

'Put your questions on our Forum and everything will be answered! By our professional staff that supervise the renderforum.'

**Is this true?**  
*Judge yourself.*

**How about telling the customers something about the forthcoming features and work of our programmers right now?**  
As everyone knows that the GPU renderers

(for instance Bunkspeed, Octane Render and a lot of Open Source ones) displays a very open-minded way of communicating with their pack.  
*Judge yourself on these 10 pages.*

Contents Forum	page
Maxwell Render	1
Artlantis S & R	4
Render[in]	6
Shaderlight	7
SU-Podium	9

## Maxwell Render

internet pages Forum at maker Next Limit, Spain.

### Is Maxwell Fire GPU-based or CPU-based ?

It is CPU-based. Maxwell Fire works on standard CPUs within your existing machine, it does not require specific hardware or GPU technology. While GPU hardware has become more capable of handling some of the calculations a complex render engine requires, they are still not ready to efficiently accommodate all Maxwell Render features.

### Do I need any specific graphic hardware to run Maxwell Fire ?

No. Any system capable of running Maxwell Render v2 can run Maxwell Fire. While other interactive render solutions providing GPU- based interactive rendering force you to buy expensive graphics cards to achieve the desired results, Maxwell Fire is CPU based, and no special hardware is needed.

### GPU FOR MAXWELL RENDER? (mrt 2005)

-----QUESTION

Any plans for Maxwell to run on GPU processor ?

-----QUESTION

It will be the best for this render !!!!

All compagny go to GPU rendering see Octane, Cycles, Arion, Indigo, Iray, Centileo .... Please do it

-----QUESTION

It would be really interesting to see Maxwell and GPU power together...

However I trust NL to make really careful moves... So, I believe there is a reason they are not in a hurry to go on with GPU.

-----QUESTION

The new Reaflow 2013 is set to utilize GPU power for certain operations, so maybe Next Limit is also planning something for Maxwell. That would be interesting.

-----QUESTION

If they do I hope its better than VRAY RT.

### Speed issues

-----QUESTION

Octane Render  
About a YouTube film of an airplane, rendered with Octane Render:

wow thanks... that was impressive also i liked the choice of music :)

the plane has 360.0 M polys ??!!

-----QUESTION

Maybe xeon phi?

-----QUESTION

I didn't see anything all that impressive. It's a flat shaded high poly object under HDR environment. Big deal. Maxwell Fire can do that with CPU. And look better.

-----QUESTION

try to shade 360M polys with any OpenGL graphics card...

it is the data management which i find impressive not the looks. this ran on a 1.5 gb gtx480 if i remember correctly.

-----QUESTION

I think this is one of the most awaited features for Maxwell, the power of the GPU and SLI working for

make awesome renders in minutes, no hours. +1

-----QUESTION

whatever comes.. I will be soooo ready.. 2 x 690 GTX 4GB on order... :D

this demo is only about the data management. Like polynurb said, this is a GTX460 with only 1,5GB VRAM!

I think the big problem with GPUs is the slow paging to the System RAM und this solution seems to work quite nice.

-----QUESTION

whatever comes.. I will be soooo ready.. 2 x 690 GTX 4GB on order...

interesting... so should this tell us something...?!? or are you playing Crysis with them?

-----QUESTION

Hey Herve, I'm glad you decided to order that monster workstation!

-----ANSWER

**No answer at all from Maxwell Render Nex Limit moderator / administrator.**

### CPU vs. GPU (april 2005 start)

-----QUESTION

while i can agree about limitations, it has to be said GPU engines on the market do their work, anyway. And a welldone mixed solution should take away nothing from Maxwell as is now, but just give an option for those who need it - correct me if i'm wrong.

Regarding speed, it would be needed to make some deeper experimentation but you can take what i said above: iRay renders on 8 GPUs a 5000 pixels scene which takes more than 1 day to get clean on my nine

# Maxwell Render

17 CPUs on maxwell. 8 GPUs costs averagely the same than nine I7, consume much less and render averagely 5x faster.

Anyway i started another thread about Intel Xen Phy, these may change the rules and would be nice to know if NL will support these.

But iRay is fraction of Maxwell functionality. Try to turn off indirect reflection and refraction and see speed improvement.

-----QUESTION  
honestly i never dare to use caustics. I always use just direct and indirect light, and turnoff all other switches by default.... and it's way too slow for production anyway. Unless you have a 30+ nodes renderfarm, but this is not our case.

-----QUESTION  
do you mean in maxwell, with and without caustics ? Or in Maxwell and Iray ?

In first case yes, depending on scenes i can get indefinitely longer times. In second case, no. I just saw demos on some classic virtual set, same complexity of most of mine. I know my average rendertime, and at same quality (iRay quality is extremely high), rendertime is a fraction with same money investment on hardware, as specified in a post before. But beside the demo, i know people working on GPU and i know their daily work.

Times wont compare at all. Quality yes - as said look at DeltaTracing works, entirely iRay based.

You can keep telling GPU is early and problematic, but results speak much more. This is my opinion, based on the fact i know more than a firm working on virtual set on GPU, and they produce much, much faster than me.

