



3DTechnics

Bongo

- Bongo brings professional animation into Rhino 3.0 or 4.0, using familiar keyframe tools found in most high-end animation packages.
- Animate moving, scaling, and rotating Rhino objects without exporting. Objects and viewport animations are editable in the Rhino window using simple drag and drop. Modify your objects and motion data without losing valuable time changing between programs.
- Preview your animations inside Rhino in real time, in any shading mode by scrubbing the timeline or playing the animation. Then render straight to an animation file using any Rhino renderer including wireframe, OpenGL, render preview, render,

