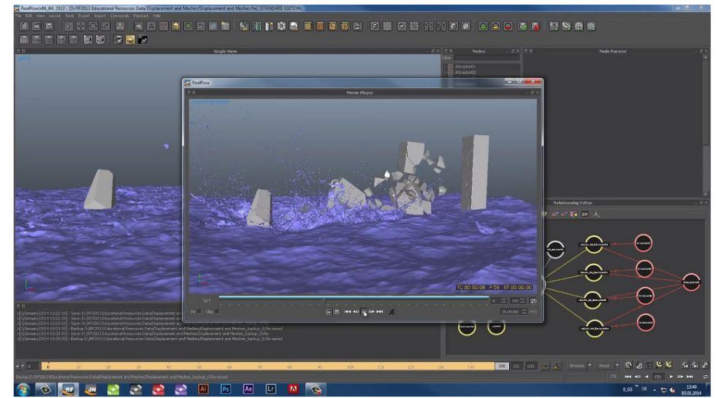
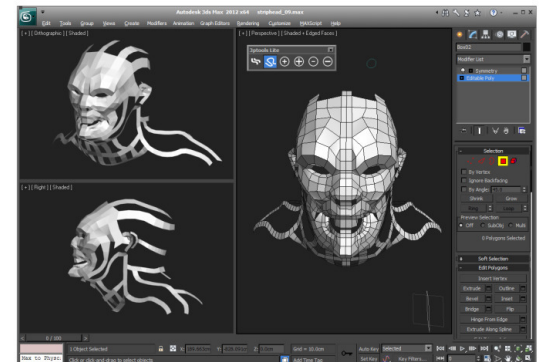
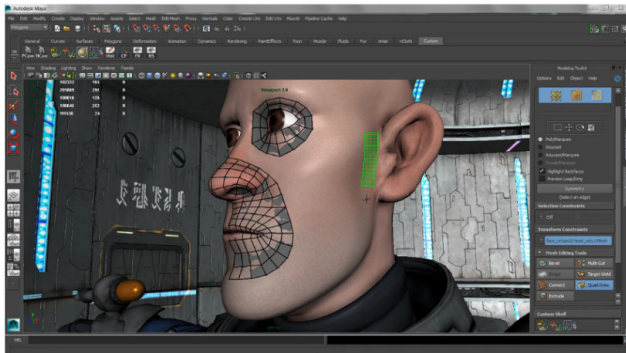




Logiciels d'infographie



Types de logiciels

.Modélisation

.Animation

.Effet spéciaux

.Composition

.Rendu

Modélisation

Générique standard

Maya 3D
3DS Max
Cinema 4D

Open Source

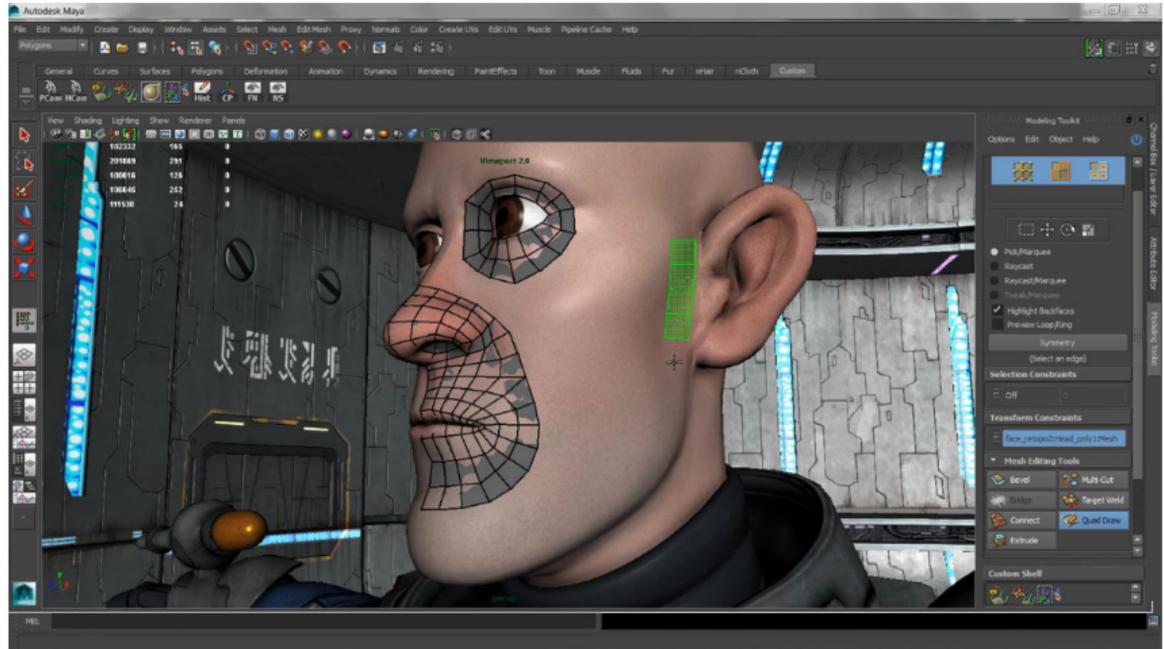
Blender

Spécialiste

Zbrush
3DCoat
Modo

Maya 3D

Modélisation
Animation
Simulation
Rendu
...



