



## PRESS RELEASE

### Chaos Group announces the launch of V-Ray RT for Maya Beta Program

*The product is ready for download and testing by all current V-Ray for Maya users*

Sofia, August 25, 2010 - [Chaos Group](#) announced the release of [V-Ray RT for Autodesk Maya](#) Beta Program, one of the few new products planned to be introduced to the market in 2010.

[V-Ray RT for Autodesk Maya](#) is a powerful and flexible software solution that allows immediate communication between the user and the virtual environment. It applies the changes on the scene automatically and progressively, generating a photorealistic preview of the scene. It improves and fasten the artist's work and significantly shorten the lighting and shading set up of a project.

"A highly sophisticated rendering technology like [V-Ray RT for Autodesk Maya](#) is designed to meet the needs of 3D artists who are constantly looking for ways to improve their workflow", said Vladimir Koylazov, Chaos Group Chief Technical Officer and core developer of V-Ray. "The CG industry is very active and it demands continuous improvements. V-Ray RT for Autodesk Maya is one of those things that change the perceptions of the artists and helps them to produce unique content very effectively."

A Beta version of V-Ray RT for Maya is now available for download by all current V-Ray for Maya users, registered in the [Chaos Group website](#), which are keen to test it and experience the new features and possibilities. The beta testers are able to become a part of the program to share opinions at the V-Ray for Maya forum on the Chaos Group website. They can submit bugs, requests for new features and share works with the Chaos Group team and other professionals. Users can also contact directly the developers of the product to contribute to the further development of the product. All requests can be addressed to [vraymaya@chaosgroup.com](mailto:vraymaya@chaosgroup.com).

Some of the key features of the V-Ray RT for Maya are flexible architecture, distributed rendering, complete integration with Autodesk Maya, accurate specular reflections, animation preview, progressive path tracing and many others. V-Ray RT for Autodesk Maya works with a number of operating systems like Microsoft® Windows Vista® and Professional, Linux and Mac.

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#### 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.

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#### Further information:

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