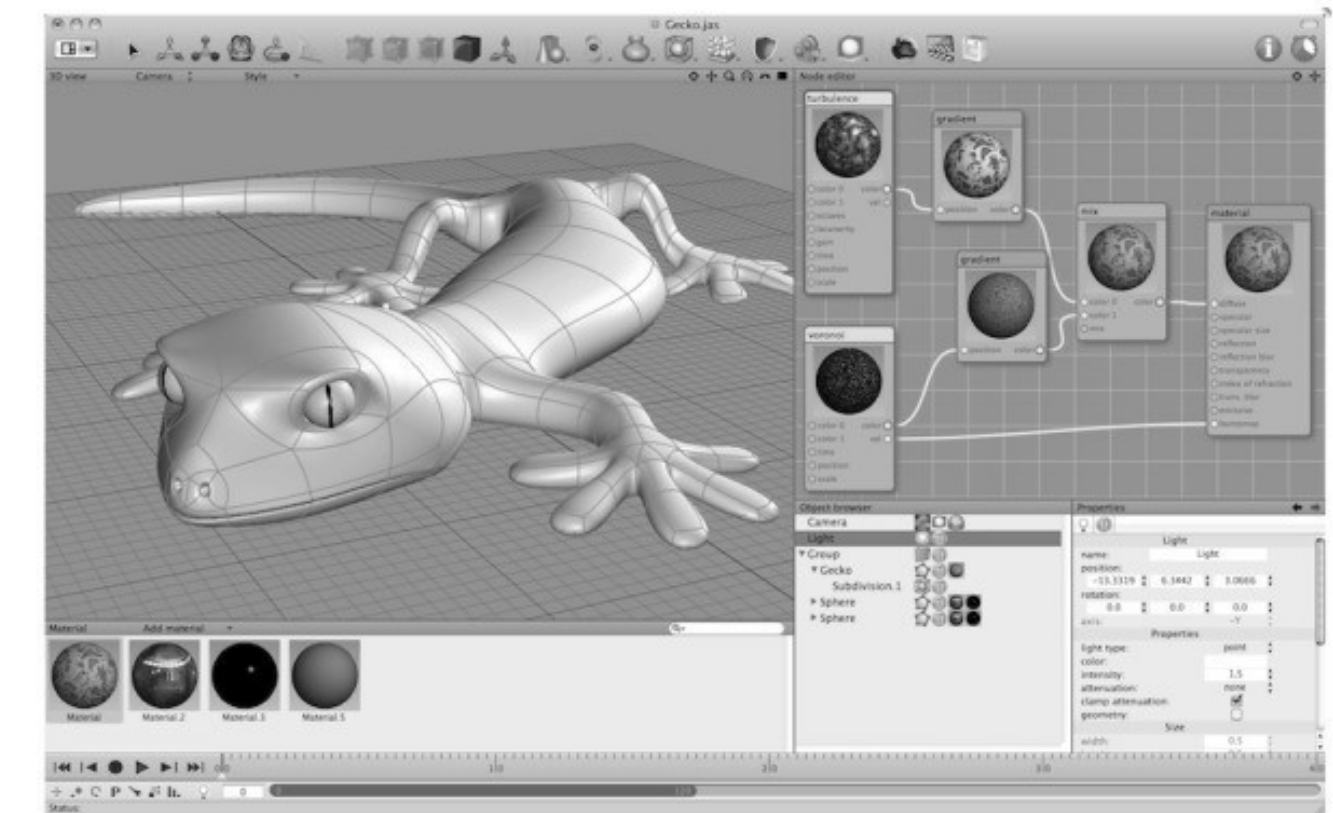
NewTek  
\$1000

Concurrent Maya (+Modeling, +VFX, -Animation)

008

## Cheetah 3D

Modeling  
Animation



MW3D  
\$70

équivalent de Blender (interface plus simple)

009

## 3D Coat

Modeling  
Voxel sculpting



\$400

010

## Blender

Modeling  
Animation  
Rendering (Cycle)



