

## **V-Ray rendering engine and PDPlayer sequence player at fmx/07 in Stuttgart**

*By Chaos Group*

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*Weltenbauer. and 3DPowerstore e.K. are joined by Chaos Group to present V-Ray and PDPlayer during fmx/07 – The 12th International Conference on Animation, Effects, Realtime and Content at Haus der Wirtschaft in Stuttgart, Germany*

Peter Mitev and Teodora (Tedi) Kirova of Chaos Group Ltd. will join the teams of weltenbauer. and 3DPowerstore e.K., at this year's 12th International Conference on Animation, Effects, Realtime and Content – fmx/07, to present the latest features of V-Ray and the new PDPlayer sequence player and comment on the latest developments at Chaos Group Ltd. There will be two consecutive days of demos and Q&A sessions.

The first of the two events will be held on the 3rd of May 2007 from 10 a.m. until approximately 3 p.m. at the PNY Technologies - weltenbauer. booth. Weltenbauer. is represented by Jannis Singh, Christopher Krumm and Robert Mayer.

The second event will run on the 4th of May 2007 from 11 a.m. until 3 p.m. at the 3DPowerstore e.K. booth. The team of 3DPowerstore e.K. is comprised of Christiane Pohl, Erik Schubert, Oliver Cleve, Ron Martin, and Iris Asche.

During both events, the visitors of fmx 07 will be able to watch and ask questions regarding V-Ray for 3dsmax®, Maya® and standalone and the opportunities presented by the next-generation sequence player – the PDPlayer. Come and see the latest on Irradiance Map, Sub-surface scattering, Sun-and-sky system, new shaders and unique lighting solutions, VRayDirt and more. V-Ray now supports 3dsmax® Render Elements – as many as 28 of them! Among the new features is also the new VrayPhysicalCamera – the best way to match real-life footage and CG! Take a look at the unique characteristics of the PDPlayer - multi-layer processing, various caching approaches, its unique graphics interface and how exceptionally easy to use and fast it is.

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fmx/07 is an event of the Institute of Animation, Visual Effects and Digital Postproduction, Filmakademie Baden-Wuerttemberg. The Institute for Animation is run by Professor Thomas Haegele who founded fmx in 1994. Filmakademie Baden-Wuerttemberg is the most prestigious film school devoted to cinema training in Germany. fmx/07 is organized with the support of the Stuttgart Festival of Animated Film, ACM/SIGGRAPH, NX Publishing, founded by Jean-Michel Blottière, the Stuttgart Media University HdM and Gobelins, L'école de l'image. fmx is also supported thematically by numerous partners from the industry.

Haus der Wirtschaft Baden-Württemberg, the House of Industry and Commerce in Stuttgart, is a congress, exhibition and service center for the promotion of the medium-sized enterprises in the region of Baden-Württemberg. All year long a great number of exhibitions and events are held with a regional and higher level character.

weltenbauer. - is specialized in 3D graphics and 3D animation, visual effects and renderings. It provides consulting services, professional tools, software and hardware for 3D and Visual FX applications. weltenbauer. also offers tutoring and workshops for the products it distributes and is an Autodesk® Premier

Solutions Partner and has an Autodesk® Authorized Training Center. Among its activities are also design and programming of real-time 3D applications.

3DPowerstore e.K. – provides software and hardware solutions for 3D artists, production studios and other CGI related companies. Its experienced staff extends such services as professional support, consultancy and training. Their products are diversified and cover a comprehensive range of software, plugins, hardware, render servers, training materials, books and everything users need for creating 3D graphics and 3D animation. 3DPowerstore e.K. is an Autodesk® Training Center for 3ds Max® and Maya®.

Chaos Group Ltd. - established in 1997, has a decade of experience in the development of specialized software, 3D animation and computer image processing. Starting with the V-Ray release 1.0 in March 2002, Chaos Group Ltd. set foot on the path of becoming the pace-maker in the process of constant innovation and development of rendering solutions. For five years now, Chaos Group Ltd. has been conducting intensive research and has been receiving feedback from customers from all walks of the visualization industry. This has made V-Ray a unique product, molded to the needs of the client base.

V-Ray - is a rendering engine, which Chaos Group Ltd. initially created for Autodesk® 3ds Max®. V-Ray for Rhino v3 and V-Ray for SketchUp v5 was developed by ASGVIS in collaboration with Chaos Group Ltd. At present Chaos Group Ltd. continues the development of V-Ray for Autodesk® Maya® and as a standalone version. The enormous success of V-Ray is due to its incredible speed and the richest set of features it provides on the market.

ASGVIS - is a developer of state-of-the-art plug-ins, exporters, scripts for Autodesk® 3ds Max®, and 3D graphics applications. Among its flagship products is V-Ray for Rhino 1.0, a ray-tracing renderer for Robert McNeel & Associates'™ Rhinoceros NURBS modeler that provides uncompromised image quality.

Category	Software, Technology
Tags	chaos group, v-ray, vray, fmx/07, weltenbauer, render elements, new features, rendering engine, 3dsmax, cg, pdplayer
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