Guerilla Render 1.3 now available

Mercenaries Engineering is announcing the public release of *Guerilla Render 1.3*.

PARIS, France – (April 3rd, 2015) Mercenaries Engineering is proud to announce the release of its professional look development, lighting and rendering solution, *Guerilla Render 1.3*.

Developed in Production for Productions and successfully used from TV Series to CG and VFX feature films, Guerilla Render's references do include the yet to be released CG film features *The Little Prince** (see the teaser)*, Mune*** (see the trailer)*,* or the TV series inspired from Playmobil *Super 4**** (see the trailer).

Professionals considering *Guerilla Render* have the opportunity to download the software upon registration directly on *Guerilla Render*'s website www.guerillarender.com

One free connected license of Guerilla Render per IP is granted to registered users, including commercial use. See details

Key Advancements in Guerilla Render 1.3

Performances
- Global performances enhancement: Guerilla Render is now faster, smaller and nicer than ever
- Super-fast opacity for transparent leaves, hairs, particles, etc...
- The Rendergraph has been improved and is now 700% faster than in previous version

Volumetrics
- Volumetrics of all kind can be raytraced with the easy to use Volume shader, including Maya Fluid, OpenVDB, FumeFX, objects filled with volume, infinite volumes. Comprise a black body model

FX
- Render any point cache file formats, (abc, bgeo, bin...) with any shape (points, streaks, blobbies, spheres, sprites...)
- Introduce a dedicated Particle shader

Portals
- Improve the render quality for indoor scenes

Procedural geometry
- Generate millions of hairs, fur, grass... using the new Procedural
- Use Yeti(R) fur files directly in Guerilla Render

Python scripting
- Guerilla Render API is now scriptable in Python

Deep Image

- Render OpenEXR 2.0 deep images

New powerful shaders
- Rough glass, Eye shader, Volume and Particles. As usual, versatile, ready and easy to use

Image picker
- Identify, select, inspect, drag'n drop geometry directly in the Render View

Lens shader
- Introduce new programmable camera lens shaders (lens distortion, fisheye, latlong projection)

HTTP monitor
- Render nodes monitoring in a web browser. Watch the rendering live

Availability

Mercenaries Engineering started shipping Guerilla Render 1.3 to previous users. New users can download the software directly on *Guerilla Render*'s website www.guerillarender.com. A valid email address is required for receiving the download links and future release notices.

Requirements:
- Windows 64, Linux x64
- *NVidia* video card
- Permanent internet connection is required for the free connected license. See dedicated FAQ on the free connected license

Guerilla Render Requests

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

Community: http://www.guerillarender.com/forum
Linkedin: https://www.linkedin.com/company/guerilla-render
Youtube: https://www.youtube.com/user/GuerillaRender
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.

* LPPTV – LITTLE PRINCESS – ON ENTERTAINMENT – ORANGE STUDIO – M6 FILMS
** Orange Studio – Kinology – Onyx Films
*** Method Animation - morgen studio