

SplutterFish Announces Brazil Rendering System™ 2.0 – Performance Rendering Tools for CG Artists

Latest Version of Award-Winning Rendering Solution is Packed With New Features and an Adaptable Architecture to Empower CG Creatives Now and For Years to Come

SEATTLE, WA (August 9, 2005) - SplutterFish LLC, a high-end 3D rendering software solutions provider, today announced that the Brazil Rendering System™ Version 2.0 for Autodesk® 3ds max® and VIZ™, the newest version of its highly-praised 3D Rendering software, was shown for the first time publicly at the international SIGGRAPH Exhibition in Los Angeles, CA (August 2nd -4th 2005). It is slated for release in Fall 2005.

Brazil r/s 2.0 for 3ds max further streamlines artist workflow with comprehensive tools for managing settings, and adds system improvements to reduce memory footprint for optimal speed and performance when combining disparate high-end features. Significant new advancements to Brazil r/s 2.0 include rendertime displacement, 3d motion blur, implicit surface rendering, core-level caching, and on-demand buffer generation for irradiance, baking, and nearly infinite data handling.

"SplutterFish is committed to developing the most reliable, high-quality artist tools," said Scott Kirvan, CEO of SplutterFish. "I'm blown away with what I've seen out of 2.0 already. It's extremely fast and efficient and can tackle huge data sets. It's also a lot of fun to use.

"Brazil 2.0 is stronger all-round. I cannot stress enough the great care we took in designing our rendering architecture to be able to easily expand and adapt as powerful new technologies develop and artist demands evolve."

Top production artists from every facet of the industry, and around the world, are relying on SplutterFish's Brazil r/s for their most demanding work. Used most recently in several blockbuster films including Star Wars III: Revenge of the Sith (Lucasfilm Ltd), Sin City (Dimension Films), and the top-selling World of Warcraft (Blizzard Entertainment) video game, Brazil r/s has enjoyed rising acceptance from the world's most prestigious CG facilities.

SplutterFish LLC, established in 2001, designs high-end, affordable and efficient 3D rendering tools used by the industry's top studios. SplutterFish products are currently available from the company and its international reseller representatives, accessible through www.splutterfish.com

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