

Brief Interview with Pierre Bretagnolle & Sebastian Berthet, co-founders of N-Sided

1. What were N-Sided's goals for this release (Quidam 3)? Do you feel you achieved them?

The goal of QUIDAM 3 was to widely extend and consolidate the functionalities of QUIDAM, as asked by our user base, and to develop what's needed for users to handle their own content (ie the new catalog system). QUIDAM 3 can be seen as a mature and thus more productive product over the previous versions.

2. The new Advanced Content catalog is one of the standout improvements in Q3, how did this system develop?

We focused on giving a way to the users to handle clearly, lightly and quickly their own content: custom poses, morphs, etc. And we think it's better to gather all items in one place: a clear catalog consisting of one line of items, gathered in tabs. We think this approach is far more convenient than systems based on files only. Note that users can still go to the catalog directories to check their content manually, but that's just more convenient through the catalog in QUIDAM 3. The feedback that we have received since the launch of QUIDAM 3 demonstrate that this new feature is greatly appreciated by professionals and advanced users as well as by hobbyists.

3. Quidam Prime appears to be an effort by N-Sided to solve the licensing issues that come with creating 3D characters for virtual games. What was the idea behind this version of the program?

As you have seen, our Prime version is a major strategic move. Since the very first release of QUIDAM 1, we have had many questions and inquiries from game developers. That is why we have finally chosen to answer them in a consistent way. Moreover, we have even launched a dedicated version to Indie Game developers. This version is cheaper and includes the licensing rights for an unlimited number of games!

We have a specific offer Virtual worlds, and, for other applications that are not games, developers should contact us for a custom commercial agreement. We are of course very opened...

4. How successful has Quidam 3 been since its release in April?

We are not allowed to give studio names, but we enjoyed a great success of the Prime version, especially the one for Indies! Besides the Prime offer has brought us many advanced contacts with major actors...

6. Congratulations on the new 3D Paint Module in Q3, it's a clear improvement on the older version now that you've created a work flow with 2D apps like Adobe Photoshop. Do you plan on developing the module to the point where you'll be able to paint in non-destructive layers within Q3 without going outside of the program?

Thank you for your kind words, we really appreciate. The Paint module is constantly getting improved as we have one expert engineer almost entirely dedicated to this development. The layer feature is one of the most asked features to develop, so there are great chances that we move on it...

5. I'm interested in how Q3 will evolve. Does the future of the program include the ability to create and implement animation for the models?

Animation is a world on its own. We can't say now if we will propose a robust animation feature set, as those you would find in high end animation packages. The main goal was to answer to the human modeling question, which is not cheaper now than three years ago, when QUIDAM 1 was launched. And this is why we expect to make QUIDAM grow and continue to evolve.

Note that we are already involved in animation as all characters created with QUIDAM are ready to be animated (meshes, textures, bumps, normal maps, skinning, bones...) in almost any 3D animation software in their native format : MAX, Maya, Lightwave, Cinema 4D, Carrara, plus COLLADA etc. Besides, QUIDAM is a very useful tool to prepare morph targets all the more with the new Catalogs feature.

A last word: since several months, our users can benefit from Animeeple a very effective and elegant solution to animate very simply their QUIDAM's creations.

Best regards, and thanks in advance for your review!

Pierre and Sébastien