ArtVPS launches Shaderlight heralding new age in interactive rendering

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New Shaderlight rendering plug-in for 3ds Max enables fundamental changes to be made to key image attributes at any stage in the rendering process

ArtVPS (http://www.artvps.com/) has made Shaderlight, its revolutionary new interactive rendering technology, available for free download. Shaderlight promises to deliver massive productivity and creativity improvements over traditional ray-trace rendering engines. Shaderlight 0.1 is a plug-in for 3ds Max, the leading 3D modelling tool from Autodesk, and is free to download at www.artvps.com (http://www.artvps.com). Early adopters of the technology will be encouraged to help shape the software by becoming part of the Shaderlight online community (www.artvps.com/content/discuss (http://www.artvps.com/content/discuss)) and providing valuable feedback during the key final phase of product development.

Shaderlight (http://www.artvps.com/content/shaderlight/what-is-shaderlight) is a physically based ray-trace renderer that for the first time enables 3D artists and visualisation specialists to make changes to key image attributes at any stage of the rendering process – even on production quality images – without having to restart the render. Providing a greater level of creative freedom than traditional rendering techniques, Shaderlight enables users to not only see the progressive refinement of a scene when objects or camera angles are altered but also allows them to make interactive changes to materials, environments, lights and textures (the MELT elements (http://www.artvps.com/content/shaderlight/melt)) on full quality 3D images. Shaderlight also includes a new approach to global illumination (GI), which enables light, colour and intensity to be updated on screen without the need to re-render.

"As a CG artist I often have to work with clients who have no real idea of how long even the slightest change to an image can take to re-render," says Olaf Finkbeiner, CGI operator at Mainworks GmbH Germany and a member of the Shaderlight Product Steering Committee. "The ability to make changes to materials or environments on a final image would save us days of re-rendering and in this industry time is money."

Michael Lawson, CTO at ArtVPS adds: "This is an exciting time for everyone at ArtVPS. After 18 months of hard work we are delighted to launch Shaderlight 0.1. Shaderlight stands to fundamentally change the way 3D artists and visualisation specialists go about generating images. At the heart of the development has been the user's experience and we believe that the time and cost savings that Shaderlight will bring are invaluable in terms of improving efficiency and project turnaround. CG professionals need never compromise on the quality of their final output again."

Shaderlight 0.1 is available now as a free download from www.artvps.com, where users can also share feedback, both with each other and with the ArtVPS development team.

Ends.

About ArtVPS

ArtVPS leads the way in the development of photorealistic rendering solutions that generate visually accurate representations of 3D scenes. Its revolutionary flagship rendering technology, Shaderlight™, is a physically based, progressive ray-tracer that enables interactive, nonlinear changes to the key MELT attributes (materials, environments, lighting and textures) at any stage within the rendering process – even on production-ready images.

Shaderlight is aimed at 3D artists and computer graphics professionals within the product design, architecture, engineering and media industries. The technology will transform 3D visualisation workflows, and represents a dramatic boost to both productivity and creative freedom when compared to traditional linear ray-trace renderers, which require the rendering process to start again whenever image parameters are changed.

Founded in 2002, ArtVPS quickly established itself as the leading developer of dedicated rendering hardware, developing the first processor designed exclusively to accelerate ray tracing of 3D data. ArtVPS is now pioneering the development of rendering software that fully exploits the increased capabilities of today's processor technology.

www.artvps.com

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