OpenSource

- Interface  
+ Deviens de plus en plus complet

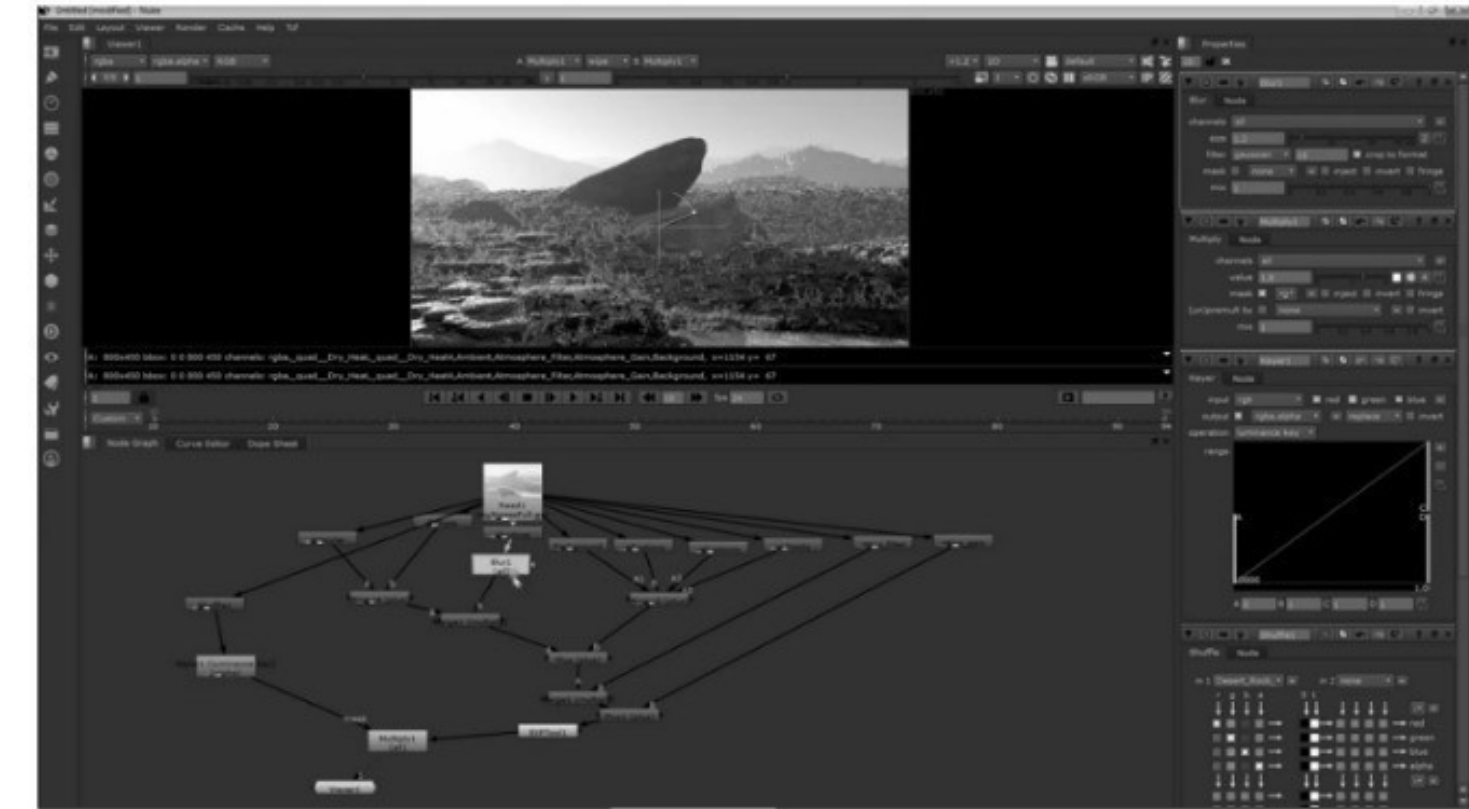
011

## Modélisation spécialisée

012

## Vue

Modélisation terrains

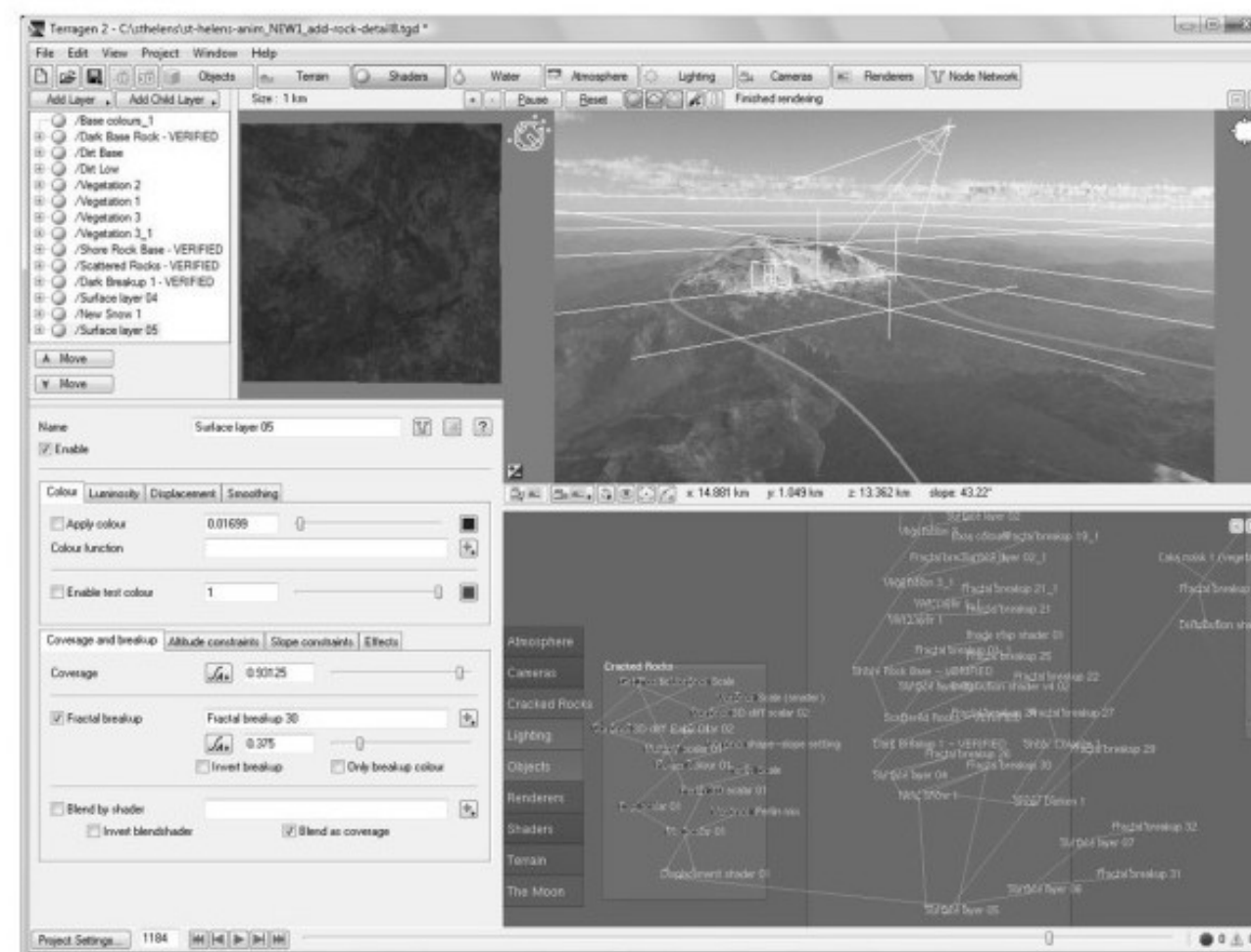


e-on  
\$1500

013

## Terragen

Modélisation terrains



Planetside  
\$600

014

## Bryce

Modélisation terrains

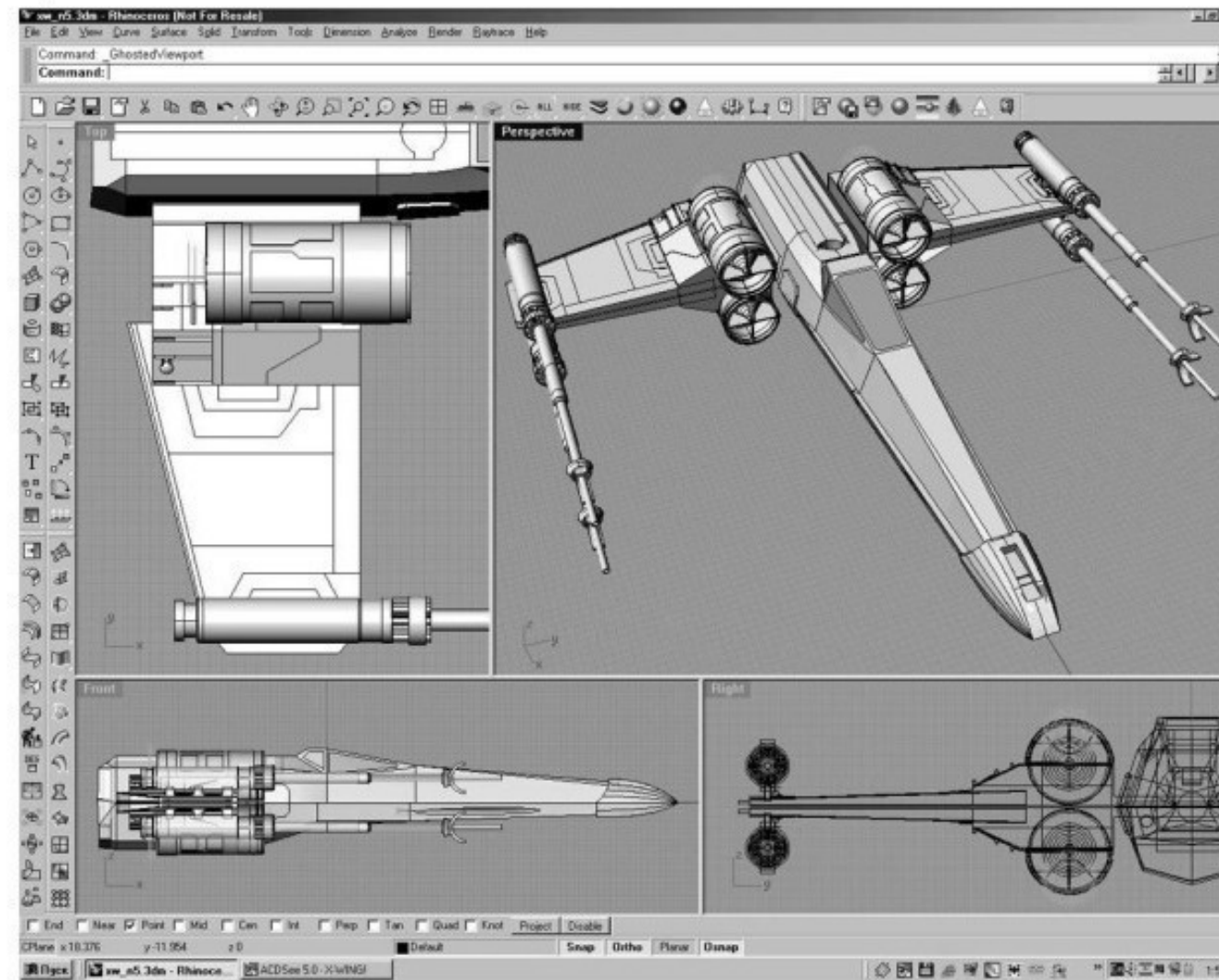


Daz 3D  
\$20

015