Btw i wont render a complex exterior on GPU, but that's another story. It's a dedicated tool, and for the area it covers you cant beat it or even come close.

And if iRay may have less accuracy of Maxwell (you wont notice it in most productons), there are other engines with all kind of accuracy - i.e. Octane, which is spectral-based as well. This is not to say these engines are better than Maxwell. I love Maxwell. But production-wise, GPU road \*IS\* a concrete possibility for a large improvement, right now. All the rest are words.

-----QUESTION  
I feel GPU vs CPU is an obsolete de-

bate... My last 3 archviz jobs (exteriors) where done with Octane. I like maxwell but when it comes to hard deadlines and real professional conditions speed is crucial! Working with Octane and not maxwell saved a max amount of time and stress. I already tested Cycles in "hobbiiste conditions" and I feel it's got the best potential: CPU + GPU commuting from one to another freely. Anyway a company like NL cant stay out from the GPU thing too long... They already are a little late...so I hope they are planning things in that direction soon-----QUESTION

-----QUESTION

that's why i'm asking. I hope we can exclude NL will overlook at technology news and market trends, and will keep hardbeating CPU horse only.

**Let's hope to hear something soon.**  
We closed a big work (30+ 5000 pixel pics for bathroom catalog) done in maxwell, it was nice but toooooo slow with our 9 nodes and a heavy usage of external farms. We really need some drastic speed improvement in a short timeframe.

-----QUESTION  
Well, it depends how long it takes to come, huh ?  
By that time, those cards might already be re-purposed as paper-holders.

-----QUESTION  
Just got a K20x into the office, in case any beta testing is needed. Hint hint :wink:

-----ANSWER  
**No answer at all from Maxwell Render Nex Limit moderator / administrator.**

=====  
**New to be produced Intel parallel card**

Intel Xeon Phi ? (apr. 2007)

Hi,  
since we're talking of GPU in another thread, Intel Xeon Phi project could be a gamechanger in the CPU/GPU debate.  
Is there any info NL can share about support of this coprocessor ?

thanks,

-----QUESTION

i would like to know this too :)

-----QUESTION  
me 3

-----QUESTION  
+1

-----QUESTION  
even avx may be second choice :|

-----QUESTION  
If i recall it runs a custom Linux blend and has its own API.

So it's not as plug-n-play as some might be hoping.

-----QUESTION  
Is it not intended for use in supercomputers? I would love 60 intel cores in my pc but it have not found anything yet suggesting it will be viable

-----QUESTION  
only wish to increase the speed of rendering, even xeon phi, gpu, avx....etc! :oops:

-----QUESTION  
Reading Intel website and specifically the article, you see they are directly targeting virtual imagery market - which means rendering. So i think they are for sure willing to support apps like Maxwell. Honestly i dont see any other engine which could benefit of PHI as Maxwell would do. Let's remember that, now that Fry is gone, Maxwell is the only unbiased CPU engine left on the market.

Seeing Maxwell on Phi or on GPU would be quite exciting and frankly it's very, very expectable (from user's pov) that Maxwell will be able to use one of the two in near future. Let's hope exciting times are coming, it would be nice to hear something from NL side too.. .so we stop guessing :)

-----QUESTION  
I agree

-----QUESTION  
While Maxwell is great, this isn't true.

-----QUESTION  
BTW i meant "unbiased only". There are many other unbiased CPU engines, but all have also biased options. I'm not aware of other fully unbiased engines based on CPU, not ones which have any relevance on market at least (i.e. i'm not considering very minor contenders like luxrender etc).

-----QUESTION  
So, you're ruling out competing apps that also offer biased rendering

and/or have a smaller market share than Maxwell. Seems a little arbitrary to me. But hey: it's a free world. And more importantly, it's the weekend. Enjoy.

-----QUESTION

eheh. It's not arbitrary when you put this statement aside PHI thing. In other words: which engine should pay attention to PHI, if not most diffused unbiased-only one (Maxwell) ? Anyway this thread has done. If NL will want to share infos, now they know there are curious guys staying tuned :)

-----ANSWER

No answer at all from Maxwell Render Nex Limit moderator / administrator.

## ===== About Maxwell Render manual

sept 2006

Maxwell Render 2.0 manual like Fry-render manuals !!!!

I have check fryrender and have notice that this package is offering a really complete manual for new users.

You have demonstration on how to use specific workflows via plugins and standalone same as Maxwell studio and demo video tutorial right on the site. Also, Network rendering is covered very clearly in tutorials and many issues on the maxwell forum are covered clearly in manuals there "for fryrender of course".

This is not an attack of any kind but a suggestion of how our manual may be layout to avoid simple issues that a newcomer may fix himself by reading tutorials and watching videos.

By the way, Fry is not better than maxwell in quality but has a better organisation on manual and tutorial issues. This is my opinion. Is this redirecting a lot of people over there just because of user friendly and clear workflows like network rendering and so on...?????!!????

Many maxwell users are over there on the Fry Forum.

What are the maxwell users think about that?

-----QUESTION

I would also appreciate more detailed documentation, as the Maxwell Manual for 1.7 hardly ever goes in depth on settings/functions and parameters.

