Guerilla Render V1.0 now available

Mercenaries Engineering is announcing the release of the new *Guerilla Render*, the Next Generation Renderer focused on Production's requirements.

PARIS, France – (December 10th, 2013) Mercenaries Engineering is proud to announce the release of its professional rendering, look development and lighting solution, *Guerilla Render*.

Developed in Production for Productions and successfully used from TV Series to CG and VFX feature films, Guerilla Render's references include Prime Focus World's *Total Recall*, *Dredd, Mirror Mirror* and *Byzantium*, Onyx Films' *the Prodigies* or Method Animation's series *The Little Prince.*

Since December 4th, 2013, customers considering *Guerilla Render* have the opportunity to download the software upon registration directly on *Guerilla Render*'s website www.guerillarender.com

ONE FREE CONNECTED LICENCE OF *GUERILLA RENDER V1.0 PER IP* IS GRANTED TO REGISTERED USERS, COMMERCIAL USE INCLUDED! SEE DETAILS

Key Features

Guerilla Render is a professional rendering, look development and lighting solution designed for the Animation and VFX industries.

- Powerful lighting tool

Lighting environment - Guerilla Render GUI is optimized for the look development and the lighting tasks. The renderer is perfectly embedded in the GUI.

RenderGraph - Work in a non-linear fashion using the RenderGraph. Always track the work you have done and replicate it easily.

Gather and render - Using Alembic files, gather the animations and simulations you have done in any 3d package compatible with Alembic. Render everything together and simplify your pipeline.

- Easy and productive rendering

Unbiased path tracing - Guerilla Render uses an unbiased path tracer to render the scene. You can validate shots with fast preview renders and be sure the final renders will be the same, with less noise.

Physically Plausible Über Shaders - Guerilla comes with physically plausible shaders for surfaces and curves. Using the same Surface shader, you can blend the different layers to get a plastic, glass, metal, car paint or skin look, using understandable attributes.

Lights and Environment Shaders - Guerilla Render is shipped with a large choice of lights and environments for all kind of situations. Lights can have various shape and can contain multiple clipping volumes like cones, cylinder, frustum...

- Flexibility

Fine control - Guerilla Render gives you a professional level of control of your render. Light/shadow/trace linking has never been so simple and powerful. The image sampling can be controlled at every step.

Outputs - With Guerilla Render, you have a total control on your render files, render passes, render layers and AOVs. All of which are rendered at the same time.

Scripted/network shaders - Everything in Guerilla Render is open and customizable. Components like materials, lights, sub-shaders, environments, render pass AOVs, are written using Renderman® Shading Language shaders or shading networks. You can customize any single component with basic TD skills.

SDK - Using the provided SDKs, you can customize even more Guerilla Render and make it fit your pipeline easily.

- Performances

Speed - Guerilla Render is designed around an unique raytracing technology which fully takes advantage of the CPU computing resources and lowers the memory bandwith to deliver the best possible performances.

Memory - Guerilla Render deals everyday with huge production datasets. It supports massive texture loads, can render hundreds of output images at the same time and raytrace hundreds of millions of polygons or curves.

Motion blur - 3d motion blur is a first class citizen in Guerilla Render. It is fast, accurate and always available.

Baking - Guerilla Render is able to bake any shading component in a point cloud and re-use it later.

Displacement - The displacement in Guerilla Render is precise, fast and programmable.

- Industry standards

Autodesk Maya® - Guerilla Render is shipped with a professional Maya® exporter, able to bake every kind of geometry and animations.

Alembic - Simply drag and drop an *.abc* file in Guerilla Render and start to render. Using Alembic is also a great way to assemble work done in different softwares and render everything in Guerilla Render.

UDim textures - Guerilla texture nodes are fully compatible with the UDim texture pipeline. You can provide GBs of tiled textures files and let Guerilla Render render everything.

OpenEXR - Guerilla Render reads OpenEXR HDR images and writes OpenEXR files with a single or multiple images in each file.

Renderman® shading language - Use in any shading network SLBox nodes, which uses a subset of the RSL to express shading expressions. No need to learn a new shading language.

RIB - Guerilla Render internally uses RIB files to send the jobs on the render farm. Render Wragglers can inspect those files and modify them. You can also render custom RIB files in Guerilla.

Geometry DSO - Guerilla Render directly uses some binary DSO built for other Renderman® compliant renderers, for example Massive®, Golem® and Yeti® technologies.

- Battery included

Library - Guerilla Render comes with a library of hundreds of nodes. Materials, lights, environments, sub-shaders, shading nodes, procedurals, render passes...

Fur Procedural - Guerilla Render can generate curves on any surfaces. It is easy to add grass or fur on any static or moving objects. A lot of attributes can be used to control the shape of the hairs, the density or the wind...

Hair Procedural - Using the same procedural, Guerilla Render can interpolate and multiply curves on a surface. Import a thousand of simulated/groomed hair guides in Guerilla Render and multiply them to millions at rendertime.

More procedurals - Fill nurbs tubes with hairs, instanciate objects on surfaces or on particle points.

Renderfarm Pipeline - Guerilla Render directly communicates with your renderfarm manager. It generates the jobs and submits them on the farm, with a single click.

See a detailed description on [Guerilla Render's website](#).

Availability

Download available on *Guerilla Render*'s website www.guerillarender.com.

Requirements:
- Windows 64, Linux x64
- *NVidia* video card
- Permanent internet connexion is required for the free connected license. See [dedicated FAQ](#) on the free connected license

Guerilla Render Informations

For any assistance concerning sales or licenses, please contact sales@mercenaries-engineering.com
For any other question related to Guerilla Render, please contact contact@mercenaries-engineering.com

Forum: http://www.guerillarender.com/forum
Twitter: https://twitter.com/GuerillaRender

About Mercenaries Engineering

Mercenaries Engineering is a French company based in Paris, created in 2005 to develop high-end innovative production softwares specifically designed for the animation and the VFX industries.