

finalRender™ the only Camera you need



## Overview

Yes, that's right, finalRender is like a photographer's dream come true.

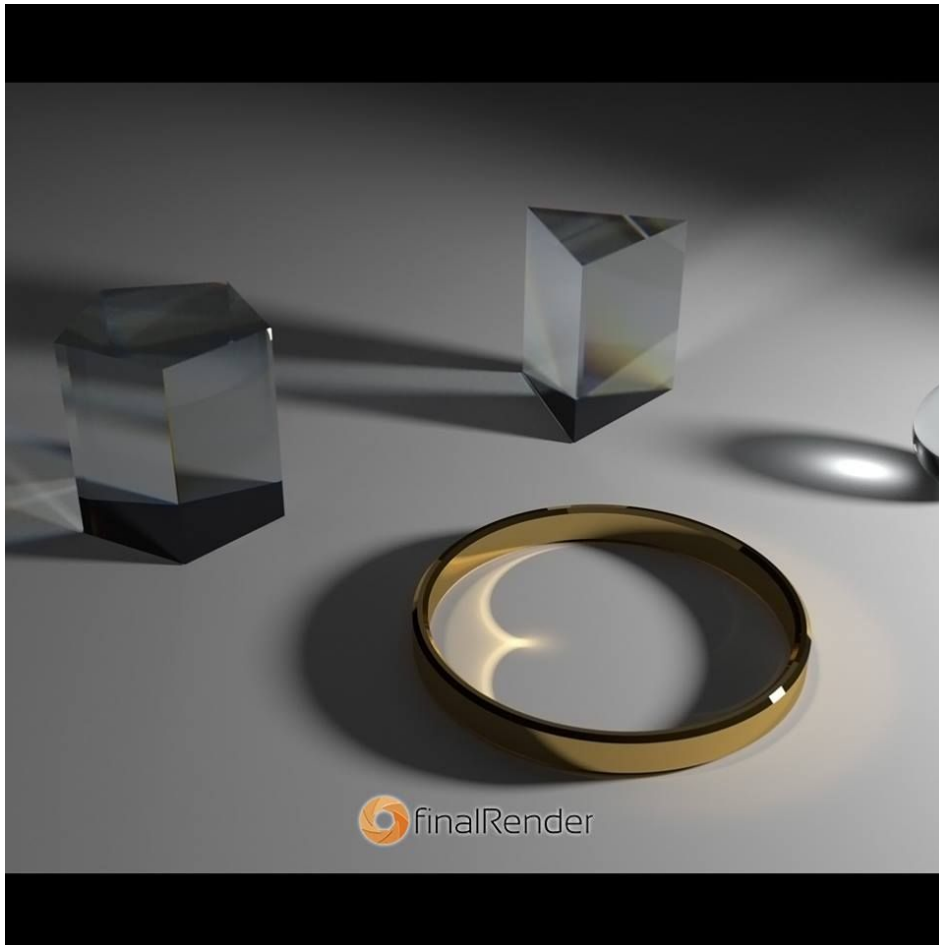
Creating light in the picture as a collection of electromagnetic waves, and a true unbiased renderer without compromise, finalRender trueHybrid™ achieves delicate realism with image and color generation based on real world physics. Anytime, it is the most realistic rendering technology ever experienced right within 3ds Max.

finalRender for 3ds Max is the perfect choice for 3d artists and studios seeking the maximum in image quality and photo-realism, all without the hassle of experiencing a brain melt when setting up scenes for rendering! We have done the job for you.

finalRender is a new breed of light simulation software offering unique simulation algorithms not found in most renderers for 3ds Max. finalRender is the first and only CPU+GPU light simulation solution to offer trueHybrid™ processing technology for the photo-real renderings of 3D scenes.



Race with the best rendering architecture !



## One True Renderer

There is no mistake about it.

Rendering your final image is no mean feat, especially when you consider the amount of settings you have to deal with. This becomes even more stressful for a new architectural visualizer, a project visualizer or any artist that creates 3D models and assets. Not anymore with new finalRender, you do not have to figure out and keep pushing and pulling your cursor or clicking a dozen buttons for adjusting an optimal image to photo-realism.



**Still Looking for that "One" Setting?**

**It's About Time for a Change!**



**finalRender**

**Worry-Free trueHybrid™ Rendering**

finalRender trueHybrid™ technology is about worry-free rendering. A few powerful and accurate settings is all you need - quick and easy - to achieved amazing results, we mean it.





finalRender trueHybrid™ - The Light Simulator that incorporates CPU, GPU, CPU+GPU a true hybrid like none other.

## NEW FEATURES : trueHybrid™

finalRender trueHybrid™ is the one and only true hybrid software in the render market today. The name true hybrid was coined by cebas in the phase of our development. What it means is you get one software that renders both in GPU and CPU at accelerated speed. This is what trueHybrid is capable of - integrated and effective. If you have a split-product in order to do both GPU and CPU - that's not a true hybrid.