Esp. when it comes to parameter dependancies etc.

Its nice to know what Roughness is but if noone explains the relevance to the other parameters you never get the whole story.

Mike Verta has done a great job doing this in his video tutorials!

-----QUESTION

Maybe we user should do that ourselves?

That would be a big sharing between us for tips and the result would be as we want it to be

-----QUESTION

imho it's not the job of the users to do that. a decent software for which we pay a lot of money should ship with a usable manual ...

but it's not so much the manual that a miss but better explanations inside the programs. i don't want to have to look for the pdf manual, open it, look for the needed page etc... several times a week. it takes a lot of time and i'm quite impatient. ;) maybe a quick link to the necessary pdf page or a help document near the settings would be better. those environment settings for example are way to cryptic to be understood without explanation nearby.

-----QUESTION

I hope you are joking :lol:  
It's NLs job and NOT the users, Maxwell is not opensource is a commercial product and not cheap one. So you bet they should do a much better job on Documentation among other fields...

Is not the first time someone request a feature that FryRender has, so that made me to look in to it.

One think is for certain.The support is top notch and you know whats going on with your investment.

Chema Their lead programmer or only programmer is all over the place helping and releasing new updates every 2 months to fix bugs and to add features. You can PM him with any problem and get a re-

sponse just as fast as you would asking a buddy for help.

ps.I understand some people here are allergic to the word FryRender but if you want to comperer apples with apples that is the one

-----QUESTION

Let's change that and integrate it into Blender

-----QUESTION

You forgot to say some words about this bugfixes, like we have lost some important (and paid) features like IBL or volumetric layer at this time. I'm a fryrender user and not allergic to the word, but some things are not so good as before.

Anyway, I agree with you on the documentation issue. It's only I prefer better features.

-----QUESTION

As you know, i'm always a bit ironic, and saying we could do ourselves, i was thinking we SHOULD do it, knowing NL and their constant way to do things and answer questions...

Fortunately, what we have is a great help from very talented and pro users here on the forum

I use Maxwell from the Alpha, lived the different releases since RC like a nightmare

Now for me 1.7 is as stable and simplest as the beta, i mean i think i have Maxwell back as i loved it at begginging, but i must say i'm a bit confused with all the old/new tricks, old limitations etc

Ex:

Physical Sun couldn't produce refractive caustics trough glass (we were used to replace it with an emitter), so NL did the AGS

I recently made a simple test and discovered it works now, i just dont remember the time it was corrected

In a few words, i'm sometimes confused, and it's like i should learn it from scratch to clean my knowledges ,and a very updated and detailed manual on each option would be the minimum...

I've watched the Fryrender tutorials, and i'm with you to say it's so clear, that the first thing we think is "why don't we have that?"

-----QUESTION

another example :  
[http://www.tredden.com/forum/index.php?a ... \\_the\\_guide](http://www.tredden.com/forum/index.php?a ... _the_guide)

# Maxwell Render

## -----QUESTION

Perhaps they should consider updating the Maxwell help site, the Think thingy more often. I haven't seen many updates posted there since the site was created so if they drop more new fresh content every month on it then it would be a more useful resource for us all. It doesn't have to be huge tutorials but small tips and tricks that help solve everyday problems we all encounter when we work with Maxwell.

As it seems now they let us users help ourselves here on the forum instead and then they don't need to bother about helping us out, and the betatesters also got to shoulder customersupport now, it can't be their job to do that can it..

Come on NL, shake life into your Think tank site and give us the customersupport we all paid for.

## -----QUESTION

When I was doing research for a recent article, I found the Maxwell 3ds Max plug-in documentation to be very comprehensive. The main user guide, not so much. Since I didn't need the user guides for the other plug-ins, I can't say if they are as comprehensive as the Max one, but I found it to be quite helpful.

PS to jan, it is importance sampling that is temporarily out of order, not image-based lighting (IBL). :)

## -----QUESTION

I will like to take the opportunity to thank Maximus3D, hyltom, ThomasAn. ,Bubbalo just to mention few for their great effort to keep this place live.

## -----QUESTION

Frances, you are right, it's importance sampling. Sorry if confusing, too much time without it :P

I must say that the max plugin manual is very clear for me, maybe it's only the main manual. Some more videotutorials added to Think webpage could be perfect to clarify some concepts.

## -----ANSWER

No answer at all from Maxwell Render Nex Limit moderator / administrator.

# Artlantis Studio & Render

# ARTLANTIS

## Abvent France

### About technical Forum troubles (jan 2013)

## -----ANSWER

Things are back to normal again.

## -----QUESTION

Forum problems still exist We get first the answer and then the question. Upside down.

## -----QUESTION

Is this on purpose...the latest action on top?

Where are the moderators responding to all this without announcement or respond to the the latest troubles....it looks like it is a mess while it might be on purpose... Were there troubles of a hacked site and are the troubles over? Communicate is better then silince and hope things will pass by... A lot of post are messy and confusing by troubles and not speaking about it mkes it worse to my opinion.

