PRESS RELEASE

Chaos Group to attend FMX 2011

V-Ray 2.0 for Maya presentations and workshops at the biggest industry event in Germany

Sofia, Bulgaria – April 27, 2011 – Chaos Group is gearing up for FMX 2011, an annual animation, effects, games, and interactive media conference in Stuttgart, Germany on May 3-6. The team plans to present V-Ray 2.0 for Maya and other developments with German reseller, Weltenbauer.

FMX 2011 coincides with the upcoming release of V-Ray 2.0 for Maya – now with interactive rendering on CPU and GPU – which will officially launch at the end of April. To demonstrate the plug-in's new and enhanced features, Chaos Group will run whole day presentations at Weltenbauer's booth, in addition to hosting two free scheduled workshops.

The first workshop, featuring both V-Ray 2.0 for 3ds Max and Maya, will take place on Tuesday, May 3rd at Raum Karlsruhe from 15.00-16.00h. Highlights of what attendees can expect at this workshop include:

- RT - CPU/GPU - unprecedented speed and flexibility achieved with the V-Ray interactive rendering system
- Car Paint Material - create stunning car paint shaders complete with base, flake and coat layers
- Distance Texture - use procedurally generated textures to create a wide range of effects based on the distance between various objects in the scene
- Multi-sub Texture – assign different textures based on object ID
- Light Select Render Element – extract the contribution of each light to the scene, change their intensity in post-production and compose them back together
- Stereoscopic Helper - quickly set up stereoscopic images and animations
- Lens Analysis Utility - easily match the distortion of your real world and your virtual cameras
- Lens effects - add a full range of bloom and glare effects

On day two of the show, the team will present a "Rendering and Lighting" seminar which will integrate the new features of V-Ray 2.0 for 3ds Max and Maya and teach attendees how to achieve interactive set-up of their main rendering components. Topics of this discussion include:

- Lighting & Rendering – advanced custom Sun & Sky usage and Image Based Lighting
- Realistic Materials - complex materials set-up
- Advanced Camera Matching - stereoscopy, lens effects, distortion and depth of field
- Production Quality Rendering - new GI techniques
- Advanced Compositing - new tips and techniques for compositing

This second workshop will take place on Wednesday, May 4th in Raum Karlsruhe from 11.00-12.00h.

This is the third time that Chaos Group has attended FMX 2011 to showcase their line of rendering technologies to the German animation, effects, games, and interactive media industry. "We're thrilled to attend FMX 2011 alongside our longtime authorized dealer, Weltenbauer," said Chaos Group CEO Peter Mitev. "We hope to put on quite the show for our German customers: from the premiere of V-Ray 2.0 for Maya to our many other developments. We want them to walk away amazed by the sheer power of V-Ray."

Visitors interested in attending either of Chaos Group's free workshops may register online here.

Phones: +359 2 422 422 1; +359 2 489 448 6
E-mail: marketing@chaosgroup.com

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:
Darina Georgieva
PR Manager, Chaos Group
pr@chaosgroup.com