



## PRESS RELEASE

### **Chaos Group announces the start of the V-Ray RT GPU Beta program** *V-Ray 2.0 for 3ds Max release, upgrade and pricing information is also available*

Sofia, September 09, 2010 - Chaos Group announced today that V-Ray RT running on GPU is now open for public Beta testing for all current [V-Ray RT for 3ds Max](#) users.

[V-Ray RT GPU](#) is fully integrated within Autodesk 3ds Max and allows up to 30 times faster rendering and real time interaction with the virtual environment. This highly scalable rendering solution offers a number of new features like real time shading and lights set-up, distributed and cross platform rendering, progressive path tracing and many others. After the beta testing period, V-Ray RT GPU will become a part of V-Ray 2.0.

"We are very excited to announce the start of the V-Ray RT GPU Beta program, as well as the release of V-Ray 2.0. Both are eagerly expected by the 3d community and they represent a big step for us", said Vladimir Koylazov, Chaos Group's Chief Technical Officer. "The new GPU based solution was a real challenge to implement, but we hope that it will contribute to improving the rendering workflow of the 3d artists."

Existing users of V-Ray RT can join the beta program of the new GPU based rendering tool and provide their valuable feedback. Users that do not currently own V-Ray RT can purchase it now and receive a special upgrade price to [V-Ray 2.0](#).

[V-Ray RT GPU](#) will become part of [V-Ray 2.0](#) after the beta testing period. V-Ray 2.0 for 3ds Max will combine a [V-Ray for 3ds Max](#) production renderer, [V-Ray RT on CPU](#) and [V-Ray RT on GPU](#). An important note is that the upcoming upgrade is per V-Ray 1.5 for 3ds Max license and not V-Ray RT license. Its official release date is planned for 6<sup>th</sup> of December 2010. Additional information on the upgrade and the pricing policy could 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 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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