## -----ANSWER

Hi, webmasters are working to get things back to normal step by step and yes, the messy and confusing posts as well as the refused posts are the result of attacks of the site. I had to delete quite many subjects with lost images and attachments unfortunately. The order of posts will change back again and with this I hope everything gets back to normal again.

Thanks for your patience.

It has been transmitted to webmasters asking to fix it. Thanks for notifying it.

=====

### Download troubles with a new update release (jan 2013)

## -----QUESTION

When I'm trying to install ATL 4.1.8 studio update, I'm getting a message "Please install Artlantis Studio 4". I have instaled ATL studio 4.1.7 64bit.

What am I doing wrong ?

## -----ANSWER

Please delete the download archive, then upload again the updater. We had a problem with it, but this is fixed now.

Sorry for the inconvenience.

## -----QUESTION

Hi again, Now updater works, but after updating my version is still 4.1.7 and while starting wants to be updated. Maybe some testing before release would be great :)

## -----QUESTION

Dear All, Off topic: The most important PC user rule is: never install the update the first day it becomes available. Regards

## -----ANSWER

Thank you, we had fixed a bug an introduce a new one.

Now you can update into Artlantis 4.1.8 64 bit, even if the program has not been install on the C: location.

So delete the installer you have to download a new one.

=====

### DOWNLOAD TROUBLES

## -----QUESTION

Hi: It happened again. I don't remember who reported the same problem. When I want to download something or when I want to see an image posted by someone, appears this alert.

Perhaps you can solve it soon!!! Thanks in advance

## -----ANSWER

Just forwarded to webmasters, thanks for reporting it.

=====

### WishList

nov 2012

## -----QUESTION

In some replies to posts is referred to a wishlist.

"..I think it is on the wishlist"

I am curious how Abvents wishlist looks like right now

What's our future? Or how would we like it to look like?

What are wishes that might be realised in near future and what will be on the wishlist for long term (maybe forever).

# ARTLANTIS

-----ANSWER

Hi, good question, we all are curious about the future... Developers or product managers can tell you more but they won't be very "chatty" I'm afraid. Development plans and choices from the wish list are generally combined in every new version. Each stuff is dependent of the current technology, of its strengths and limitations of course.

These are generalities you may already know. The implementation of novelties is a result of multiple experiments and tests which can result in successes or failures. As a consequence developers don't like to tell too much about their plans in advance. When finally a version is "closed" starts the other test period of fine tuning which may also produce changes.

Let's hope that some key person will contribute to this post. Until then, I suggest to simply trust in the future :)

-----QUESTION

tnx for replying.

I do understand not telling about the 'presents' of tomorrow...

Like Sinterklaas in the Netherlands 5th of december (something like xmass but different).. Don't spoil the fun and be mysteriously :-)

Can't wait for next presnets to open!

## =====

### Wish about Displacement function (oct 2012)

-----QUESTION

Hallo. Two days ago i posted one of the renders on Artlantis and Google sketchup group and there was one notification from V-ray users and objection about missing "displacement" map in Artlantis. This is just suggestion about adding it into Artlantis because it is improving of reality in renderings. I notice that water material have some sintetized displacement but a lot of materials dont. Here is an example. Look at a stone edges. It is a straith line. Cheers,

-----ANSWER

Displacement is already on the wishlist for a while....

Thanks anyway.

-----QUESTION

the improvements in artlantis are so slow....  
i think the displacement: never be come..

Maybe Abvent will close the program ...because in 2 years, i've seen , so little changes...  
i remember all.

Now, i use artlantis whit regreets, because Lumion too, for examples, born for game, is a big reality, strong and now a powerful program...  
Sorry, it's so...

-----QUESTION

Sorry to be sceptic, but I think this answer is worth very little.

It is easy to add things to a wishlist, but the wishlist has to become reality one day! If not... Delete it from the wishlist and or give us a timetable of the goals Abvent set for some new future stuff.

In example Gpu rendering is on the wishlist as well for a long time but my guess is that there will never be a ATL GPU render engine, but it looks like a policy of having a wishlist of things that user would like, even when Abvent knows they probably never-can-do-stuff from the wishlist. I tried to get some answers about GPU being on the wishlist (see links below) but never got a satisfying answer. It looks like to me this is also happening to the displacement... For how long is that on the wishlist? Abvent, please be more specific and give a goal or timeline of realizing stuff from the wishlist.

## =====

### Forum is not working

-----QUESTION

What is happening?

-----ANSWER

Our webserver was attacked, sorry for the inconvenience..  
It should work now!

-----QUESTION

Looks like the attack of the bodysnatchers is still going on at the website,  
Cos posting is still troubling.  
Good luck to moderators, webmasters and ICT people.

## =====

### REMOVING NOISE FROM MAXWELL RENDERING (june 2012)

-----QUESTION

I asked how to remove noise from the rendering maxwell.  
Alain advised me to put more time in the adjustment, like 100000 min

-----ANSWER

Maxwell engine needs lot of time to remove the noise. Give it 10-20 - 30 hours for an interior rendering. The more time you give the less noisy the image will be. You can stop the calculation at any moment when you think is ok.

-----QUESTION

Is this for real...? Rendering one image taking 30hrs! Come on... This makes me not even want to go for the trial version of the Maxwell render.