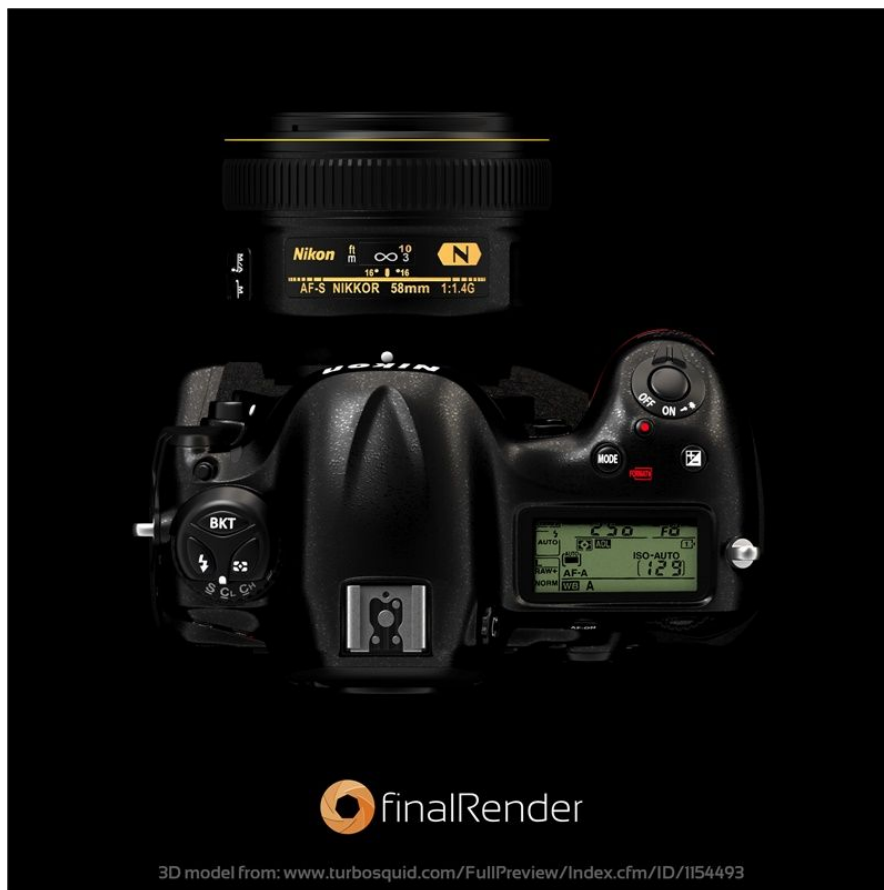
It's all about speed and power in CG work today. finalRender trueHybrid gives you real time rendering at the speed of NVIDIA Pascal™ infinite super-computing GPU architecture.

When you *finalRender* your creative work, supported by NVIDIA Pascal, you literally run with their five technological breakthroughs, affording unprecedented energy and supercomputing efficiency; an exponential leap in performance; maximum scalability and atop leading edge Artificial Intelligence algorithms. It will be superb.



## Hassle Free Light Simulation

finalRender achieved a first with cebas Visual Technology's new light simulation software unique and purposeful to 3ds Max. It is the first fully-featured trueHybrid™ CPU+GPU light simulation software. What art producers around the world wants are photo-real images of their 3D scenes and this is what cebas' finalRender gives. Light is distributed in a physically accurate unbiased way, so users need not hassle when setting up a scene. There is no need to learn complex dials or scientific vocabulary - simulate reality with a click of a button!



## Physically-based Spectral 100% Unbiased Rendering

finalRender true Hybrid™ unleashes a fully unbiased rendering beast! It is physically-based yet does the work of calculating every pixel accurately for the rendering process with minimal allowances for guess work. There is very few renderers in the market today that are fully unbiased and physical.





Progress in step with the big picture. No more bucket rendering !  
Seeing the bigger picture always makes more sense than seeing those incomplete pixels.



# Buckets Lost



## Unlimited Network Rendering

Another exclusive when you render with finalRender trueHybrid™ is affordable unlimited network rendering. Today, it is no longer simple to get a supported two-in-one network farm build-in with the product offered, but you have it with finalRender trueHybrid™ at a fraction of the usual costs.



## One Click 360 Panorama

### *View on 360*

finalRender 4.0 supports 360 Panoramic outputs for various video VR formats including 3D Stereoscopic VR output. 360 Panoramas for example are created with one click of a button and they are ready to be published on Facebook - all this - without any extra tool. It works right out of 3ds Max.

That's not all, check in at [cebas.com](http://www.cebas.com) for the Features List.

<http://www.cebas.com/finalrender>

New finalRender Power Features List Video: [Youtube.com/cebasVT](https://www.youtube.com/cebasVT):

<https://www.youtube.com/watch?v=FUxTcT7nifY>







WIP Marco Lazzarini 2017 www.3dlink.it



Marco Lazzarini 2017 www.3dlink.it

Contact Development: Edwin Braun  
CEO, Co-founder  
Cebas Visual Technology  
[e.braun@cebas.com](mailto:e.braun@cebas.com)

Suite 2202B – 4464 Markham Street  
Victoria, BC V8Z 7X8, Canada  
USA: +1 323 774 1799  
Canada: Main office:+1 250.590.2913  
<http://www.cebas.com>