

PRESS RELEASE

CHAOS GROUP TRAVELS TO NY, LA, AND CANADA TO GIVE EXCLUSIVE V-RAY PRESENTATIONS

The team hits the road again to give a sneak preview of V-Ray 2.0 for Maya and other exciting V-Ray developments

Sofia, Bulgaria - March 11, 2011 - [Chaos Group](#) of Sofia, Bulgaria, leader in the development of software solutions for the computer graphics industry, will travel in full force to New York, Los Angeles, and Canada to showcase the latest news and features for V-Ray 2.0 for 3ds Max, in addition to giving a sneak preview of the forthcoming V-Ray 2.0 for Maya.

Alongside [our newly expanded](#) Baltimore, Maryland team, we're pleased to invite you to be part of our five-city tour. Tour dates are as follows:

USA

March 21: [New York](#)

March 24: [Los Angeles](#)

CANADA

March 29: [Vancouver](#)

March 31: [Montreal](#)

April 5: [Toronto](#)

For additional information and registrations, please feel free to click on any of the events.

Leading industry names like [Neoscape](#) and Academy Award®-winning studio [Digital Domain](#) will headline the tour, and show how V-Ray's rock solid reliability and rendering power has helped improve visualizations in their product pipelines.

Industry professionals who attend will get to experience:

- [V-Ray for Maya](#) (projected release in April 2011)
- [V-Ray 2.0 for 3ds Max](#)
- [V-Ray for Rhino](#)
- [V-Ray for SketchUp](#)

Join the V-Ray Tour to view free presentations from some of the industry's most respected 3D designers. Connect with Chaos Group on [Facebook](#) and [Twitter](#).

For events agenda and to become a part of the V-Ray North American Tour, visit [www.chaosgroup.com](#)

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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 150 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 allocated resources for 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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