Logiciel de base du graphique 3D

Autodesk, \$5000

3DSMax

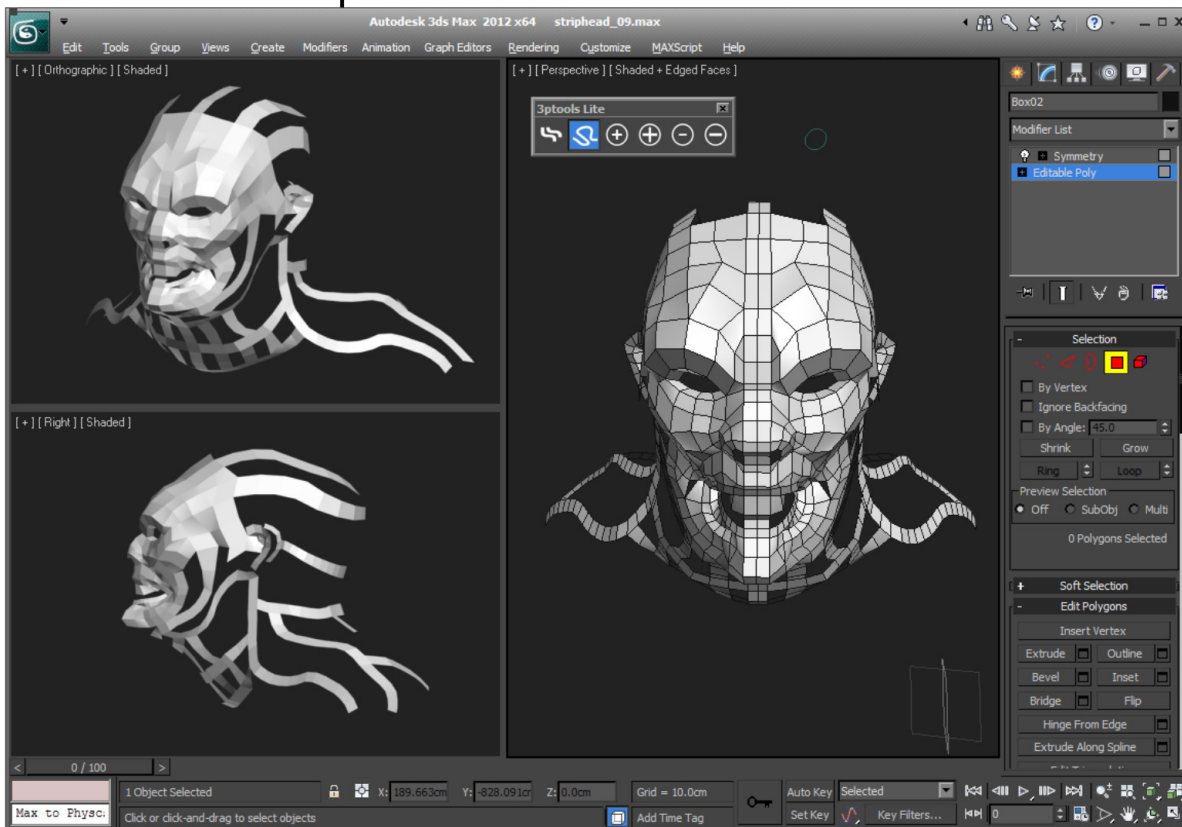
Modélisation

Très complet

Simulation

Rendu

...

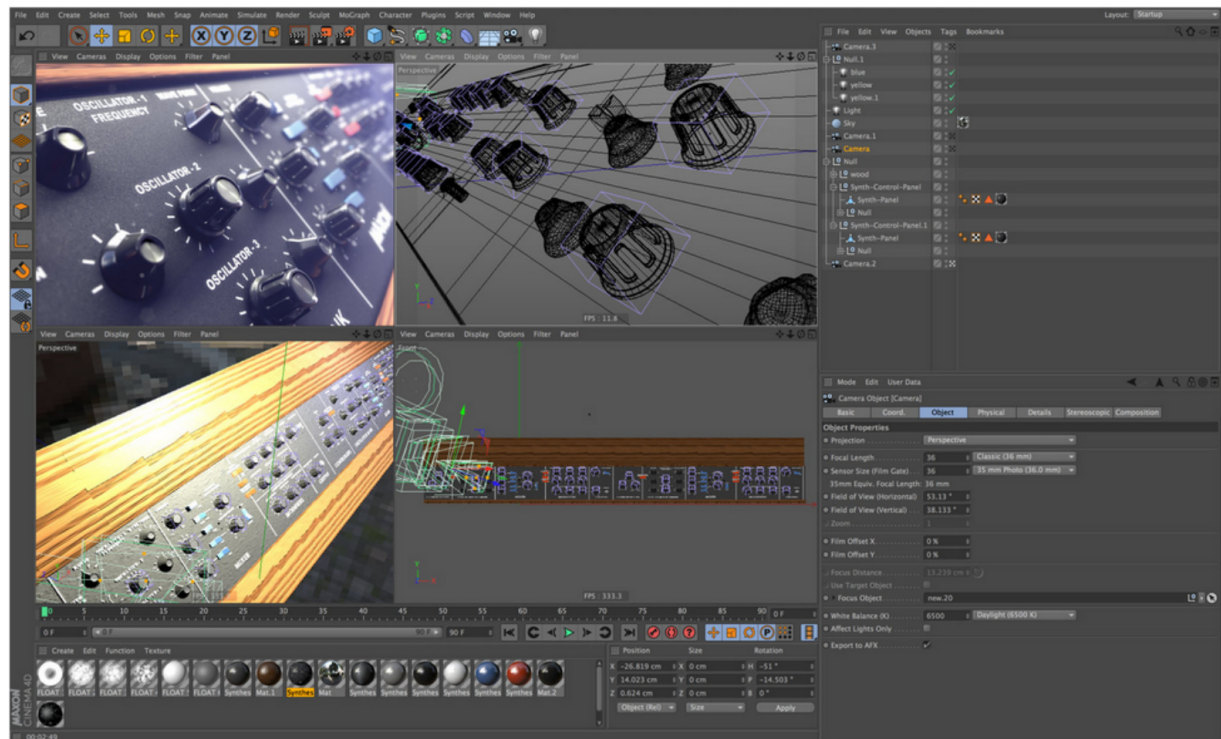


"Concurrent" Maya
Autodesk, \$4000

Cinema4D

Modeling
Animation
Lighting
Rendu

Très complet



Maxon
\$4000

Concurrent Maya (+VFX, +Lighting, -Animation)

