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For immediate release

INDIGO RENDERER 2.0 IS HERE

Ultra-realistic renderer is now faster, more stable and commercially supported.

Glare Technologies (Wellington, New Zealand) has released a major upgrade to Indigo Renderer, their ultra-realistic renderer. This release places Indigo in a strong position to expand its presence as a commercial product.

Indigo 2.0 features a complete rewrite of the user interface for ease of use. A new high-quality material database is available on-line for artists to use for free. The ability to render semi-transparent materials through a function known as sub-surface scattering has been accelerated.

Accuracy improvements have been made to cater for scenes that encompass vast size variations, making Indigo suitable for visualizing micro-machined parts through to giant earthmoving projects. Indigo 2.0 works with SketchUp, Blender and Cinema 4D and features re-written manuals for these packages.

While developing version 2.0, Glare Technologies offered 100 lifetime licences at the discounted price of 295€. A limited number of these licences remain available. This price represents a substantial discount to comparable renderers.

The brainchild of Wellington-based programmer Nick Chapman, Indigo Renderer generates photorealistic images from digital 3D blueprints. Nick has been developing Indigo for five years, and his focus and expertise have produced a renderer which is significantly faster and cheaper than the leading competitors.

In late 2008 Nick teamed up with Ben Nolan and formed Glare Technologies to commercialize Indigo. Glare has offices in Wellington, New Zealand. The company works with partners in Estonia, Germany, Canada and France, who produce Indigo add-ons.

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If you'd like to know more about this announcement, or to schedule an interview please call Ben Nolan at +6421.770.662 or email ben@indigorenderer.com.

SAMPLE IMAGES

Images created by artists and designers using Indigo Renderer. These images may only be reproduced with attribution to the original author. They may not be modified and remain the copyright of the original author.



"Living Room" by i2cgroup. This image was modelled in Blender and rendered using Indigo.



"Interior 5" - a render by Bertrand Benoit, an Berlin-based architect.



"A morning" - a render by Pibuz, a designer in Padua, Italy. This render was generated in SketchUp.



indigo
renderer

Indigo Logo