

# Mercenaries Engineering to unveil the new Guerilla Render at SIGGRAPH 2014

PARIS, France – (August 5th, 2014) Mercenaries Engineering is announcing its presence at SIGGRAPH 2014 on booth 921.

Guerilla Render is a professional rendering, look development and lighting solution, specifically designed for the Animation and the VFX industries, used in production since 2008 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*, *The Little Prince*<sup>\*</sup>, *Mune*<sup>\*</sup>, Digital District's *Ballerina*<sup>\*</sup> or Method Animation' series *The Little Prince*, *Robin Hood - Mischief in Sherwood* and the new series inspired from Playmobil *Super 4*<sup>\*</sup>.

<sup>\*</sup> in production

At the occasion of SIGGRAPH 2014, production professionals are invited to exclusive demonstrations of the new improved Guerilla Render.

## New Capabilities and Improved Performance & Flexibility

Optimized for the look development and the lighting tasks, Guerilla Render features easy and productive rendering, without sacrificing flexibility and performance.

The new improved Guerilla Render, unveiled at SIGGRAPH 2014, includes:

- Improved production workflow with the RenderGraph system
- New eye shader
- Support for OpenVDB and FumeFX fluids
- Support for deep images using deep OpenEXR
- Volumetric rendering, with infinite volume, volume inside objects, voxel, fire, smoke, simple volume shader, black body color...
- Fast opacity rendering, transparent fur, tree leaves with opacity map
- Physically plausible skylight
- Portals
- Yeti hair system, new fur procedural
- Sub-frames motion blur
- Multiple engine optimizations, faster preview and rendering time
- Improved python SDK

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

## Availability

The new *Guerilla Render* is due out later this year, and will be released with ONE FREE CONNECTED LICENSE PER IP, COMMERCIAL USE INCLUDED. [SEE DETAILS](#)

Production professionals have the opportunity to download *Guerilla Render* upon registration directly on *Guerilla Render*'s website [www.guerillarender.com](http://www.guerillarender.com)

Requirements:

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

### **Guerilla Render Informations**

For any assistance concerning sales or licenses, please contact [sales@mercenaries-engineering.com](mailto:sales@mercenaries-engineering.com)

For any other question related to *Guerilla Render*, please contact [contact@mercenaries-engineering.com](mailto: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.