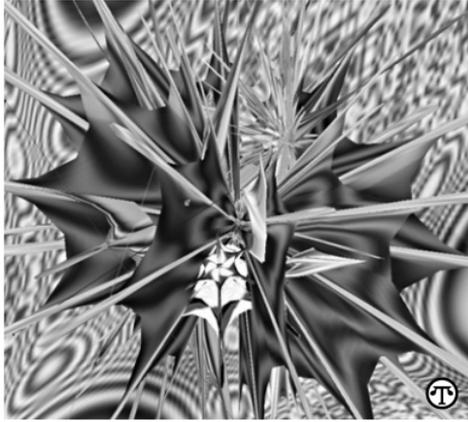# How To Create 3D Art With Ease

Revolutionary computer software makes it easy for both kids and experienced designers to draw and animate in three dimensions.

(NAPSA)—New computer software is adding a new dimension to people's artistic endeavors.

If you've never attended art school, don't worry. The latest programs make it possible to design in 3D with ease. In fact, these titles were created to appeal to everyone, from children to more advanced designers, who desire to develop digital "fine art."

For example, Splinex Kaleidoscope is a productive playtime activity that encourages creativity in children and also works as a joint parent-child project. Users can learn the fundamentals of 3D design while having fun creating memories. Perhaps the most useful aspect of this program is that you don't need to learn how to draw in 3D. With a few easy steps, you can begin to develop digital fine art that is suitable for framing.

First, select the shape you want to work with (known as a "primitive") and drag it to the design area. Then add "textures"—that is, colors, patterns, digital photos, clip art—to the shape. This can turn a photo into a 3D digital masterpiece. The software's simple animation feature can make your own computer screen come alive with 3D animated fun.

Kaleidoscope bridges art with key mathematical principles. Intended mainly for entertainment and education, it can stimulate the imagination and increase one's spatial awareness while providing hours of enjoyment as you create artistic shapes and designs on a three-dimensional canvas.

For those who want to create 3D animations, there's Splinex VoxelArt, which puts a simple 3D paintbrush at your command. The program is a starter tool for aspiring 3D animators and people interested in learning about 3D model creation.

A "voxel" is a 3D version of the pixel—those tiny colored squares and rectangles that our eyes see as complete images on computer monitors and television screens. With VoxelArt software, you can draw with 3D cubes and spheres instead of flat surfaces. The program includes a basic color palette and simple drawing tools to create animated characters and real-life objects, such as animals, boats, and cars.

Both Kaleidoscope and VoxelArt require a minimum of Windows XP Home, Pentium III or equivalent and 128MB DRAM. Free trial versions are available for download. To learn more, visit www.splinex.com/kaleidoscope. php and www.splinex.com/voxel art.php.