



PRESS RELEASE

Chaos Group Hosts First Public Event in London

V-Ray's long awaited visit to the UK is planned for 21st June - 2nd July 2010

Sofia, June 16, 2010 - Chaos Group, the creators of the market leading V-Ray rendering engine, is planning yet another product tour at the end of June, the first one for 2010. This time it will be organized in the United Kingdom with the kind support of Bluegfx and Escape Studios - two of its British partners.

The event will present the latest product developments and provide a forum for personal meetings with customers and partners as well as a free training session for all users of V-Ray for 3ds Max. For the first time, Chaos Group and partners will present V-Ray for Maya; V-Ray RT for Maya; the new fluid dynamics system Phoenix FD; and what's behind the hype about 2010 V-Ray RT on GPUs.

The public event will take place on the 1st of July 2010, at the Great Hall of the Hellenic Center from 4:00-6:30pm. A special session during the event will be devoted to V-Ray pipelines: Post-production, Stereoscopy, GPUs, and more. This presentation will focus on the final results that can be achieved from combining V-Ray's fast rendering engine with high quality post-production tools that provide a solid pipeline for the creation of unbelievably realistic stereoscopic images.

Two full days V-Ray for 3ds Max trainings will be conducted together with Escape Studios and Bluegfx. The first advanced course will be held at Bluegfx on June 25th from 10.00 to 5.00pm. The second one is at Escape Studios on July 2nd from 10am to 5pm. Both of them will be taught personally by one of the core developers of V-Ray Vlado Koylazov. The following topics will be covered:

1. Sampling - anti-aliasing methods, advantages, and disadvantages
2. Color mapping
3. Controlling noise and quality through the DMC sampler
4. GI Case Study
5. Advanced usage of V-Ray Dirt
6. Physical camera, V-Ray Sun & Sky
7. V-Ray Displacement
8. V-Ray Proxy
9. Materials
10. IBL and Matte and shadow
11. Examples of Production ready scenes
12. Render Elements
13. Using VrayFastSSS2 for realistic skin materials

V-Ray RT on GPUs is Chaos Group's newest solution. It will increase rendering performance by a notable magnitude, delivering significantly reduced costs and production times. A presentation comparing V-Ray RT, CPU versus GPU is now available online on the company website and YouTube.

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



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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:

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