Let's say I need 4 interiors for my client... Mmm, that's about 120hrs... After modelling and scene setup of-course... Mmm, that's 5x 24 hrs... Mmm, that's a working week without working on the renderPC... That is not reality, that's crazy.

-----QUESTION

I was saying, That is why we love artlantis so much ! :)

## =====

### nov 2012

### A long post about Maxwell, is it worth it?

-----QUESTION

Don't be sorry for your longpost. It looks like Abvent must be sorry the MX way doesn't seem to turn out to be succes. I think it is a strange combination,

The fastest cpu renderer combining a very slow cpu renderer.. Abvent would be better of combining with another fast high-end render (gpu) software or just not combine, but just make ATL even better then it is. Better to go from your own strength (fastness) and improve your weakness and not try to fill up weakness (not max realism in ATL) by combining with the oposite of your strength (slowness in MX).  
Greetz,

## =====

### july 2012

### GPU renderer in the near future

-----QUESTION

Can someone from ATL let us know whether ATL is just not or is compatible for making it ready for GPU-render in the future?

I and more probably more people have GPU-rendering on the wishlist, but if it is just not possible... please let us know.

# ARTLANTIS

I've seen different posts concerning this subject and the responses from ATL are not really explicit about it and it look slike avoiding the subject looking at the response times. Till there is an explicit answer I have to assume ATL will never be a CPU+GPU renderer?

But if so there is another way to get there, while the 'plugin' Maxwell render shows the possibilty of ATL extension to another render engine! Hopefully ATL will consider another plugin like the cpu-renderer Maxwell: a GPU-renderer plugin! Such as Octane Renderer... that would be a great combination !!!!

-----ANSWER

Your question is very hard to answer... I would better say that your idea is already on the wishlist.

-----QUESTION

ATL and Octane will probably never be a combination, like with Maxwell, because it's two different worlds, i can see that now after playing around. In three years the CPU progression in corespeed is just about 150%, I believe it only Improved from about 2 ghz to 3 ghz... That's slow compared to the GPU progression. Ok, you can have a duo core, but with GPU you can have 4 and even extend with more if you really want to. and there are ofcourse more pros and cons to both CPU and GPU.? That's why I'll play both. But I am convinced that GPU rendering is the future. Hopefully ATL sees that too and can anticipate...

=====

June 2012

For the future

-----QUESTION

i hope the future artlantis will team up with vray or other rendering software like what did in arlantis 4.1 that collaboration with maxwell render, i always support for that.

-----QUESTION

After including the Maxwellrender engine into artlantis why would you like to have the VRay engine, it is too complicated and inferior in comparison with Maxwell, right now

# Render[in]

there is no other rendering engine out there that can calculate light as Maxwell engine.

Artlantis just partnered with the best there is!

## RENDER[IN]

Parts of Forum discussions, highlights

The big question is:

**Are the administrators / moderators of Render Forums fully aware of the need to give more open and concrete answers?**

Or in other words, are the responsible managers of render companies on one line with their customers and future customers at the moment?

Judge yourself if the attitude towards open answers is important enough to get in touch.

OPENNESS  
TRUTHFULNESS  
FRANKNESS

Render[in]

Questions & Help

**Can we get a heads up on the next update? (nov 2012)**

-----QUESTION

There has been little to no word about the next upcoming update (2.0.9? I think). There was mention that it was to be out in October and here we are October 27th and not a word has been said...

Give us some kind of update at least guys!

I would have to say unfortunately from what I'm seeing there is not nearly enough conversation coming from the Render[in] crew to their users, it would help to at least get a little more chatter on your forums and hopefully garner a bit more interest. These boards are too barren.

Love whats in the plugin so far, just take it to the next level now!

-----QUESTION

Helloooo? (echo)

I guess the admins of this forum don't visit too often? Admin, can you give us any kind of input here, I think it's a bit relative for at least a few people. We still have not heard a peep about the update that was already supposed to have been released from what I know. Nothing yet though...

-----QUESTION

I'm going to be bumping this thread until I get some sort of response from the devs or someone involved in the next update. I need some info here on the upcoming patch...

-----QUESTION

Bump, once again. Can we please get an update as to what's coming in the next update? The pace of this software's development is maddeningly slow.

-----ANSWER BETA TESTER

Hi,  
calmly  
already working on it  
I have no permission to give information, but you really are working in a future update.

While waiting enjoy Render 2.0.8 In ok!  
A big hug

-----QUESTION (jan 2013)

It's time to bump this thread yet again. Give us some software updates, something, anything. What is going on with the future of this software? I am about to move onto my next rendering solution and would really be interested to know what is in store for this software. You guys really need to work on keeping the interest alive and giving updates to your customers...

-----ANSWER (jan 2013)

Developers are working on the next update to fix some bugs.

For the next version, so version 3 we have no info for you today but of course we work on it.

