

The rulebook
says you can't
change materials,
environments,
lighting or
textures without
re-rendering.

We didn't read the
rulebook.



“The ability to make changes to materials or environments on a final image would save us days of re-rendering and in this industry time is money.”

Olaf Finkbeiner – CGI operator at Mainworks GmbH Germany



Shaderlight is the pioneering rendering technology that will change the way 3D artists and designers work for good.

Traditionally, make any change to a rendered image and all you can do is wait, while the render starts again from scratch. Shaderlight is a physically accurate ray-tracing technology that gives you the freedom to make key changes to an image without ever having to restart a render.



With Shaderlight, materials, environments, lights and textures can all be altered interactively, on screen on a fully rendered image – we call these **MELT** changes. Even while the image progressively renders you can fine-tune your image, making **MELT** changes until you achieve the perfect result.



A software plug-in to 3ds Max, Shaderlight is much more than a real-time preview tool. Its unique **MELT** workflow will change the way you render, giving you the freedom to experiment and the time to perfect your image.

Materials – the parameters of 3ds Max or Shaderlight’s own Art Professional materials can be adjusted instantly to fine-tune or completely alter the look of a final image.

Lighting – intensity, color and position of lights can be refined to achieve greater realism, with shadows and global illumination updating interactively.

Environments – HDR environments or backplates can be replaced, updated and enhanced for a dramatic change of atmosphere.

Textures – texture maps and settings within scenes can be applied or adjusted over and over until the perfect finish is attained.



From design review through to marketing, Shaderlight has been developed to dramatically improve the production pipeline for any 3D artist working in architecture, product design or visualization.



Download Shaderlight now from www.artvps.com

TECHNICAL SPECIFICATIONS

Interactive rendering features

- Create and delete geometry, lights and cameras
- Move, rotate, scale and deform objects
- Change camera viewpoint and camera properties
- Apply and change materials on geometry
- Create and edit UV mapping
- Create, edit and delete object modifiers
- Change render settings

Interactive MELT-able features

- Modify material properties like color, roughness, reflectivity and textures
- Change environment properties and environment textures
- Alter light properties like intensity, falloff and color
- Alter light positions and orientations
- Apply, edit and delete textures
- Adjust texture map placement
- Adjust sampling (anti-aliasing) levels
- Manipulate exposure control

Supported MELT features

Materials and shading

- 3ds Max Standard, Raytrace, Composite, Multi/sub-object and Matte shadow materials
- Art Professional physically accurate materials
- Bump and normal mapping, clear and glossy reflections, ambient occlusion, transparency, absorption for refractive materials, layered materials and self-illuminated materials

Environments

- Environment color and texture
- High Dynamic Range (HDR) environments

Lighting

- Global illumination (indirect illumination with Active Photon Tracing)
- Direct illumination (standard and photometric lights)
- Image based HDR lighting (3ds Max Skylight)

Textures

- Bitmap: PNG, BMP, TGA, JPG, EXR, HDR and TIFF file formats
- Procedural: Checker
- Composite: Composite, Mix, Mask, RGB Multiply
- Color Modifier: Color Correction, Output and RGB Tint

System requirements

Shaderlight renders in a different way to conventional raytracing software, yet requires no special hardware to run it. Its interactivity scales with memory, so you will find that more memory will enhance your experience.

Recommended configuration:

- Windows 64-bit (mandatory)
- 8GB RAM
- 3DS max 2008/2009/2010

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