



# Get More with 4Designer



## Discover faster, more powerful 3D broadcast graphics creation

With the new 4Designer, broadcasters can captivate audiences with stunning real-time 2D and 3D graphics for news, sports shows, elections, weather segments, and other types of broadcast productions.

As the successor to our award-winning 3Designer graphics authoring software, 4Designer gives even greater creative power and speed to design and deliver practically anything—effortlessly, no matter how complex. From creating on-air motion graphics, channel branding, and sports enhancements, to designing immersive video walls and interactive virtual studios, 4Designer makes it easy to bring your content—and brand—to life.



[Get started now](#)

[Watch videos introducing the new features in 4Designer](#)

### Why upgrade to 4Designer?

- Experience improved RenderEngine performance for all production environments
- Create faster with the completely redesigned user interface
- Easily work with more complex 3D scenes and virtual studios by integrating up to four active cameras in your scenes, which can be displayed simultaneously in the multi-preview window, giving you a better overall look at how graphic elements are placed
- Handle the timing of multiple animations more easily now that animation groups can be combined into Master Animations; export timing can also be tied to Master Animations
- Gain greater flexibility to create more complex shapes with new primitives—including the tetragon, n-gon, and supercube—further minimizing the reliance on external third-party graphics software
- Get more geometry import options to extend the range of supported model formats, including FBX, OBJ, DAE, 3DS, X3D, VRML, and SVG
- Gain ease with the new connections and functions editor, which makes tracking the data flow through a scene clear and straightforward to manage
- Create object reflections and animations that automatically connect to and reference the original object with the Mirror tool
- Set up and time animation triggers in conjunction with animation keyframes directly from the timeline; plus you can now set up a trigger to issue any time an export value is changed in the scene
- Generate masks and textures automatically within the Render Engine, as procedural textures for grids, lines, and gradients automatically generate repeating patterns and gradients that you define—no need to assign a texture from an external source
- Work with new find, filter, rename and isolate tools, which make managing complex scenes a breeze
- Add realism with the new real-time motion blur effect
- Work with all of your existing 3Designer scenes in 4Designer

For more information, visit [avid.com/4designer](http://avid.com/4designer)