Regards,

=====

GPU versus CPU

Feature Requests  
GPU Rendering Support?  
June 2012

-----QUESTION

Hi Guys,

# Render[in]

**My new, # 1 must have for Render(in) V.2.1 should be GPU rendering support.**

I have two graphics cards in my PC, bought primarily for High-Spec Gaming and Rendering. Most newer games support this feature and I have seen multi-processor rendering in action on my PC when I trialed Bunkspeed Shot.

-----QUESTION  
Can we get a heads up on the next upgrade? (end 2012)

I'm going to be bumping this thread until I get some sort of response from the developers or someone involved in the next upgrade. I need some info here on the upcoming patch ...

-----QUESTION  
+1 to this idea. We are well past the days that it's too much to request GPU support. I was demo'ing Indigo RT a few days ago and it uses all available CPU and GPU's on the computer and I was highly impressed with how fast it runs, however the interface and settings leave a lot to be desired as far as quickness of scene setup and ease of use are concerned.

Please look into integrating GPU use into the render process that would be an amazing addition!

I'll have to check out Bunkspeed, sounds pretty interesting.

-----ANSWER  
**Hey guys!**  
**Sorry but no chance to have this feature in the next version.**  
**Just because of the actual Artlantis engine, but we're studying other possibilities for the future.**

-----QUESTION  
Hallo,  
  
I'am looking at all kind of Render Forums lately and found the same question all over the place: "when can we get a GPU version to speed renderingtime up". That's easy to ask (sorry), but very difficult to write the corresponding code for it. In other words it will be a complete (from the ground up) new program and there will be some serious learning for the programmers ahead too. You don't do it in several months, it is a question of a year and sometimes a lot more. It's a different world parallisme. See how long Oc-

# Shaderlight

tane Render worked before the beta changed into a version 1.

-----ANSWER  
Well what a response.  
Great!

So you're right, it's not question of weeks but many months or a year or more...  
I never said that we are not interested by the GPU, I just said that the ACTUAL engine can't work with GPU and I said that we're studying other possibilities. (you can understand what you want with this sentence )

And I can add that most of our clients work on very differents computers, not specially CUDA card based....so we have to deal with that today.

## SHADERLIGHT

**Wish list**  
sept 2012  
-----QUESTION

**GPU acceleration would be first on my list.** I know Shaderlight has some "hardware acceleration" option, but even with that on, and my overclocked i7 processor, rendering could be a lot faster.

From what I have heard, GPU acceleration can make a huge difference. Getting a rendering in 2 minutes vs. 20 minutes would help my workflow immensely.

I would much rather have this than 'cloud' rendering with its associated costs, transmit times, etc.

-----ANSWER  
**Thanks for the great responses - keep them coming. It's always good to hear what our users would like to see in future versions of Shaderlight. Rest assured, the dev team sees all of these suggestions...**

-----QUESTION  
**About the difference of a super workstation demo on YouTube and the 'normal' computer at the client**  
  
jan 2013

-----QUESTION  
I downloaded the trial version and if

it worked like it does in the tutorials I would buy it. Also does the student edition work as well as the pro? My renderings are grainy at best and take for ever. Any suggestions?

-----ANSWER  
No answer of moderator / amin from Shaderlight

-----QUESTION  
**Cloud Rendering very Long !**  
jan 2013

Hi  
I'd like to know why rendering on the cloud is so long I put 3 images (1280x720)4 days ago and they are only at 40% is it normal ? Is there a way to make it faster ?

-----QUESTION  
Hello,  
Is that a single render? I wouldn't have thought that should take so long.

What is your username on the cloud service? I shall contact Limitless and find out what is happening.

-----QUESTION  
Hi thanks a lot for helping me, It's 3 renders they seems to be blocked sometime, render time last more than 3 days.  
My user name is my e-mail adress can I post it safely on this wall or is there an other way to send it to you ?

-----ANSWER  
**You can email those details to support@artvps.com.**

-----QUESTION  
**Creating 'Face Me' components - explode images?** nov. 2012

I mainly create models of gardens and so use a lot of image-based FaceMe components for trees & plants. I am building up a library and want to make the components correctly.

Is there some particular reason why images should be 'exploded' before making a into a 'FaceMe' component? That seems to be the advice I see everywhere. However, as soon as they are exploded they become a face+material, and so cast a rectangular shadow in SU. If left as images

# Shaderlight

they do not cast shadows at all in SU until rendered and then appear to behave exactly like exploded images, casting shadows based on transparency.

It seems more useful then to leave them as images, as quick 2D exports from SU are better with no shadows than square shadows, but I just wonder if there is some other reason not to make them this way. I don't want to have to go back and change them all...

-----ANSWER

No answer at all from Shaderlight moderator / administrator.

=====

## SketchUp taking a long time to 'recover' from render (nov 2012)

-----QUESTION

I am currently rendering a model and finding that even when doing low resolution, low quality renders for lighting checks etc., I cannot use SU for some time, even after rendering has completed. I just get the spinning wheel and have to wait for control to be returned.

I thought at first it was autosave, but it is longer than that..

Any ideas? Thanks

-----ANSWER

No answer at all from Shaderlight moderator / administrator.

