



## PRESS RELEASE

### Chaos Group is running a competition with 3D World

*The submission is open, the winner gets a V-Ray Bundle 3 in 1*

Sofia, September 28, 2010 - Chaos Group and [3D World](#) are running a competition with a chance for the 3d artists to win a [three-in-one bundle](#), comprising of [V-Ray for 3ds Max](#), [V-Ray RT for 3ds Max](#) and a [Pdplayer](#).

The bundle offers a powerful combination between the V-Ray for 3ds Max production renderer and the interactive rendering engine, V-Ray RT for 3ds Max, topped with the ultimate professional image sequence player and viewer Pdplayer. The bundle is about to be upgraded to [V-Ray 2.0](#) (which includes V-Ray for 3ds Max, V-Ray RT for 3ds Max and V-Ray RT GPU), planned to be released at the end of 2010, and the winner will get the opportunity to be among the first to try it.

The competition is open to all worldwide residents of 16 years and over. Entrants must upload a lo-res version of images and they then may be asked to submit a high-resolution render and the original scene file in order to qualify for the prize. The competition's closing date is 12 December 2010 and this is the deadline for sending artworks.

For more information and registration, please [click here](#).

---

#### **About Chaos Group**

Chaos Group is a global leader in creating rendering solutions for the Architectural, VFX and Film, Media and Entertainment, and the Automotive and Product Design industries. Through a worldwide network of more than 120 distributors and resellers the company delivers the market leading V-Ray rendering engine and continues to build upon its success by continuously surprising the 3D community with new, innovative and trendsetting rendering technologies.

Chaos Group was founded in 1997 with the establishment of a production studio for 3D design and animation services. The company quickly recognized the related software development opportunity and oriented resources towards the provision of rendering solutions for production studios. The first product release began in 1998 with Phoenix, launched at the end of 1999. After beginning the creation of the renowned V-Ray rendering engine in early 2000, and upon its release in March 2002, the company dedicated its efforts to the rendering niche and pursued the development and global distribution of its rendering solutions for the 3D visualization industry.

---

#### **Further information:**

Darina Georgieva  
PR Manager, Chaos Group  
M: +359 898 47 67 44  
E: [darina.georgieva@chaosgroup.com](mailto:darina.georgieva@chaosgroup.com)