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REDWAY3D Releases REDsdk 4.1

REDsdk, REDWAY3D's commercially proven next generation graphics technology now adding "realistic material" with light conservation as well as Windows 10 support.

REDWAY3D is pleased to announce the release of REDsdk 4.1. REDsdk is a C++ library dedicated to extremely fast, high quality image visualization. REDsdk 4.1 is a major step forward expanding the capabilities of REDsdk with expanded import capabilities, introduction of next generation on-line documentation, and addition of "realistic material" with light conservation as well as Windows 10 support.

Addition of "realistic material" with conservation of the light energy

To more easily produce realistic images and animations, REDsdk 4.1 proposes a "realistic material". This material ensures a conservation of the light energy between the light transmitted, reflected, and absorbed … as in reality! Combined with the tone-mapping and physical lighting features, this material avoids unrealistic bright or dark images and animation.
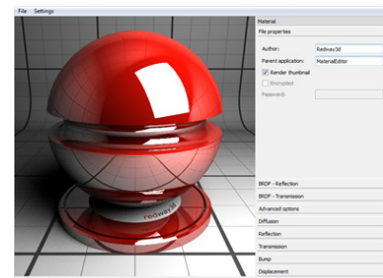
Windows 10 ready

REDsdk 4.1 adds the support of Windows 10, while still supporting previous operating systems. Hence REDsdk 4.1 runs from Windows

2000 to Windows 10 with a native 32 bit and 64 bit support, Linux 32/64 bit, and MacOS X 64 bit.

Import expanded to support FBX, OBJ, DAE, and DXF file formats

REDsdk 4.1 enables the direct import and export of the FBX, OBJ, DAE, and DXF file formats. This feature opens the integration of many models which will complement yours to increase the level of realism of your real-time or photo-realistic scenes. Wondering if REDsdk is right for you? Direct import of external models allows very quick evaluation of the unmatched REDsdk graphics performance.

Next generation on-line documentation reduces the integration time of REDsdk and boosts productivity

Next generation REDsdk documentation system uses an innovative paradigm based on books, workflows, and tasks for a breakdown of any programming problem. This approach makes the integration of the REDsdk graphics library into your application much easier and faster.
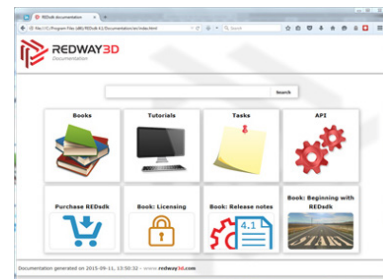
REDsdk is a C++ programming toolkit dedicated to image visualization. It covers all the graphics features for real-time 2D, real-time 3D, and photo-realistic rendering using a single integrated API. REDsdk is highly customizable, flexible, and adapts itself to all operating platforms thanks to its unique hybrid rendering technology that can run either using graphics hardware or in full software mode. The REDsdk integrated API also provides the ability to support high speed browser based visualization allowing real-time visualization of millions of facets on any mobile or other remote device.

Click here to learn more...

Until next time,

Joe Walsh
CEO
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