



SLAMTM FX

Blast
Impact
Collapse
Seismic
Glass



SLAM FX, a derivative of ASI's Extreme Loading® Technology answers many of the challenges faced by Visual Effects Professionals attempting to create high quality destruction effects for the film and entertainment industry. Designed specifically with the artist in mind, SLAM FX allows for seamless workflow in with other industry film and entertainment tools.

- Stand Alone Modeling/Simulation
- Materials Available:
 - o Steel
 - o Concrete
 - o Aluminum
 - o Glass
 - o Elastic
 - o Custom
- View Results as they occur.
- Import/Export Support:
 - o Autodesk 3D Max
 - o Autodesk Maya
- Load Types Available:
 - o Impact
 - o Seismic
 - o Blast
- Automatic Contact and Collision
- Automatic Crack Initiation and Fracture.