ZBrush

Modeling Sculpting

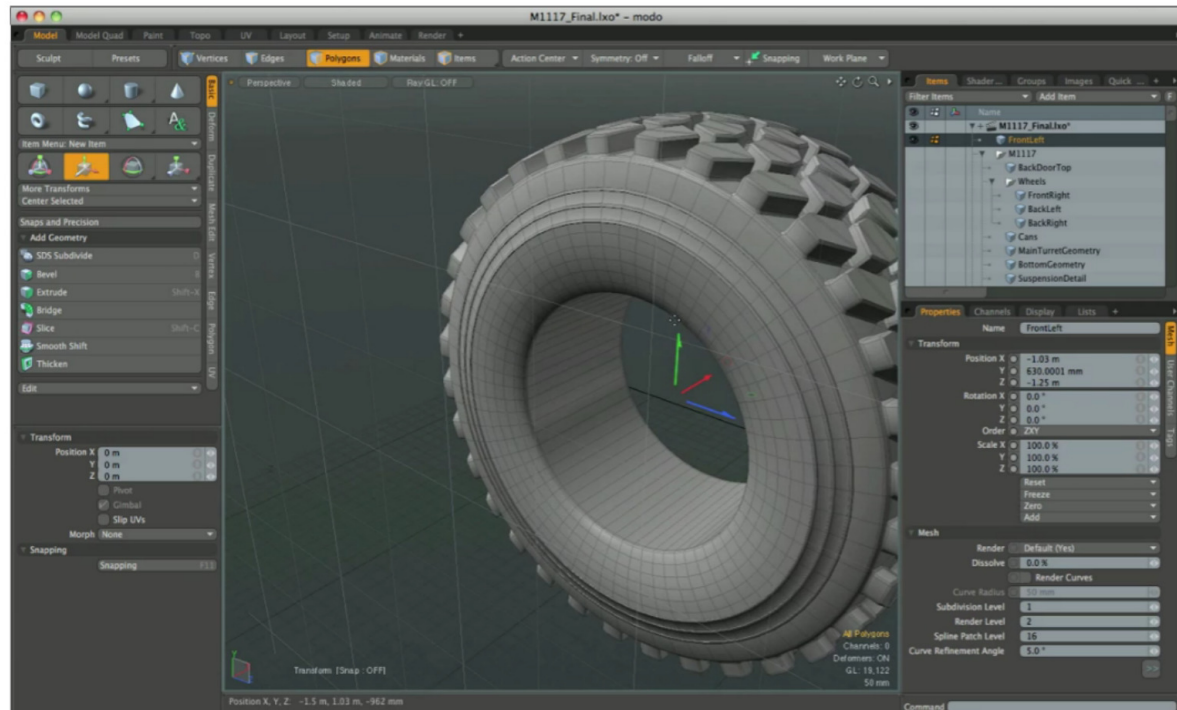
Subdivision
Pinceau 3D
Zsphere



Pixologic
\$800

Modo

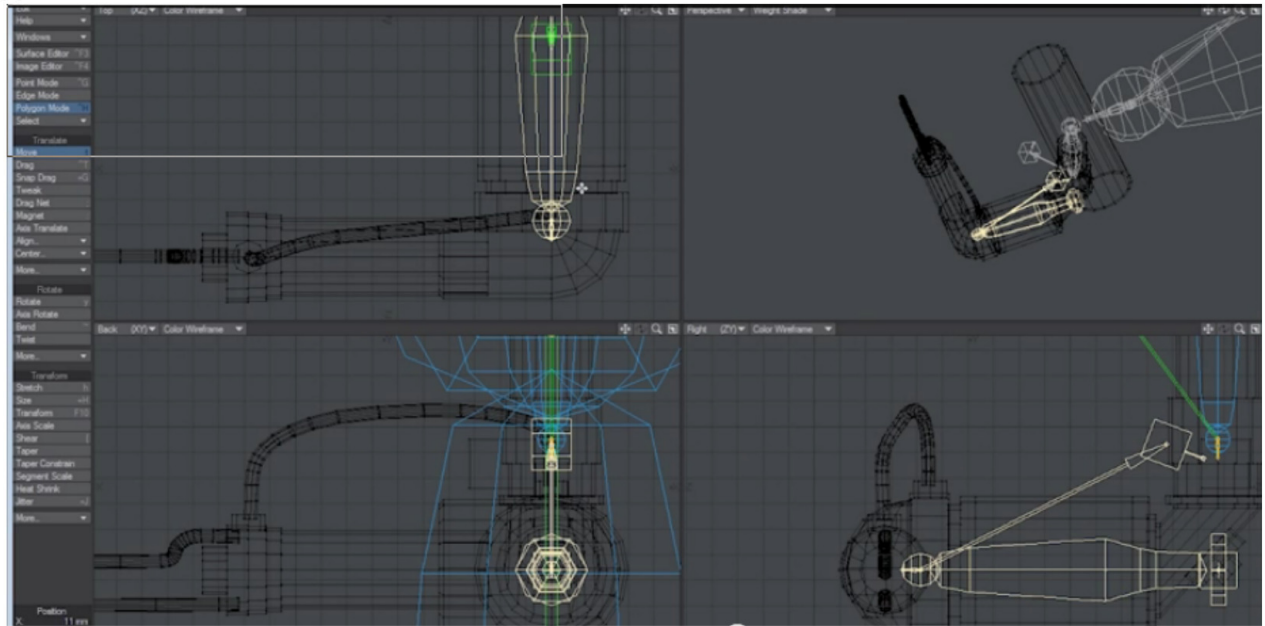
Modeling Mesh



The Foundry + simple que Maya pour la modélisation
\$1000

Lightwave

Modeling
Animation
Lighting
Rendu

