



4/14/16

REDSdk 4.2: Photo-Realism in Real-Time!

REDWAY3D is pleased to announce that REDsdk 4.2, the graphics kernel for all 2D & 3D industrial needs, has just been released.

Global illumination and light baking solution

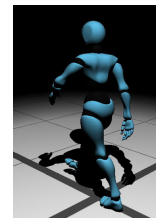


REDSdk has been offering 2D & 3D features for real-time visualization and photo-realistic rendering for many years, but the visual quality gap has continuously increased between these two rendering modes over time. REDsdk 4.2 adds preprocessed photo-realistic rendering effects to a real-time visualization in order to reduce this quality

difference. These effects include high-quality global illumination, as well as all the lights and shadows which may be contained in your 3D scene.

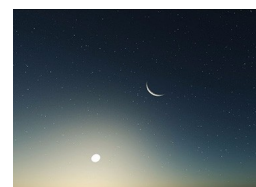
Animation framework

REDSdk 4.2 improves its support of animations. While PSK (rotation, translation & scale) and key-framed animations have been supported for many releases already; mesh skinning, skeletal animations, and animation clips are now supported with blending and new animation controllers.



Complete day & night sky model

REDSdk expands its sky model by adding night sky modeling, with the support of the sun, the moon, and stars. The simulation of the turbidity (i.e. haziness) has been improved and works from all altitudes. The simulation is as realistic as possible, by implementing a multiple scattering physical model. Users can



render the sky / night through a composite texture in order to refine it simultaneously with their 3D scene.

Enhanced realistic material



Many new controls have been added to realistic materials in order to add visual effects or improve the realism

New hardware support for GPUs and VR

As for each release, REDsdk has been tested and validated on the latest GPUs (i.e. graphic card or graphic chipsets) from Amd, Intel and Nvidia in order to offer a robust and reliable set of functionalities to its users. Also, our engineers synchronized REDsdk with the latest version of the Oculus SDK.



[Click here](#) to learn more...

Until next time,

Joe Walsh

CEO

intrinsicSIM



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