# Rhinoceros 3D

Paramétrique: NURBS

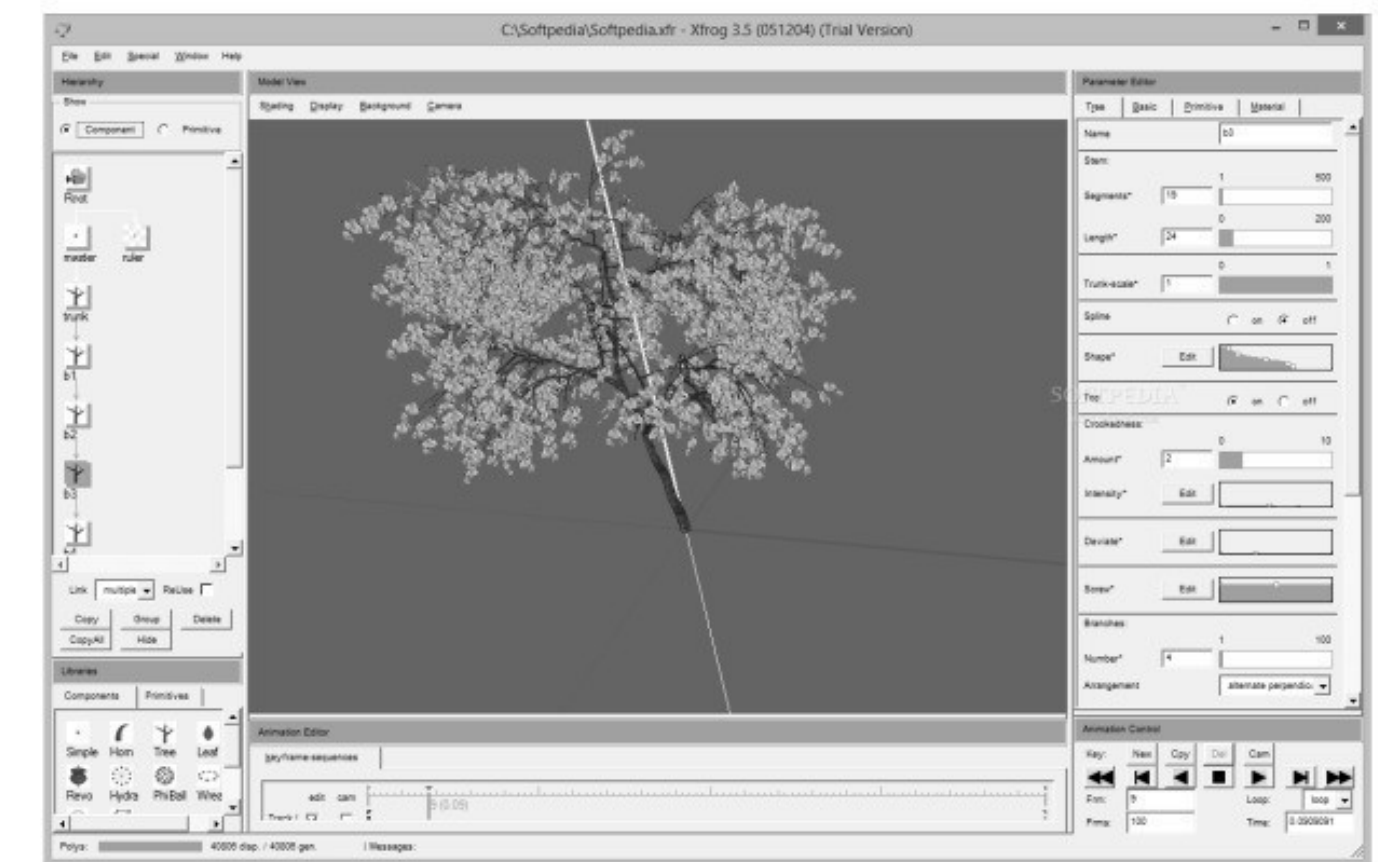


McNeel  
\$1000

016

# X Frog

Plantes



XFrog inc  
\$600

017

# Poser

Personnages

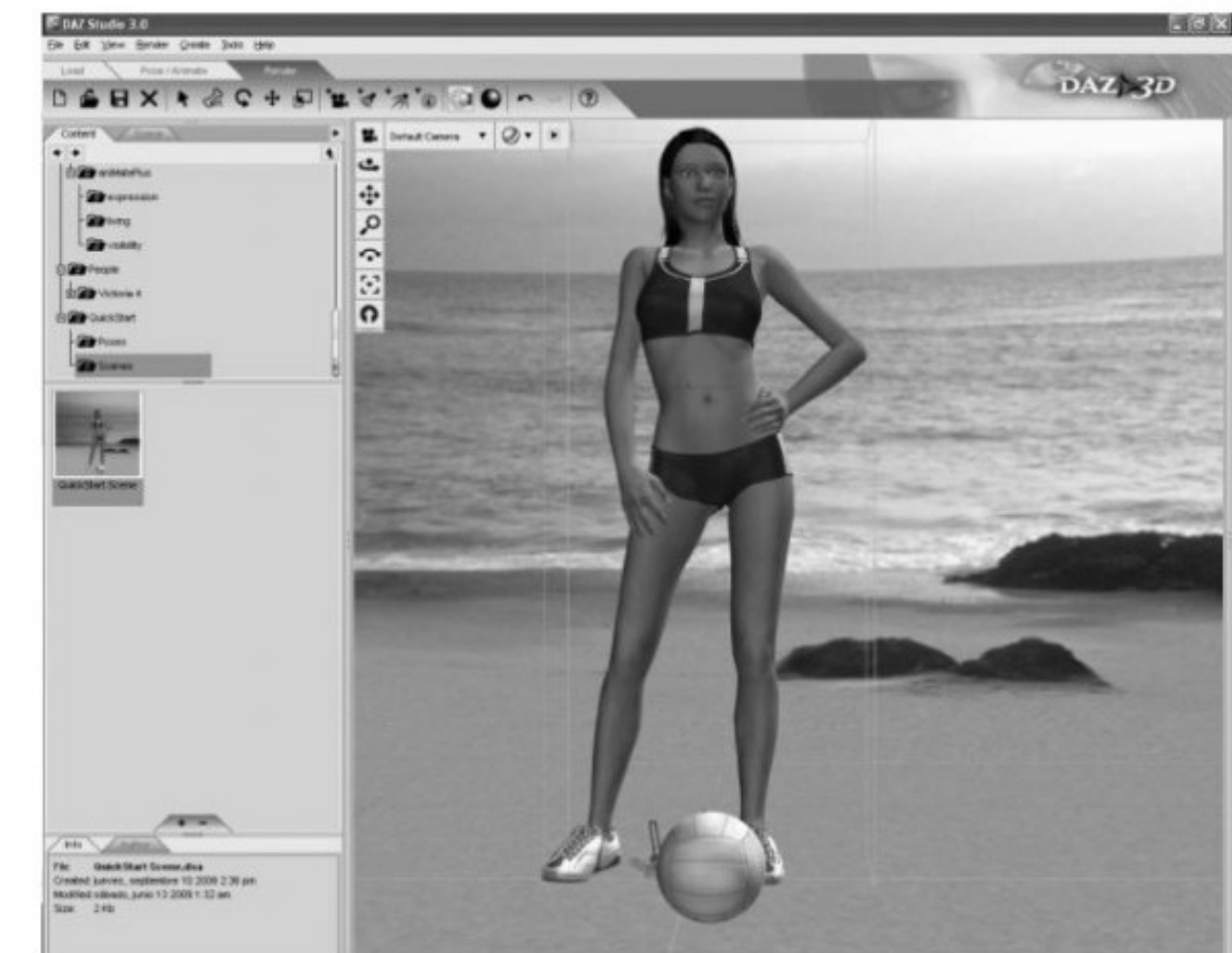


Smith Micro Software  
\$150

018

# Daz Studio

Personnages

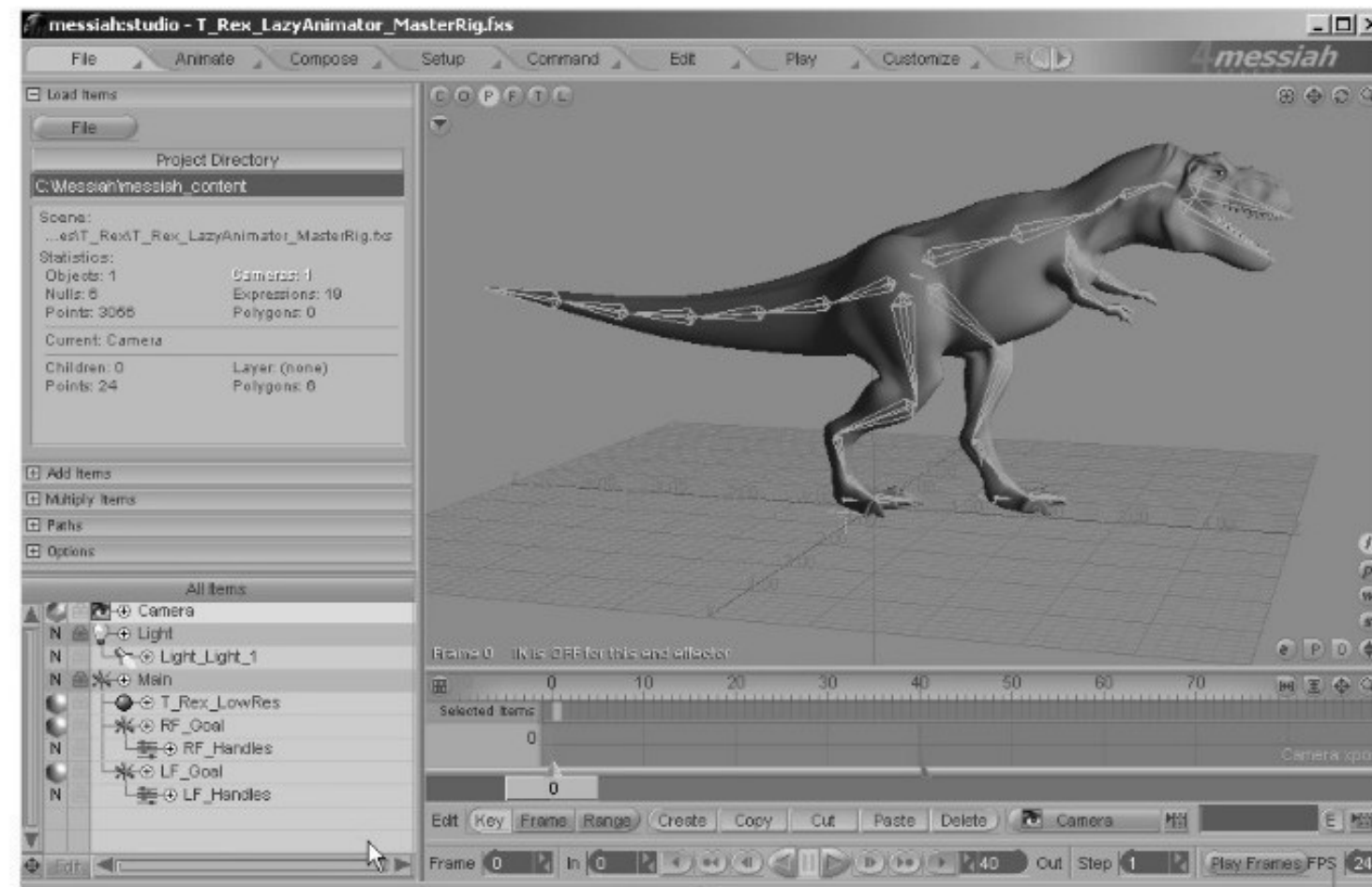


Daz3D  
gratuit

019

# Messiah Studio

Animation



\$400