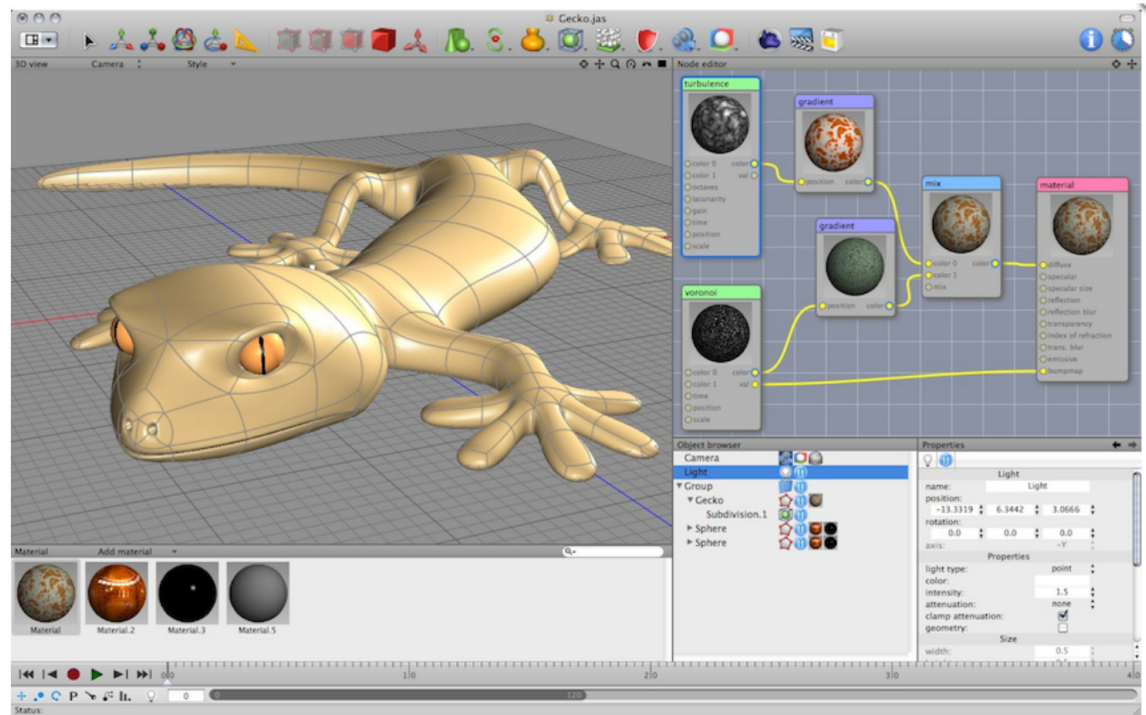


NewTek
\$1000

Concurrent Maya (+Modeling, +VFX, -Animation)

Cheetah 3D

Modeling Animation



MW3D
\$70

équivalent de Blender (interface plus simple)

3D Coat

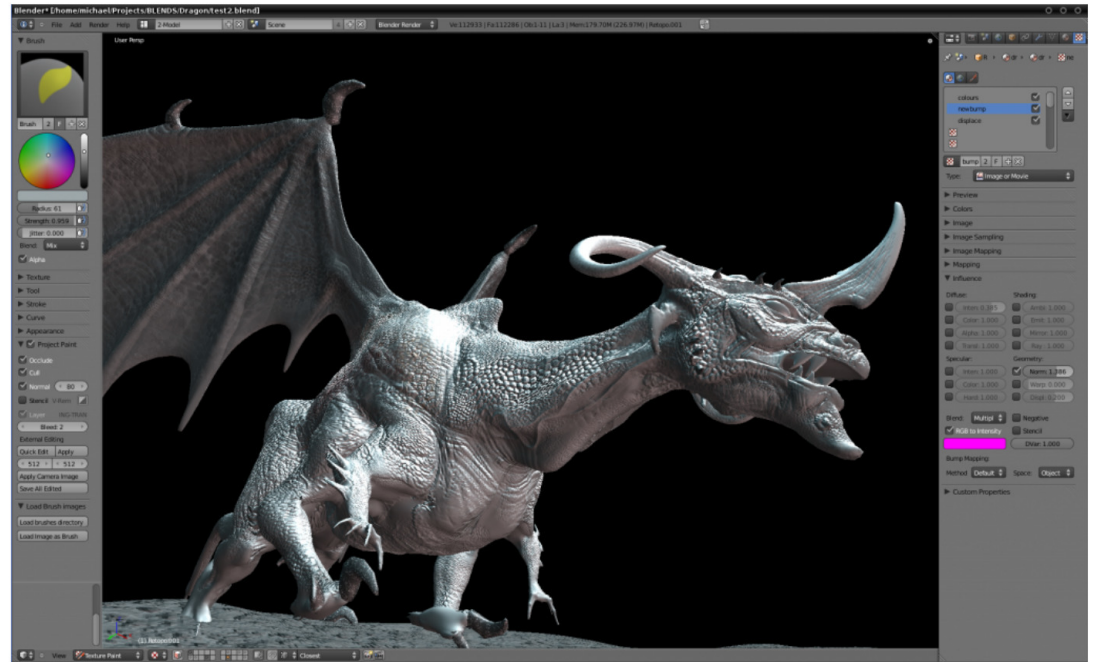
Modeling Voxel sculpting



\$400

Blender

Modeling
Animation
Rendering (Cycle)



