

## Arnold Renderer Conference by Solid Angle

Next Friday April 8th at the Miramar Palace at 17:30 pm in the lounge Julio Caro Baroja, we will have the luxury to enjoy a conference held by **SolidAngle** company.



Marcos Fajardo, as Arnold Render chief architect, will present the famous photorealistic rendering system called "Arnold Renderer", whose mathematical technique is based on "Unbiased Monte Carlo Radiosity". Arnold Renderer is currently used by Sony, Glassworks, Sega, Framestore, The Mill, Psyop , Ubisoft, Kandor, 737 shaker, Zinkia among others, for advertising, animation series and movies such as *Monster's House*, *Beowulf*, *Alice in Wonderland*, *2012*, *Rain of meatballs* etc ...



Marcos Fajardo will explain why Arnold is more competitive than other render systems , in a big-budget production. So much, that producers already are choosing or evaluating Arnold Renderer instead of the renderer that comes "Out of the Box ", which is already included in Maya or Softimage.



The Engineer **Borja Morales**, also a **SolidAngle** developer, will show various scenes with **Arnold Renderer** in action , in order to show to the audience, learn and evaluate this new rendering engine that has so far been only used by major entertainment 3D companies.

An excellent opportunity to see and know the path of **SolidAngle** Company and **Arnold renderer** system, a Spanish company that is able to coexist and compete with "the bigs", in the "Long Feature Films" in Hollywood.

Free admission and limited seating. Advance booking is necessary through [donosti@sintesys.net](mailto:donosti@sintesys.net) or by phone on 943459177. Conference will be held in Castillian.