

RENDER ACADEMY

Render Academy

January 2014, **PlaySys** is pleased to announce the public beta of Render Academy, the subject based e-learning community, designed specifically for studying 3d visualizations, rendering and animation on basic, intermediate, advanced and master levels.

Render Academy is based on a social platform where everybody can join and where instructors and students from different countries and backgrounds can aim the same goal: learn and improve their skills in 3D computer graphics.

Render Academy courses, although being mostly user generated content, are quality controlled and certified by our educational team, formed by 3d professionals, university teachers, lecturers and technical writers.

The project is widely represented in social media through the official [Facebook](#), [Twitter](#) and [VK Pages](#).

Luca Deriu, 3D Lecturer, PlaySys and Render Academy founder: *"I evolved my passion for 3D into teaching as profession and now, with Render Academy, I have the honour to give this opportunity to other talented 3D artists from all over the world"*.

About PlaySys

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

For more information, please visit www.playsys.it

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