

PRESS RELEASE

Chaos Group to Announce Major New Developments at Siggraph Asia 2011

Chaos Group will be showcasing the exciting new features of its flagship renderer V-Ray 2.0, a new release of its fluid dynamics software Phoenix FD 2.0, and will provide a sneak preview of the upcoming V-Ray for Softimage.



Sofia, Bulgaria, 01 December 2011 - For a fourth consecutive year, the Chaos Group team will participate in [Siggraph Asia](#), the world's largest international CG conference and exhibit, held in Hong Kong December 13-15. Throughout the exhibition, Chaos Group will be presenting a series of demonstrations at our [booth #B02](#); and on December 14 from 4 pm-7 pm in Room S224, we will host the [Annual V-Ray Siggraph Event](#), giving participants an opportunity to see the new features of V-Ray 2.0 and get a sneak preview of V-Ray for Softimage with an expected release in Q1 2012.

"We are excited with the great momentum that V-Ray 2.0 gained in 2011. It is an incredible achievement that so many renowned global studios and CG professionals adopted the new version of our product." said Vladimir Koylazov, Lead Developer of V-Ray and Chaos Group Co-Founder. *"Following the string of highly realistic specialized materials like the V-RayFastSSS2 and the V-RayCarPaintMtl shaders, we are now introducing the V-RayHairMtl, a brand new shader which allows the creation of stunning renderings of hair and fur with unprecedented control, speed and quality."*

In addition, Chaos Group has partnered with Ephere Inc., creators of the Ornatrrix hair plugin for 3ds Max, and implemented a special modifier, V-RayOrnatrrixMod, which allows direct rendering of Ornatrrix hair objects with V-Ray. This allows our users to create and animate hair which blends seamlessly with the rest of the scene without resorting to special hair lighting rigs and complex compositing operations.

"We have made many other improvements to V-Ray and V-Ray RT GPU. Siggraph Asia visitors will be among the first to see a live demo of these great new features," added Koylazov.

Chaos Group will also be hosting presentations by our customers and technology partners at booth #B02:

- [Golaem](#) will demonstrate their unique crowd simulation software with V-Ray rendering support.
- Tokyo-based CG production company, [Drawviz](#), will showcase their inspiring portfolio of animation and VFX projects using V-Ray.
- Chaos Group's Chinese and Hong Kong resellers, [Jadason Technology Ltd.](#) and [GDI](#) (Shanghai Global Design Information Co.), will be on hand to share their V-Ray expertise.

See our special [event page](#) for more details, and anyone interested in attending the Annual V-Ray Siggraph Event can register [here](#).

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About Chaos Group

[Chaos Group](#) is a leading provider of state of the art rendering solutions for the media, entertainment, and design industries. For over a decade our flagship rendering software, V-Ray®, has set the standard for speed, quality, reliability and ease of use, and it has become the rendering engine of choice for renowned international studios. We work closely with our customers from around the world to ensure we're creating the best tools for their workflow. Inspired by their imaginative creations, we passionately pursue advances in rendering technology and continue to improve the software needed to communicate their vision.

We proudly support the 3D community through our suite of innovative software solutions: V-Ray® for Autodesk® 3ds Max®, V-Ray® for Autodesk® Maya®, V-Ray for Rhino®, V-Ray for SketchUp®, Phoenix FD and Pdplayer.

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