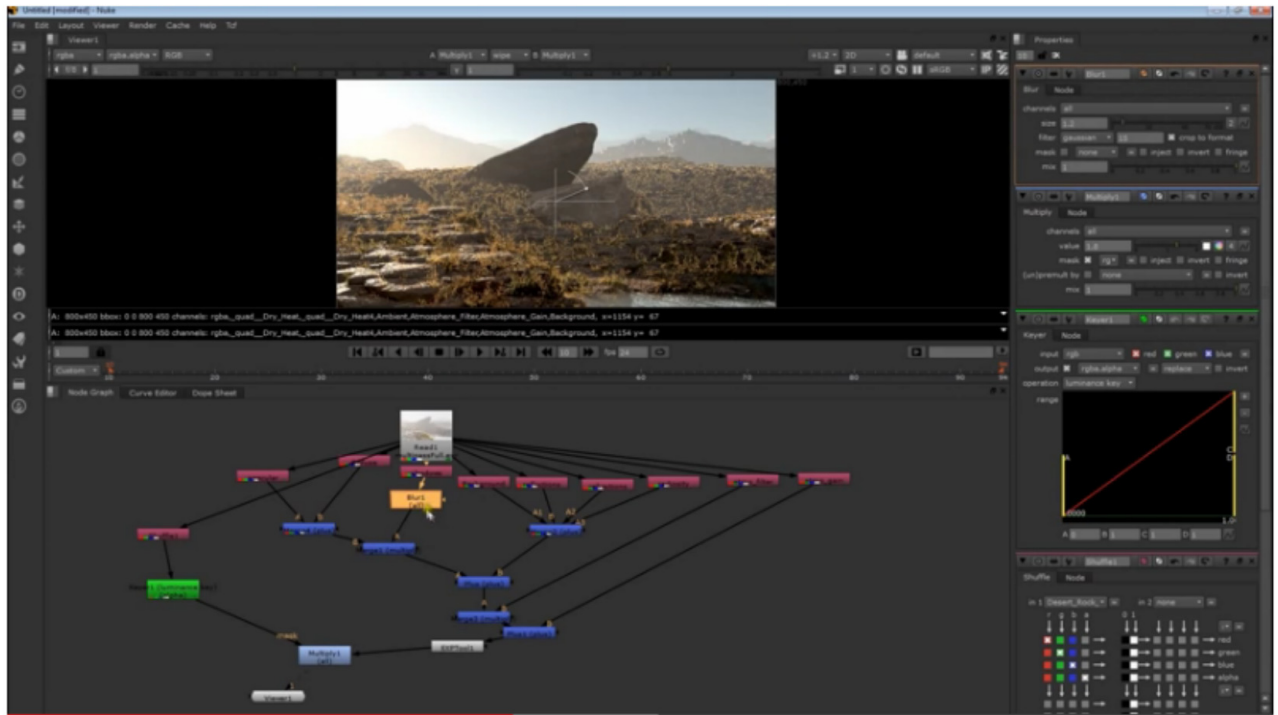
OpenSource

- Interface
- + Deviens de plus en plus complet

Modélisation spécialisée

Vue

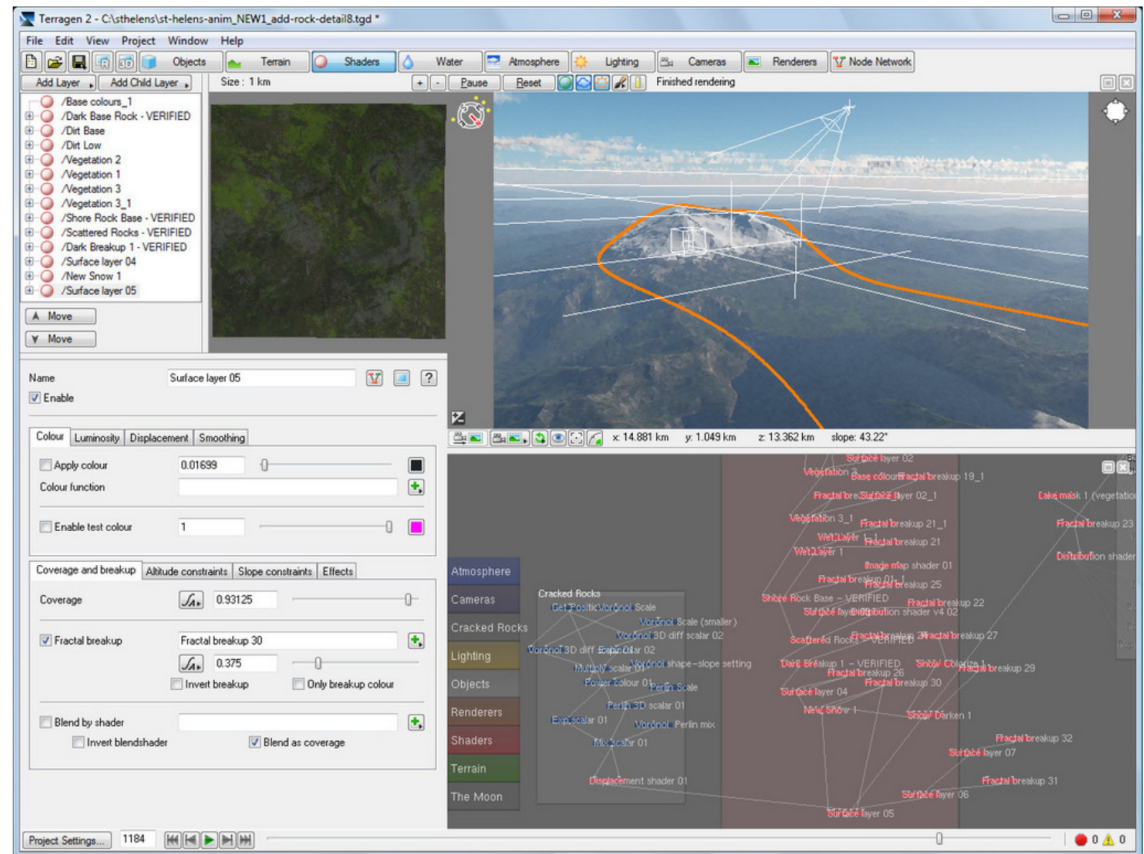