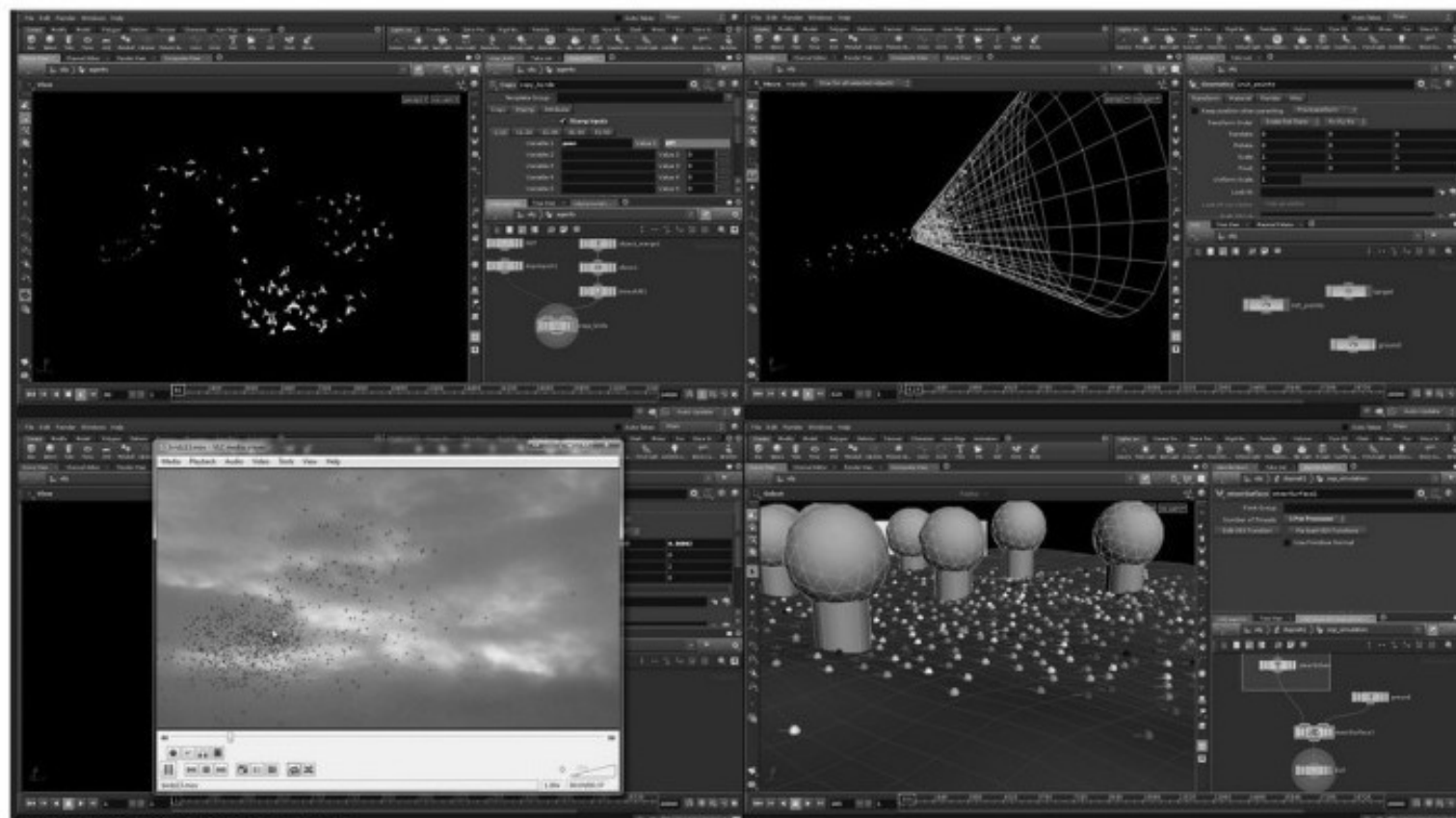
020

VFX

021

# Houdini Fx

Effects spéciaux  
Composition



Side Effects Software  
\$5000

022

# RealFlow

Fluides

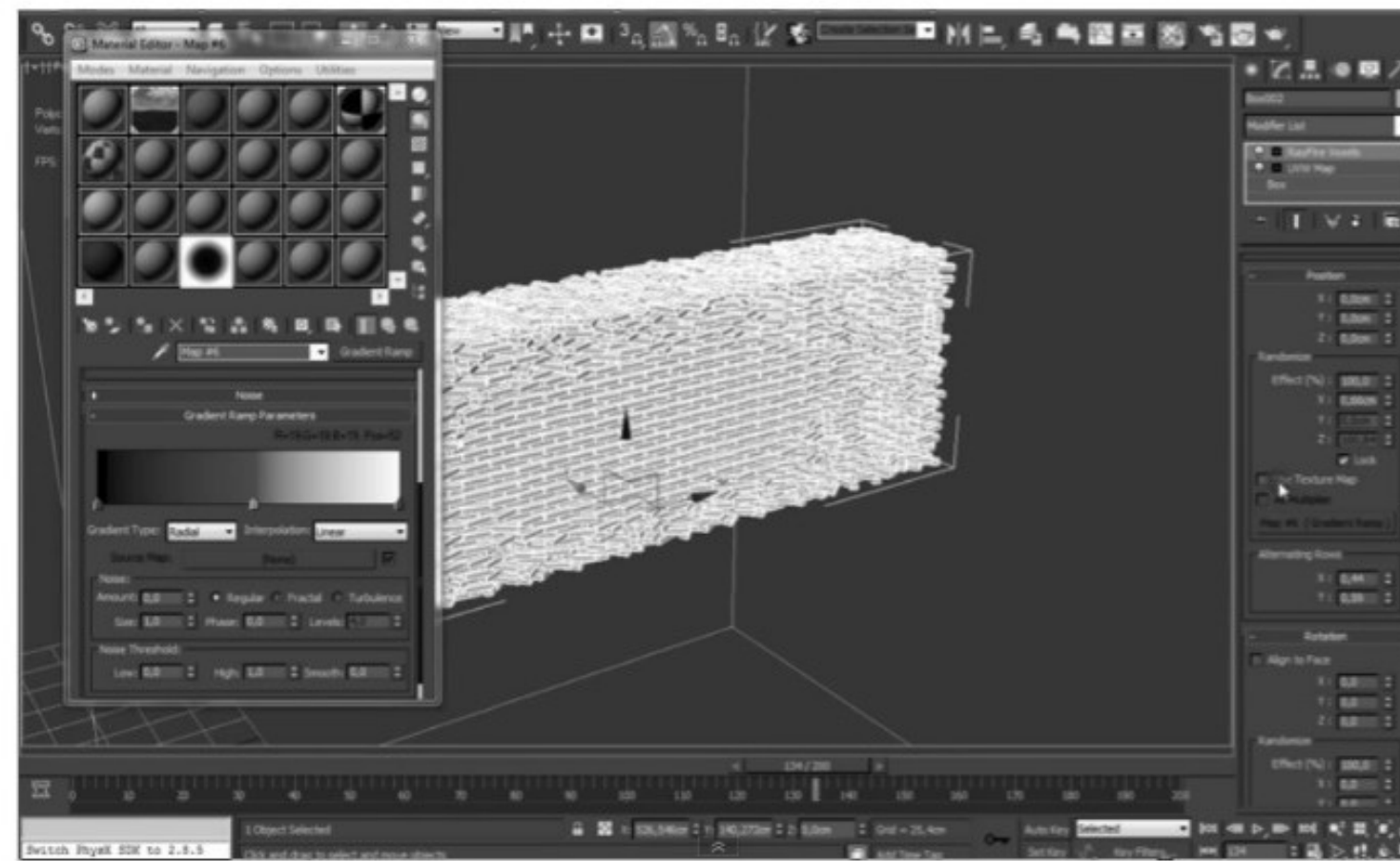


Next Limit technologies  
\$4000

023

# RayFire Studios

Blocs d'éléments

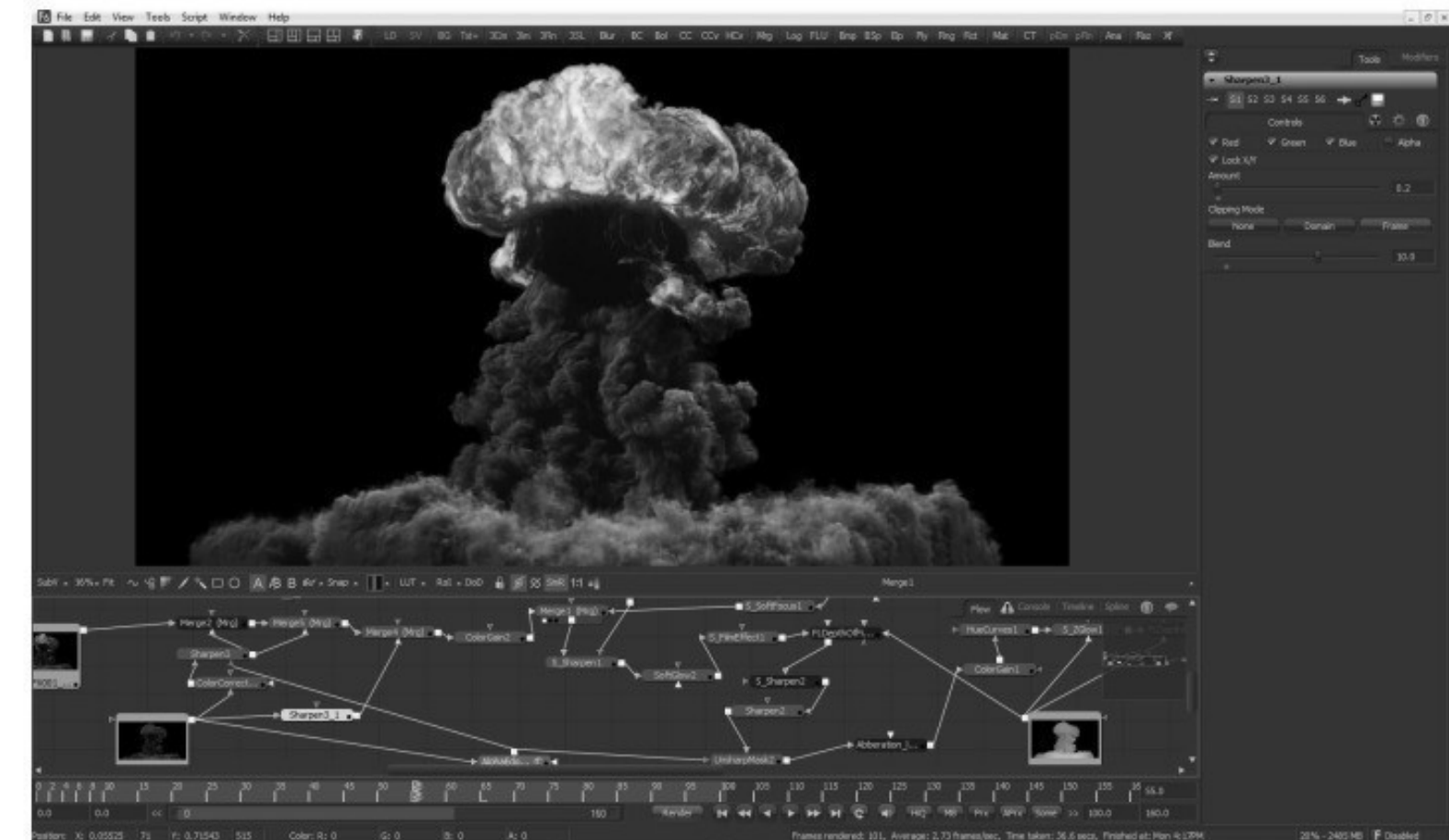


Next Limit technologies  
\$400

024

# FumeFX

Explosion, fumée



Sitnisati  
\$800

025

