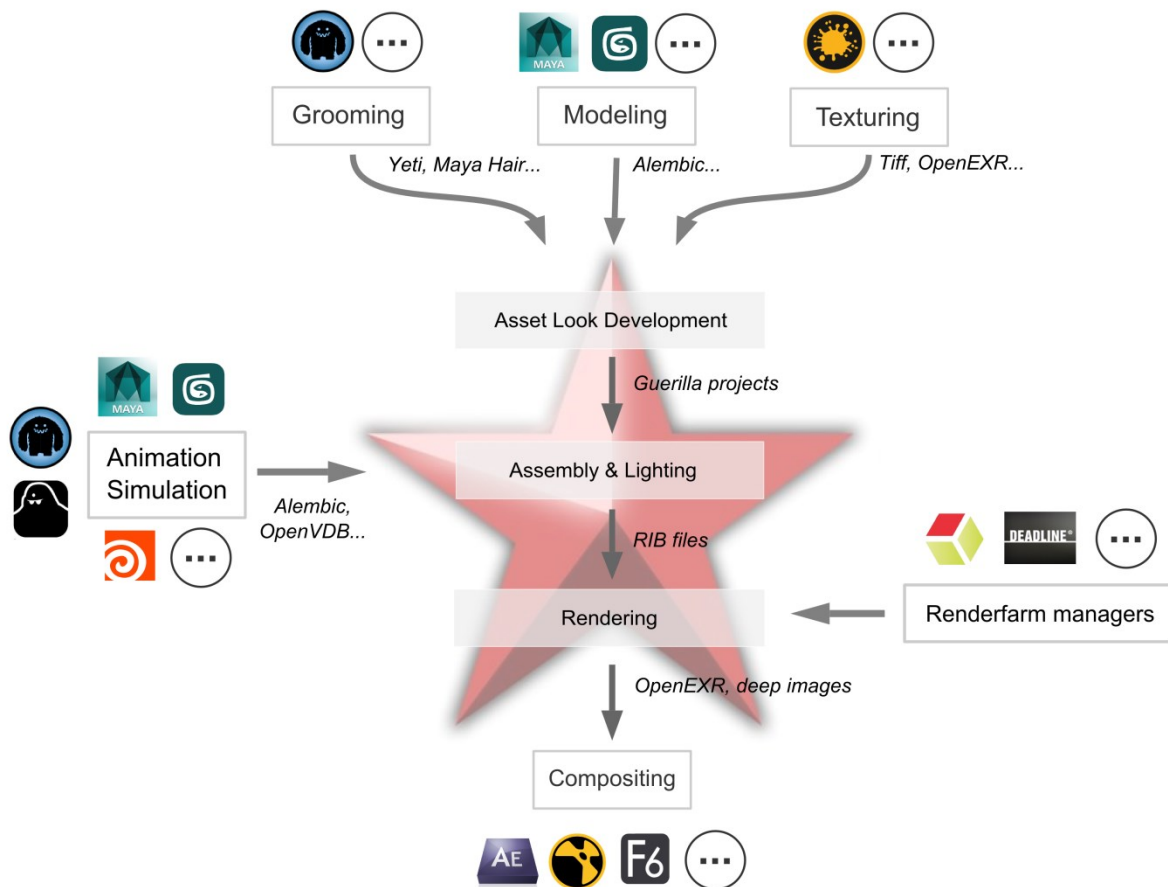


Guerilla Render is a look development, lighting and rendering solution, dedicated to CG animation and visual effects.



Guerilla Render combines an innovative GUI application and a powerful brute-force path-tracing engine:

- in the Asset Look Development step: the GUI application uses modeling, texture, hair/fur grooming to produce the final assets look
- in the Assembly & Lighting step: the GUI application assembles animations, effects and asset look-development to light the shots
- in the Rendering step: connected to the render farm manager, the rendering engine produces the final images

Guerilla Render reduces the technical complexity without sacrificing the quality, thus decreasing the production costs related to personnel.

In addition, Guerilla Render is specifically developed to support heavy animation and VFX production datasets, where thousands of assets are commonly assembled into thousands of shots. This avoids the cost of splitting heavy scenes, and enables easily replicating a scene setup to another.

Furthermore, Guerilla Render ensures interoperability at all points of the pipeline by using industry standards, and simplifies its integration into a production pipeline, preexistent or new.

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