=====

## Any plans for gpu support? (sept 2012)

-----QUESTION

eisberger December 2011

I've just started using shaderlight. In my opinion the best render tool for sketchup. After minutes I got some really good images. Great stuff. I am using Maxwell, Thea and Octaine and now Silverlight. I am sure I will hardly ever use Thea and Maxwell again. They are way to fiddly to get a result in real time. And I need real time.

However, one real game-changer is missing with Silverlight: GPU support like Octaine. With a moderately priced gaming card I can render great quality images much much faster. Silverlight on GPU's would be a dream come true: Ease of use, great quality

and fantastic speed.

Do you have any plans to support GPU'S in future?  
thanks for an already great product!

-----

Rich December 2011

Glad to hear you like Shaderlight. There's been alot of discussion about whether cloud based rendering or GPU based would be the way to go. I assume you would rather GPU?

-----

Eisberger December 2011

Well, as I say I build in Sketchup and so far CPU-rendered in Maxwell Render and Thea Render. I use the Network here and so far I have 4 machines with 33 cores.

Recently I got two Nvidia GTX 580 cards with 1024 CUDA cores together and started rendering in octane render beta.

It was like waking up after a long nightmare. If you have never done GPU rendering you cannot imagine how much faster it is then CPU rendering (even when using a good network like mine here) What took 20 minutes before takes 20 seconds. No joke.

I never ever thought that this speed is possible. And it is not only the speed, it is the ease of use and the instant visual feedback that makes it possible to work in a photorealistic environment all the time. You dont fiddle around with a sphere with material on, apply the material and press render, you just apply material to the scene and get instant feedback.

So why would I use shaderlight? Well, it is the first plugin that does not screw up the core idea behind sketchup: ease of use. I downloaded shaderlight and boom! I had "sketchup but shaded"! Try to do that with all the others in the game But only with very small scenes was the speed fast. Bigger scenes became slow and like that exporting/importing into octane or arion is quicker.

Octane render is in beta. it costs 99\$. Today the plugin for 3dsMax came out again for 99\$. In Sketchup you have to export the geometry and apply materials and lights in octain. A huge pain. If you move geometry, you have to export and import the whole scene again. You cannot add geometry by exporting and importing into octane. That makes it a hassle. But: With the new plugin for

Max, that barrier is gone.

Shaderlight has to support GPUs in future. Just like octaine. Forget CPU's. Just try it out. Once you use GPU's you will never go back.

What you have is an incredible clever plugin that produces great images. If you supported GPU's you would be the first to do this for sketchup (maxwell will not do it yet and Thea is waiting too) and grab the market. If octane came out with a integrated plugin, you would find yourself in a very tight spot very soon indeed.

Does that answer your question? I dont have any videos to show you how fast gpu's are but if you want you can skype me and I show you a comparison of a sketchup model rendered with gpu's and cpu's

Thanks again!

-----

Rich December 2011

Fantastic feedback, thanks very much.

I'll make sure the powers that be are aware :D

-----QUESTION

I'd certainly agree- I have two SLI'd Nvidia Quadro FX 4800's sitting there doing nothing when I am often doing fly- through animations that I'd like to have at a higher quality; 800x600 isn't really up to the mark and I often have to render overnight for several days to produce enough frames. Luckily timescales haven't been critical so far but I bet the next time will be!

It would be really useful to have the option of using GPUs rather than the CPUs.

-----ANSWER

In between answers from a client / customer or from one of the Shaderlight people??

=====

## Troubleshooting Noise and Rendering Time nov 2012

-----QUESTION

Hello all,

I am hoping you can help with an issue I am having. I am a relatively new user of Shaderlight and have

# Shaderlight

been learning the system through a small room model based on one of my previous projects. Several weeks ago, I completed a high quality render in very little time and no noise. I have changed nothing except time of day, lighting environment, and added new materials. I did not change any geometry. I removed the artificial lights as well. Now, it's taking three or four times as long to render and there is much more noise. I am attaching both images (second is smaller due to increased rendering time). Any advice you can give would be much appreciated.

Thank you!

Jillian

Image Attachments

Peaceful\_Bedroom\_High\_320.jpg

render\_test\_2.jpg

Click thumbnail to see full-size image

-----QUESTION

well it would take longer to render as the image size is twice as big, and for the lighting environment what did you use for the first one? if it was the physical sky, the second one will take longer as its a HDR image which has a lot more information than the physical sky, that shaderlight needs to process. and for the noise i cant see any noise as the images are too small

-----ANSWER

No answer at all from Shaderlight moderator / administrator.

## Cloud Rendering Questions sept 2012

-----QUESTION

Hello All,

I have a few questions about the cloud rendering service.

It mentions that it uploads the 'required' files to the cloud service before rendering....

1. Does it support custom HDR backgrounds? with manual brightness and exposure levels?

2. Can you specify a custom resolution? I am currently doing 4800x2700 views, 1080p is about 2m pixels, 4800x2700 is around 13m will this cost around 7 credits?

3. I have several ReplaceMe objects in use that use modified textures, is

it going to handle these properly? The reason I ask this is because it appears as though the textures are loaded into your sketchup file after the first render is attempted, after which you can modify them (change the colour etc) and they will work fine. However if you purge or otherwise delete said textures from your file (purge will remove them as the component/objects using the modified textures are not stored in the sketchup file and are therefor "not in use") - when you go to re-render the image it will re-download the original textures and revert any changes.