# Nuke

Compositing



The foundry  
\$4500

026

# Rendu

027

## Rendu

- Renderman
- Lanceur de rayons
- Physically based

028

## Moteurs de Rendu

### Propriétaire

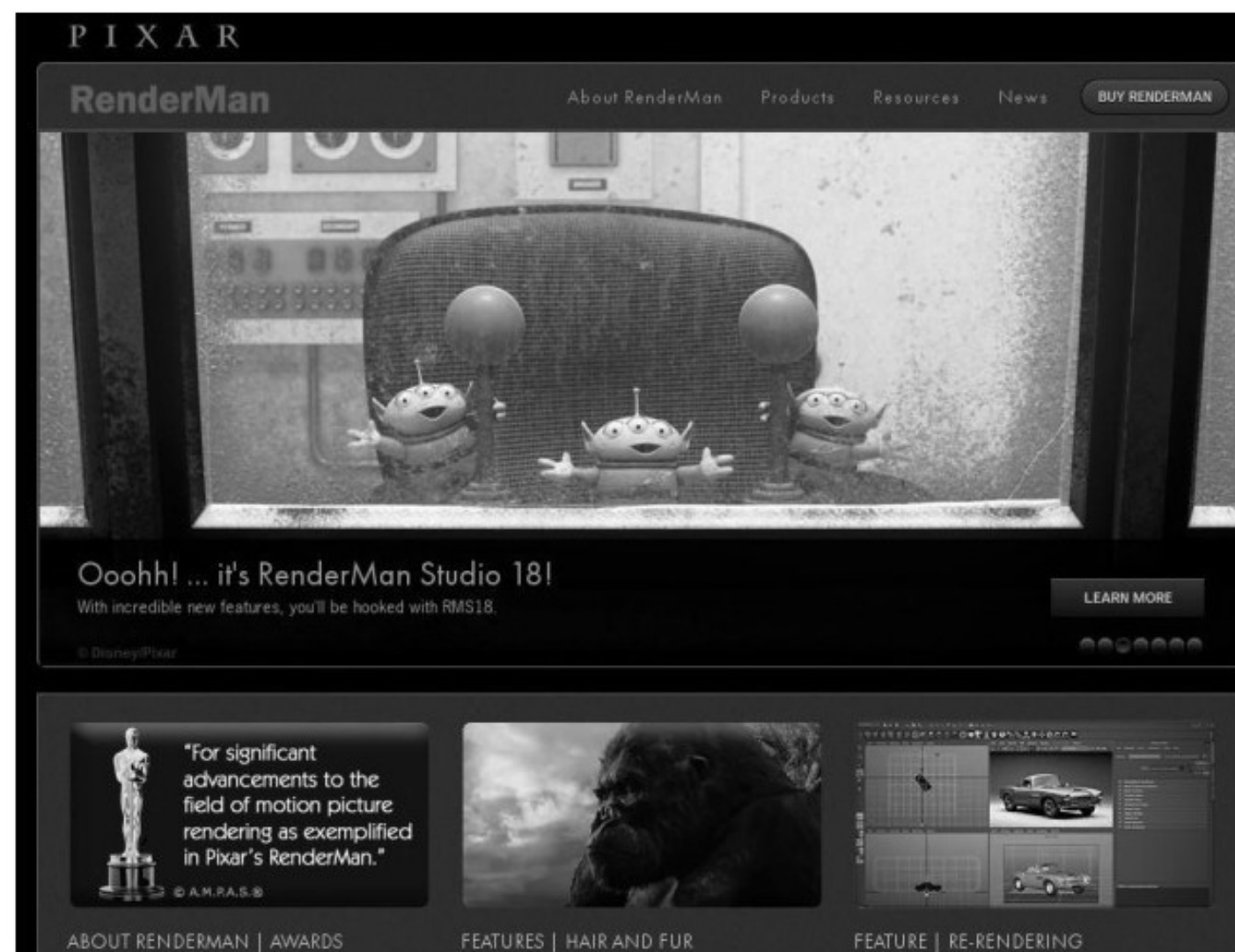
PRMan  
MentalRay  
VRay  
Maxwell  
Octane  
Indigo  
Arion  
Fry  
Thea  
...

### OpenSource

PovRay  
Blender Cycle  
LuxRender  
Yafaray  
Sunflow  
Mitsuba  
Pixie  
AQsis  
...

