



**6/1/16 - intrinSIM News**  
**REDSdk announces Enterprise Licensing for REDsdk**

## **REDSdk Enterprise Licensing Available**

REDWAY3D is pleased to announce that REDsdk, the graphics kernel for all 2D & 3D industrial needs, is now available through Enterprise licensing.

The Enterprise licensing is perfect for:

1. research projects
2. in-house software projects
3. experimentation and prototyping by software vendors investigating REDsdk
4. small volume specialty applications



The Enterprise license provides full access to the capabilities of REDsdk for a small monthly fee (less than \$50 per month per seat). This access includes access to REDsdk, REDnet, REDsdk bridges to 3D Studio Max, ODA Teigha, and Parasolid along with access to online documentation and bug reporting.

REDSdk allows you to find the optimum balance of performance and visual quality for your application and includes a patented hybrid ray-traced rendering technology that produces high-quality images at interactive frame rates. The hybrid hardware / software rendering technology also runs on all virtualized environments using the best available rendering technology.

[More about REDsdk Enterprise Licensing](#)

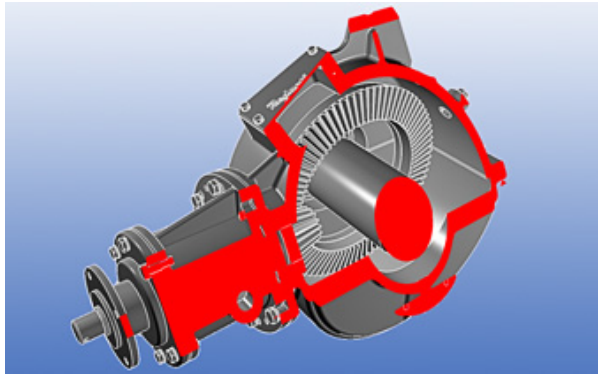
## Unified Graphics SDK

REDSdk is a unified Graphics C++ visualization toolkit to meet your visualization needs on all devices from the desktop to the cloud providing all the graphics features for real-time 2D, real-time 3D and photo-realistic rendering through a single integrated API. REDsdk is a multi-threaded Unicode engine featuring a transaction system to ensure integrity of data in multi-threaded concurrent environments.

REDSdk covers capabilities such as graphic data management, visualization layout, material and lighting setup, application interaction and rendering. The REDsdk architecture is open and all classes in the foundation layer can be customized providing a flexible incremental approach for integration into your existing applications by co-existing with other graphics assets allowing a smooth transition to next generation graphics. REDsdk imports/exports data from a variety of sources and has bridges with key industrial components such as Parasolid® from Siemens, Teigha®, Ascon's C3D math kernel or Autodesk 3dsMax®.

**REDSdk can make your software 's visualization stand out above competition.**

[More about REDsdk as a Unified Graphics SDK](#)



## Visualize Any Model, Anywhere

REDSdk makes it possible to process millions of graphic primitives that can be

visualized interactively on any device including desktops, laptops, tablets, and smart phones. With the REDnet add-on, on-site review, distant collaboration or remote work on huge data models becomes real. Simply connect with your smart phone, tablet or laptop and run it in your browser; REDnet lets you connect through any HTML 5 compatible device. All model data remains on the server, so there is no model download time and there are no security issues due to the transfer of critical model data since only images are sent to the client layer through the network.



**REDsdk can make your software's visualization available anywhere.**

[More about REDsdk enabling you to Visualize Any Model](#)

[More about REDsdk enabling you to Visualize Anywhere](#)

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

**Until next time,**

**Joe Walsh**  
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