

XSI MOD TOOL BASICS

WHO USES XSI?

WHAT DOES IT DO?

WHAT ARE THE LIMITATIONS OF THE MOD TOOL VERSION?

WHAT IS A SCENE?

WHAT ARE HIERARCHIES?

WHO USES XSI?



HAPPY FEET



COCA COLA



SNAKES ON A PLANE



HALF LIFE 2

WHAT DOES IT DO?

- MODELING: POYGON AND NURBS
(NONRATIONAL UNIFORM B-SPLINE)
- TEXTURING AND MODELING
- RENDERING
- ANIMATION

COMPARISON WITH OTHER PACKAGES

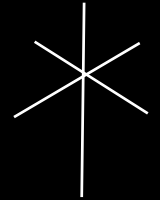
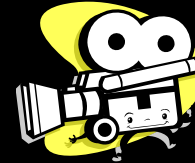
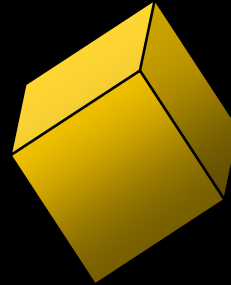
WHAT ARE THE LIMITATIONS OF THE MOD TOOL VERSION?

[SEE SOFTIMAGE WEBSITE](#)

WHAT IS A SCENE?

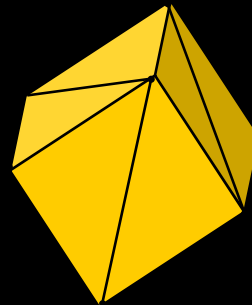
OBJECTS

geometric objects
lights, cameras,
bones, nulls



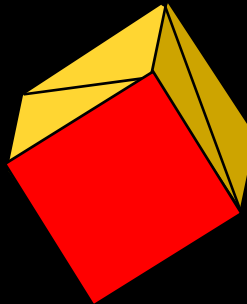
COMPONENTS

points, edges,
polygons



PROPERTIES

color, position,
selectability, etc



A scene file contains all the information necessary to identify and position all the models and their animation, lights, cameras, textures, and so on for rendering. All the elements of a scene are compiled into a single file with an .scn extension.

ELEMENT NAMES

can be renamed

CUBE > CUBE_ROOM

WHAT ARE HIERARCHIES?