Modélisation terrains



e-on
\$1500

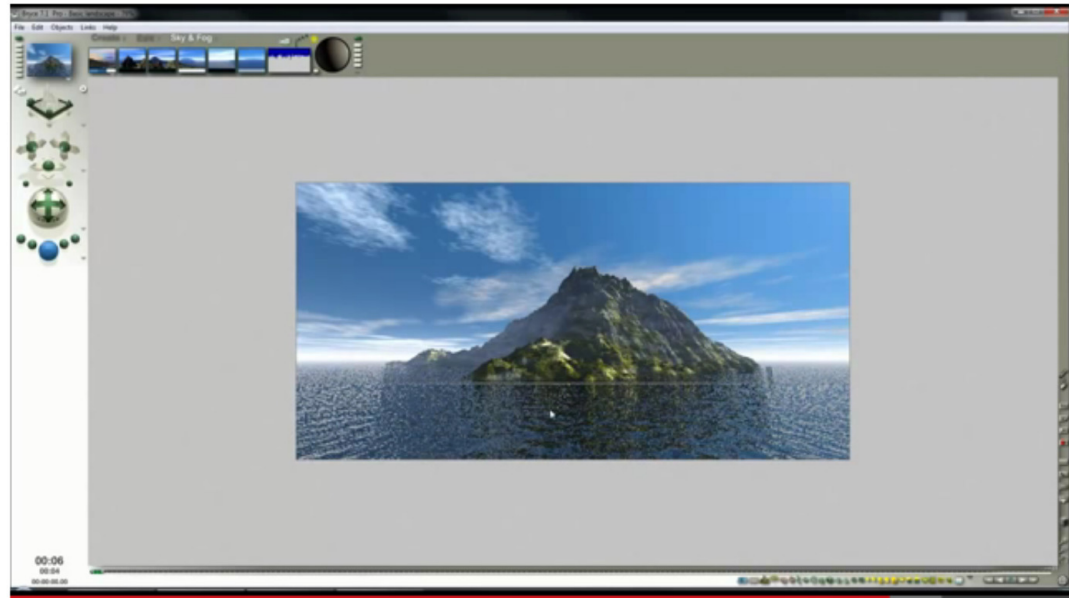
Modélisation terrains

Planetside
\$600



Bryce

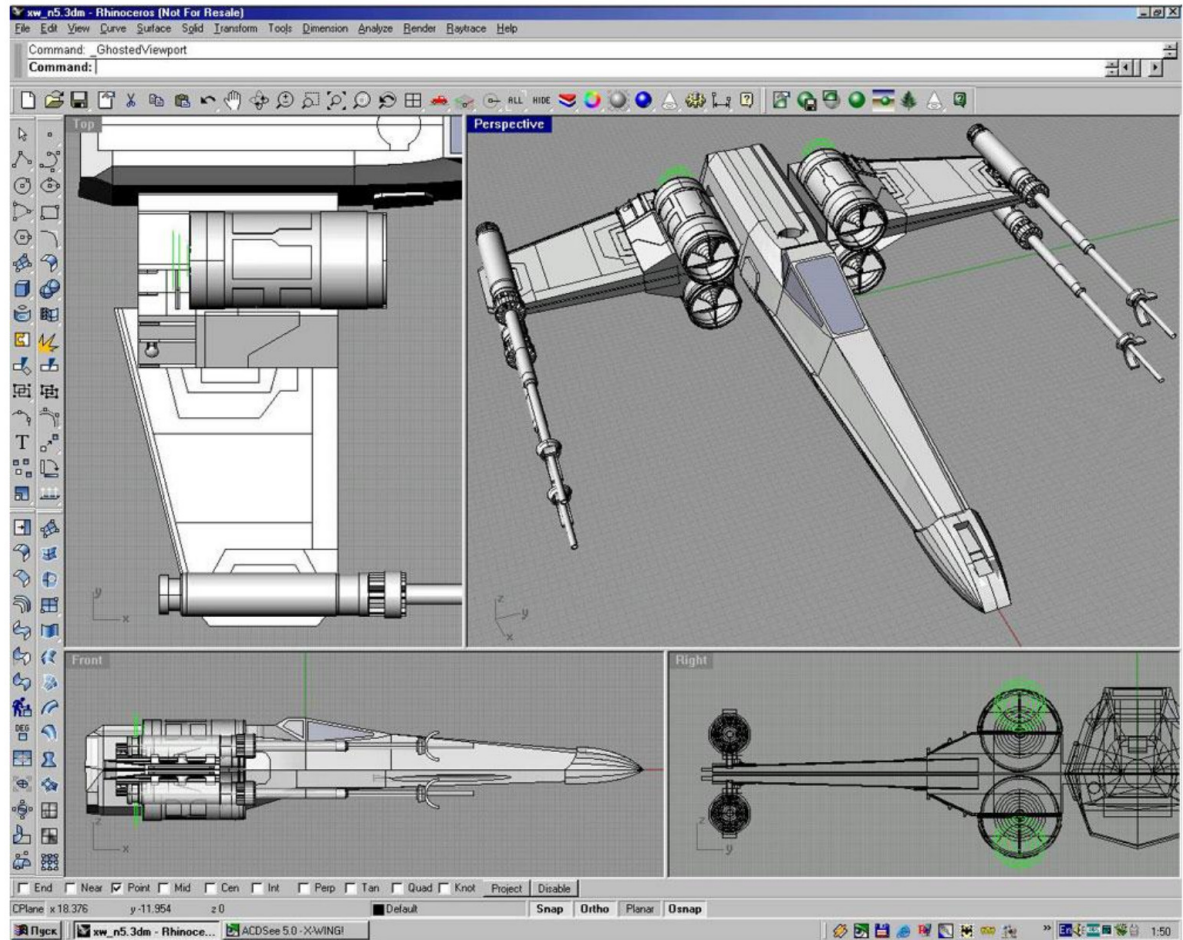
