

## PRESS RELEASE

### Chaos Group Announces V-Ray 2.0 Release Tour 2010 and Redesigned Logo

*After 8 years on the market the revised logo of V-Ray comes just days ahead  
before the official release of V-Ray 2.0 itself*

Sofia, December 1, 2010 - December 2010 will be a memorable period for [Chaos Group](#) and our partners as it includes a long list of special industry events, as well as the official release of the latest version of our core development V-Ray for 3ds Max. We have the pleasure to announce the upcoming official [V-Ray 2.0 Release Tour 2010](#), which will highlight the advantages of the new version in eight countries on three continents.

[V-Ray 2.0 for Autodesk 3ds Max](#), which is currently in Beta, blends the power of our distinguished rendering engine V-Ray with the flexibility and exceptional speed of the interactive rendering system - V-Ray RT, now running on GPUs. It is greatly improved compared to its forerunner with a long list of enhanced and new functionality, including interactive raytracing on GPUs.

After 8 successful years on the market we decided that this impressive state-of-the-art solution with remarkable functionality and intuitive interface needs also a fresh new look. The V-Ray logo evolution expresses the ambition of Chaos Group to create a streamlined and energetic symbol that expresses the dynamic product and company growth. We think this is the right time to give V-Ray a new look as the release of the second product version will be announced in just a week's time.

The worldwide tour of V-Ray 2.0 is organized together with our reseller's network and includes visits to a number of public events with live presentations, demonstrations and trainings focusing on the latest features and additions to our product portfolio: V-Ray for 3ds Max and Maya, V-Ray RT for 3ds Max and Maya, [Phoenix FD](#) - the new simulator for fire, smoke, and haze as well as the improved sequence player and viewer [Pdplayer](#).

Below is the full list of events included in the V-Ray 2.0 Release Tour:

- **Date:** 30 Nov - 2 December  
**Location:** Argentina, Buenos Aires  
**Event:** [Expotoons International Animation Festival](#)
- **Date:** 2 December  
**Location:** Spain, Madrid  
**Event:** [3D Community Day 2011](#)
- **Date:** 2-6 December  
**Location:** Germany, Hamburg/Munich/Dusseldorf  
**Events:** [3D Talk 2010](#), [3D Cyberdream OpenHouse](#), [The Ultimate V-Ray 2.0 Renderbash](#)
- **Date:** 3-4 December  
**Location:** Italy, Arrezzo  
**Event:** [Digital Drawing Days](#)

- **Date:** 5 - 7 December  
**Location:** China, Shanghai  
**Event:** [Game Developers Conference™](#)
- **Date:** 8 December  
**Location:** Canada, Vancouver  
**Event:** [Annex Pro Expo](#)
- **Date:** 11-12 December  
**Location:** Russia, Moscow  
**Event:** [CG Event Russia](#)
- **Date:** 15-18 December  
**Location:** Korea, Seoul  
**Event:** [SIGGRAPH Asia](#)

The complete information for the events above can be found on the [Chaos Group website](#).

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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 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.

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