029

## Pixar Render Man (PRMan)

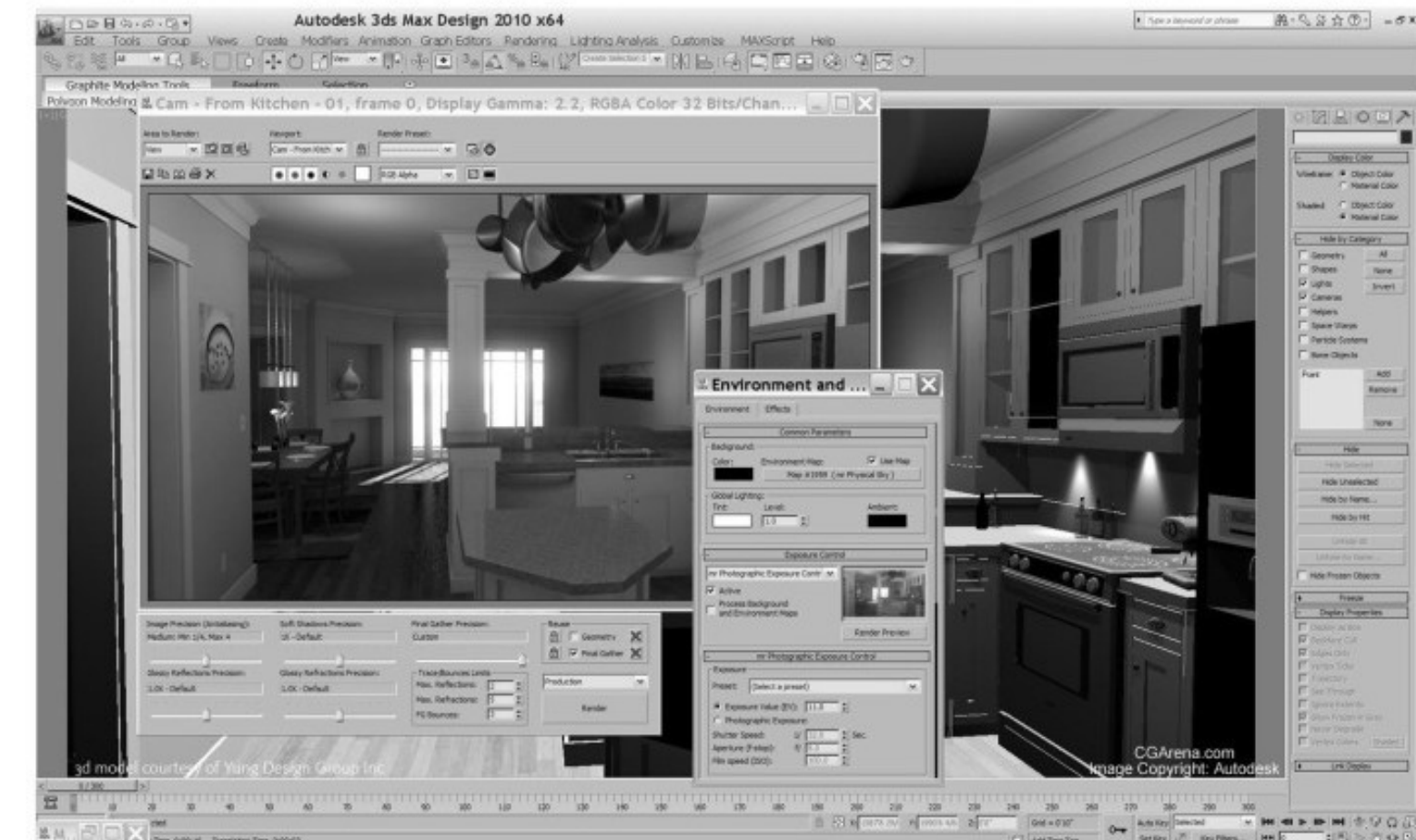


\$2000

030

## Mental Ray

Ray Tracer

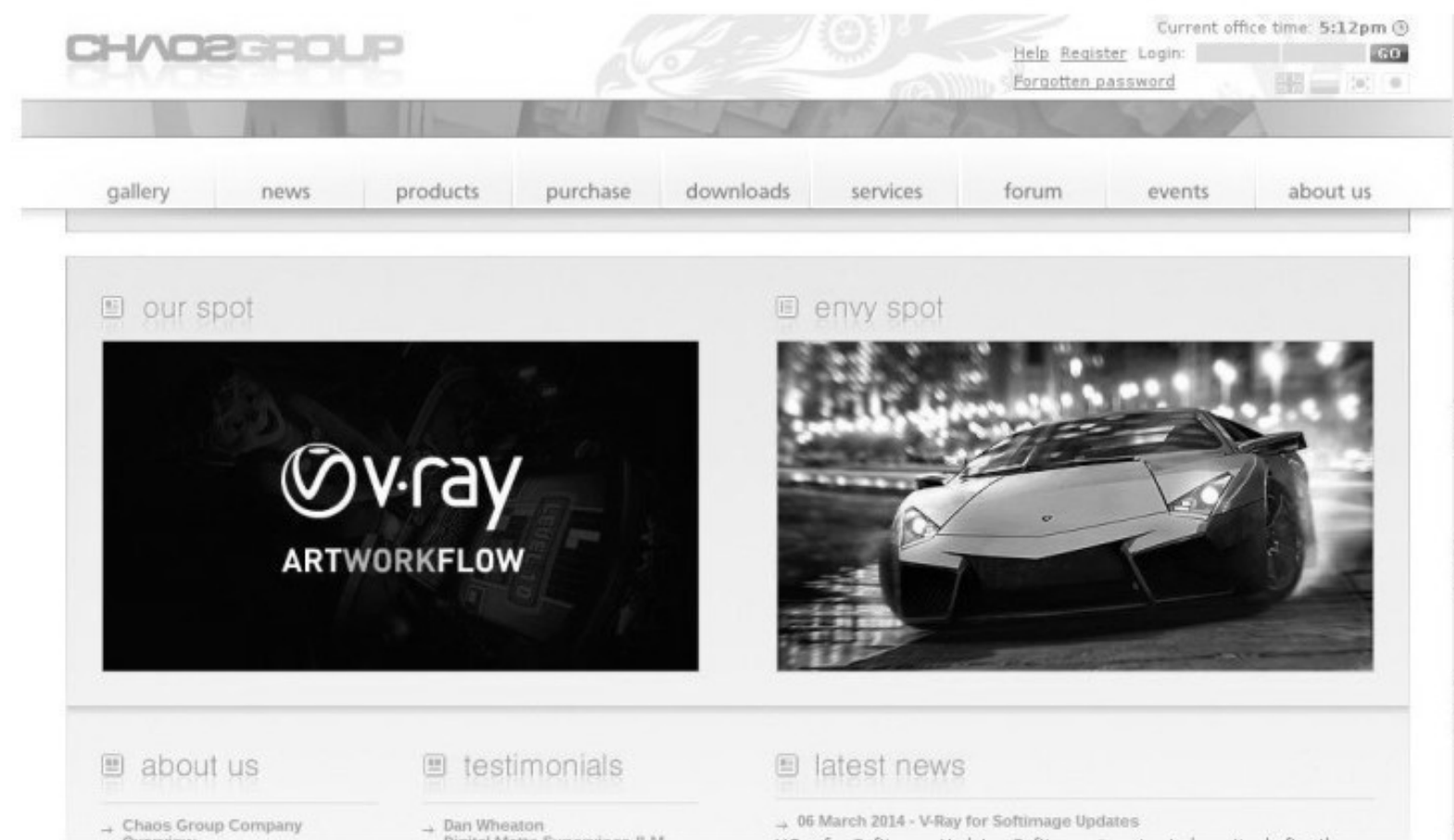


Autodesk  
\$2000

031

# VRay

Ray Tracer



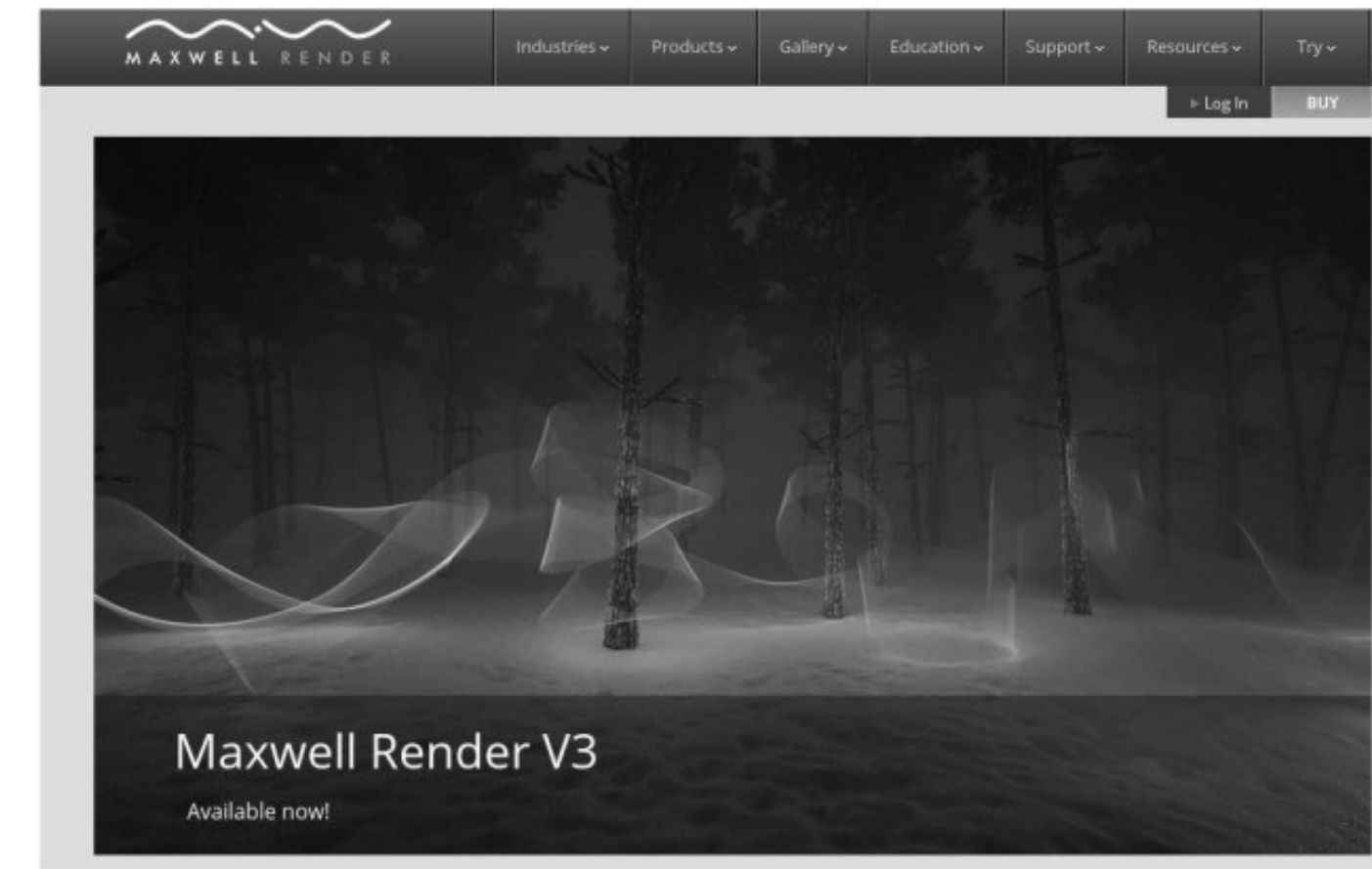
ChaosGroup  
\$1500

Concurrent de MentalRay

032