Thanks,

-----ANSWER

No answer at all from Shaderlight moderator / administrator.

=====

## How to render faster??

junsheng January 18 2012

is there any tricks to get the rendering done faster? normally when having trial renderings what is the preferred settings?

---- ADMIN ANSWER?

Rich January 19

To render faster there's a few things you can do.

Remove anything from your scene that wont be rendered (if youre rendering an interior shot, remove everything outside).

Keep texture size to a minimum.

Glossy/Reflective textures take longer to render.

The more lights you have, the longer the render takes

Then you have the obvious methods, reducing your resolution and quality settings...

=====

September 2011

-----QUESTION

Hi

I'm working on an interior rendering with a window and cannot make it work...

I tried to work with different settings, artificial lights only, presets, etc.. please help driving me crazy..

Noise on shadows, reflections and walls...

thanks

# SU-PODIUM

Attachments

Screen shot 2011-09-24 at 2.11.10 PM.png 1M

---- ADMIN ANSWER?

Rich September 2011

Chris,

We've been emailing via support@artvps.com but I'll reply to you here.

The noise is almost certainly a result of having semi transparent curtains right in front of the window.

This is the absolute worst thing for rendering software because photon rays are all fired straight into very complex geometry, If you remove the curtains then the noise should go away. I've rendered your scene here and that is the result I get.

This is also the reason for such slow renders, its something we're working on improving but you will find most renderers suffer from a similar issue with curtains.

You do appear to have found a bug caused by the lamp next to the window which is causing a different kind of noise. I'm still in process of working out a way to optimise your scene to allow you to get a good render.

I'll get back to you as soon as I've got something useful. In the mean time, hide the curtains, this will speed up the render and reduce the noise.

# SU-PODIUM

dec 2006

**Can I install render manager separately on other machines ?**

-----ANSWER

Moderator

Yes, but you will need a new licence for it.

We are working on an update which makes this easier. There are issues at the moment with presets and textures.

We are also planning to implement a web-based render farm approach. The idea is that you will be able to move your script files to other machines whether on your LAN or over the internet, and render remotely. We are in discussion with a high end

# SU-PODIUM

render farm which already supports the Kray engine, for a one-click solution.

-----QUESTION  
Fantastic

-----QUESTION  
You mean that theoretically speaking we would have the option to send model info through the internet to your servers to render them instead of using our own hardware?

-----ANSWER  
That would not be our servers, but yes.

There are render farms services that already exists. Podium could then be supported by those services.

**Moderator**  
You could either purchase an additional licence for a high performance machine on your network and send renders to that, or upload files to a render farm. We are in discussion with one render farm in the UK.

=====

## GPU assisted rendering oct 2008

-----QUESTION  
Hi  
Any plans for using GPU rather than CPU for rendering models in the near future (6-12 months) ?

-----ANSWER  
The next version of the engine may well have this. It's currently in development.

It will have a realtime render mode though

-----QUESTION  
Are we able to use both? Giving some extra speed!?

-----ANSWER  
**Moderator (nov 2010)**  
Possibly - cast your vote here.

A sort of voting system with 45 customers voting for a GPU renderer.

=====

# CONCLUSION?

**Is there some sort of conclusion from the few experts at the different Forums?**

**Please make your own decisions.**

**Maxwell Render**  
Professional program with customers right on the lead into new developments and asking their moderators to answer years ago. Hardly any answers from the moderators. Don't expect some features for the new update either. It is a closed subject. The customers has to tell other customers what they know about working with the program. Of course they have no knowledge what soever about the future direction and development. Questions about the manual results in: "Maybe we users should do that ourselves?" No answer on that.

**Artlantis**  
Professional program with Maxwell Engine inside from version 4.1 on. Since the introduction of these new renderer their was no support or any change in problems of this new software. The IT with internetsite, download and password etc. is not at the right standard for some time now. All 'difficult' questions are answered by "It is on our wishlist". Or with other words no openness at all. It seems that the management does not allow those statements and the moderator has to apply to that. If it suits her or not. There is no optimum English PDF manual after a year now. Only a short imperfect help file prompting from the software.

**Render[in]**  
Although there is an other moderator for this forum, the statements are the same. The management instructions of SB2 seems the same as Artlantis (Abvent). No insight in future features either. Months of not knowing in which direction the render program will go. Customers are asking questions with most of the time foggy answers.

**Shaderlight**  
A different way of answering questions from customers, but the contents and tendency is the same: no openness at all. Don't ask me, because I will not tell you anything. And answering E-mails is a weak point either, they rather don't respond to that. Their website was out of the air, a whole week, before Christmas 2012. An explanation was not given. The Cloud render troubles are not answered as it should. It is accommodated with a USA firm. Customers have no knowledge about the direction, although GPU render software change was mentioned somewhere two years ago.

**SU-Podium**  
Forum questions are less in quantity then the other ones and asking for GPU render is not that big an issue with these render software users. Everything seems to sail on a smooth sea here. GPU seems to be in developing stage.