Modélisation terrains



Daz 3D
\$20

Rhinoceros 3D

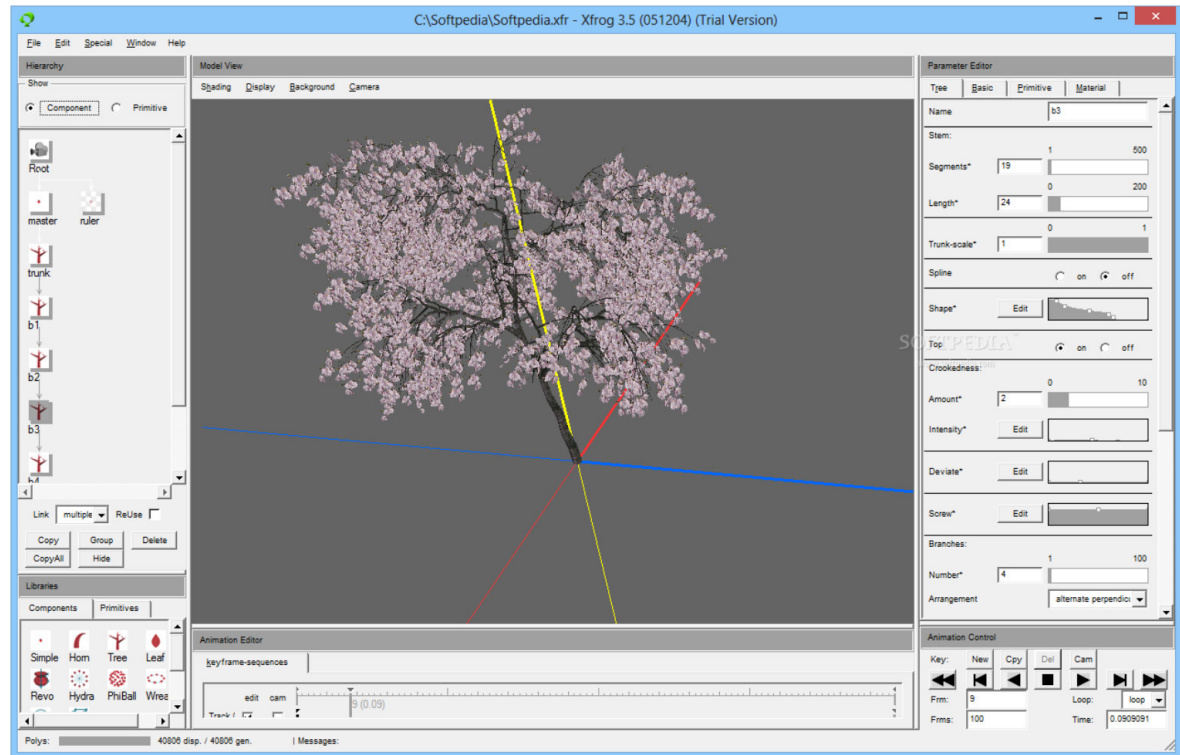
Paramétrique: NURBS



McNeel
\$1000

X Frog

Plantes



XFrog inc
\$600

Poser

