



real ies

Real IES

September 10, 2015

PlaySys is pleased to announce the public release of Real IES, the professional and quick utility software for creating *.ies* photometric files to be used for 3D render.

The software is developed considering the practical necessities of 3D artists, VFX artists and animators who give priority to final photorealism instead of engineering realism. Intuitive user interface of Real IES allows the user to manipulate a few sliders corresponding to different angles of the light cone, increasing and decreasing light intensity for each direction.

Real IES generates "Type-C" photometric files, the most used for interior and arch-viz lighting and supported by main 3D and rendering softwares like *3ds Max*, *V-Ray*, *Mental Ray*, *Corona Renderer*, *Maxwell Render*, *Fry Render*, *Octane*, *Blender*, *Cinema 4D* and many other.

Web site

www.real-ies.com

Press Images available at

<http://www.play-sys.com/press/2015/real-ies.zip>

Videos

<https://www.youtube.com/watch?v=5pkSnTe1pjM>

<https://www.youtube.com/watch?v=Z9G5f1k4GFc>

About PlaySys

PlaySys was founded in Milan, Italy in 2007 by Luca Deriu and is involved in education, 3D research, publishing and videogame development.

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