# Maxwell Render

Physically Based

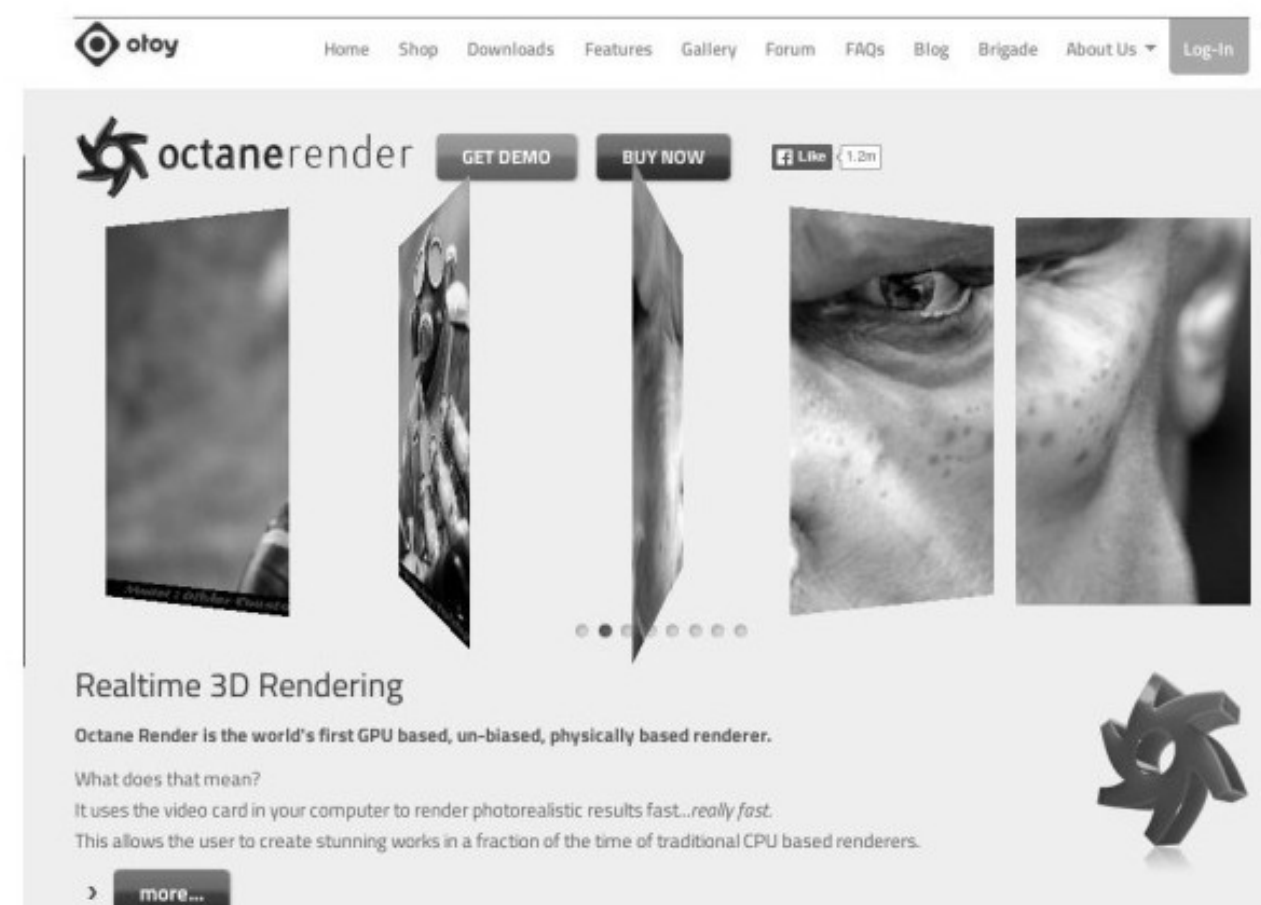


Next Limit Technologies  
\$800

033

# Octane Render

Physically Based + GPU

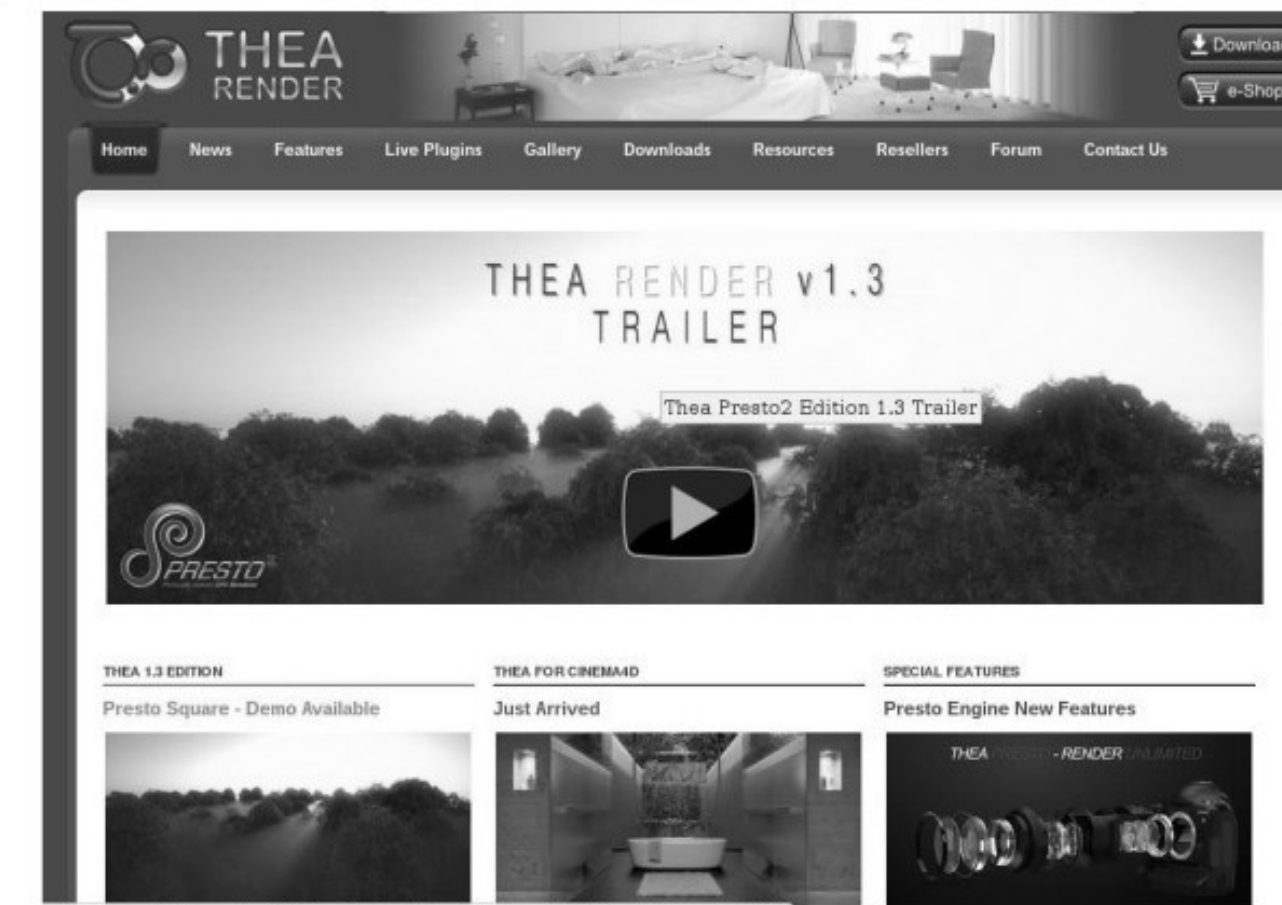


Next Limit Technologies  
\$200

034

# Thea Render

Physically Based

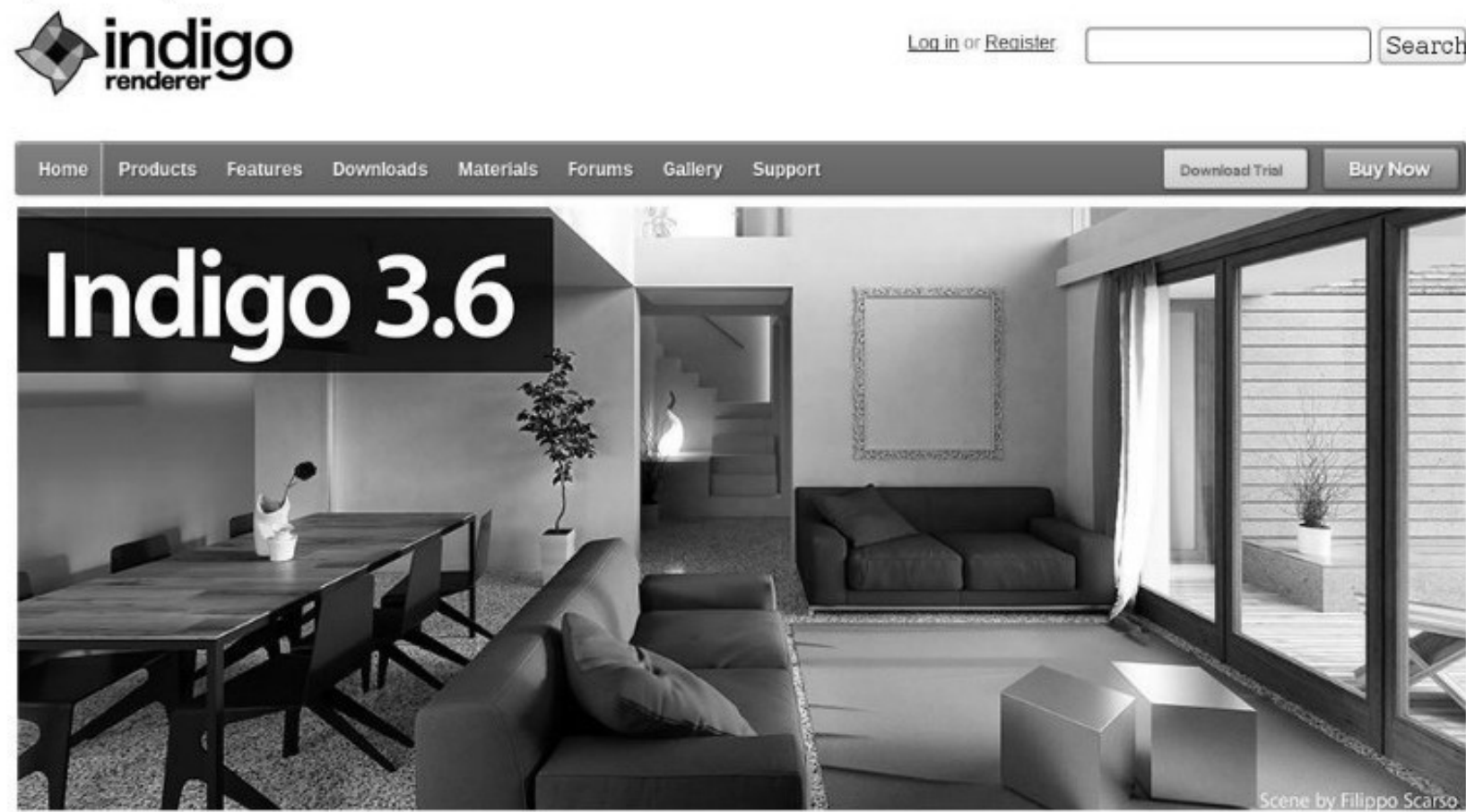


