

Real IES – update 1.2

October 1st, 2015

PlaySys is pleased to announce the public release of Real IES version 1.2, the improved edition of the popular professional standalone software for creating *.ies* photometric files to be used for 3D render.

While in the first release of Real IES we were mainly concentrated on the visual realism of the light for artistic rendering purposes, now we have introduced the **advanced mode** with more specific photometric data. Real IES version 1.2 has implemented significant modifications and from now on it allows:

- · precise light fine-tuning with exact parameters like luminous flux and electrical power
- · overview of lumionous intensity per each angle
- illuminance calculation depending on the position of the lighting fixture
- import all the essential information to the rendering engine
- integrated automatic update system directly on software startup

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, Octane, Blender, Cinema 4D, Unreal Engine, KeyShot 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 <u>Luca Deriu</u> and is involved in education, 3D research, publishing and videogame development.

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