Solid Iris Technologies  
\$200

035

# Indigo

Physically Based

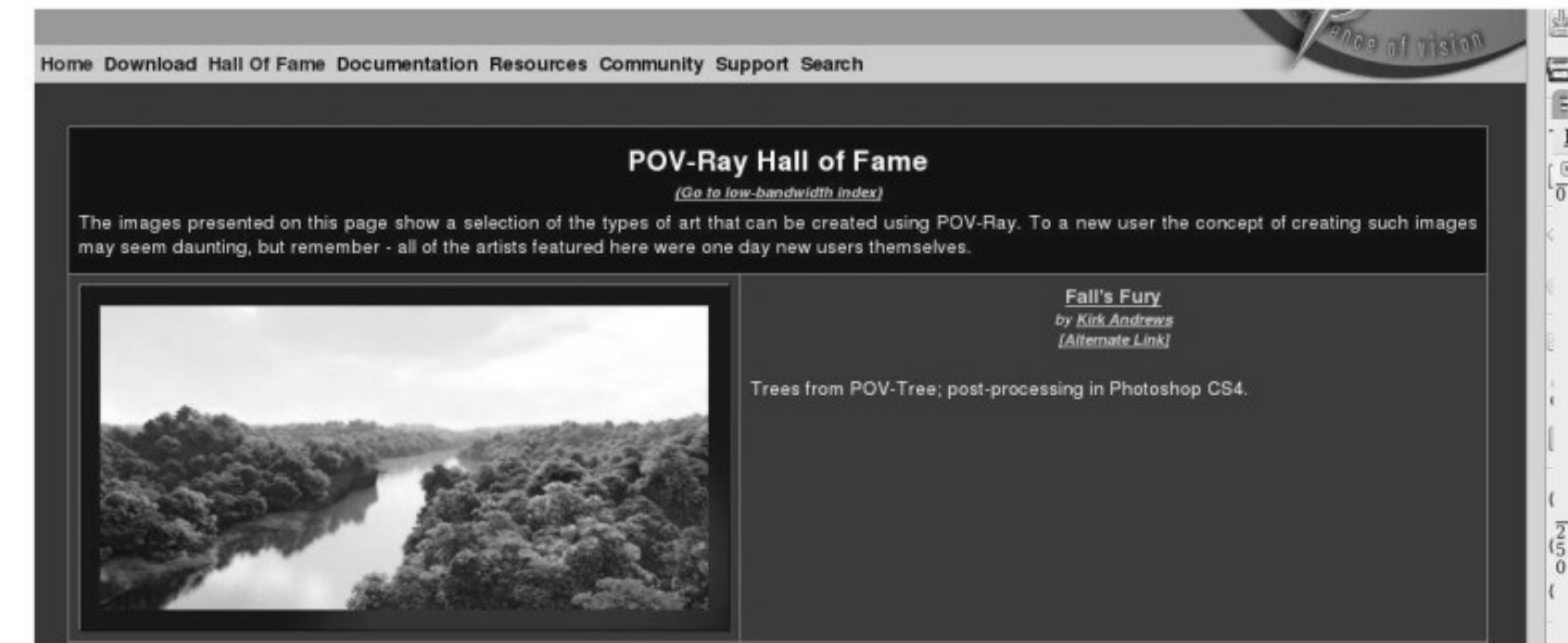


Glare Technologies  
\$800

036

# PovRay

Ray Tracer



OpenSource

037

# Yafaray

Ray Tracer



OpenSource

038

# LuxRender

Physically Based



OpenSource

039

# Blender Cycles

Physically Based



OpenSource