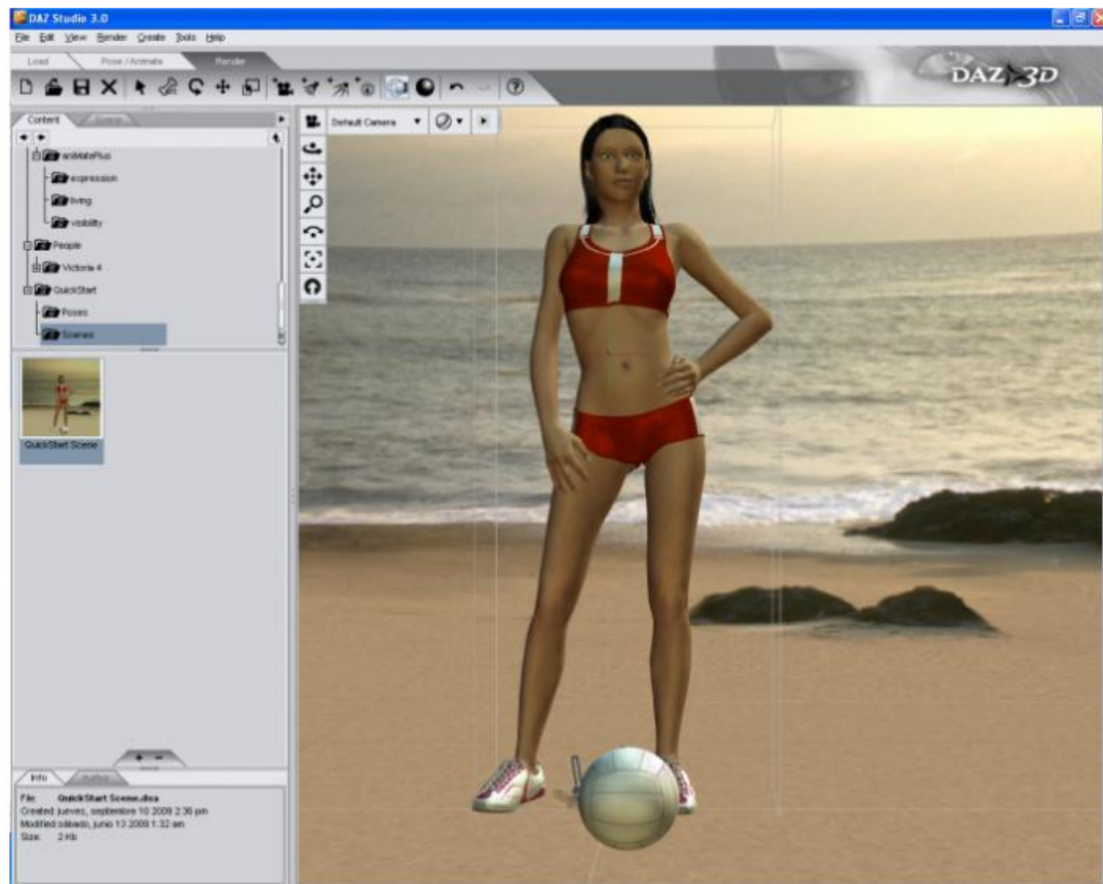
Personnages



Smith Micro Software
\$150

Daz Studio

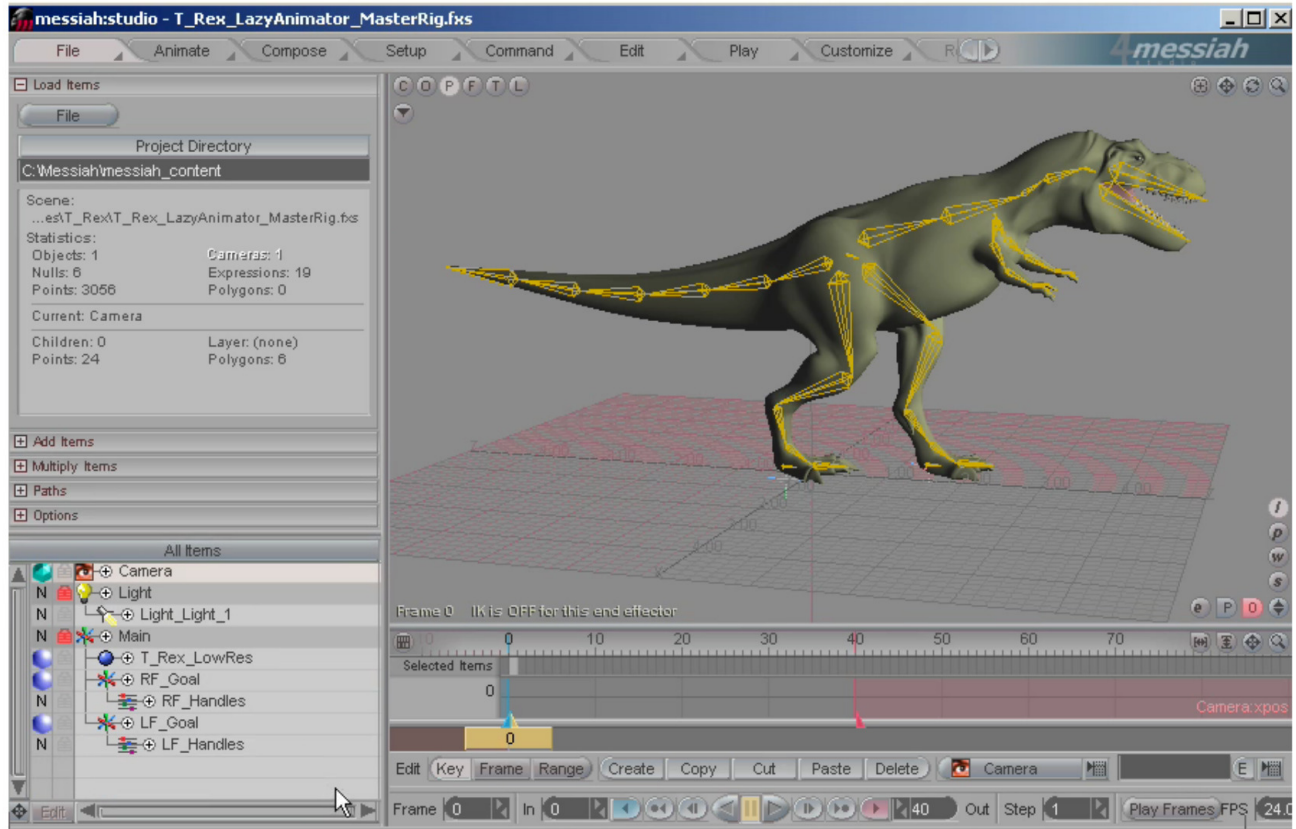
Personnages



Daz3D
gratuit

Messiah Studio

Animation

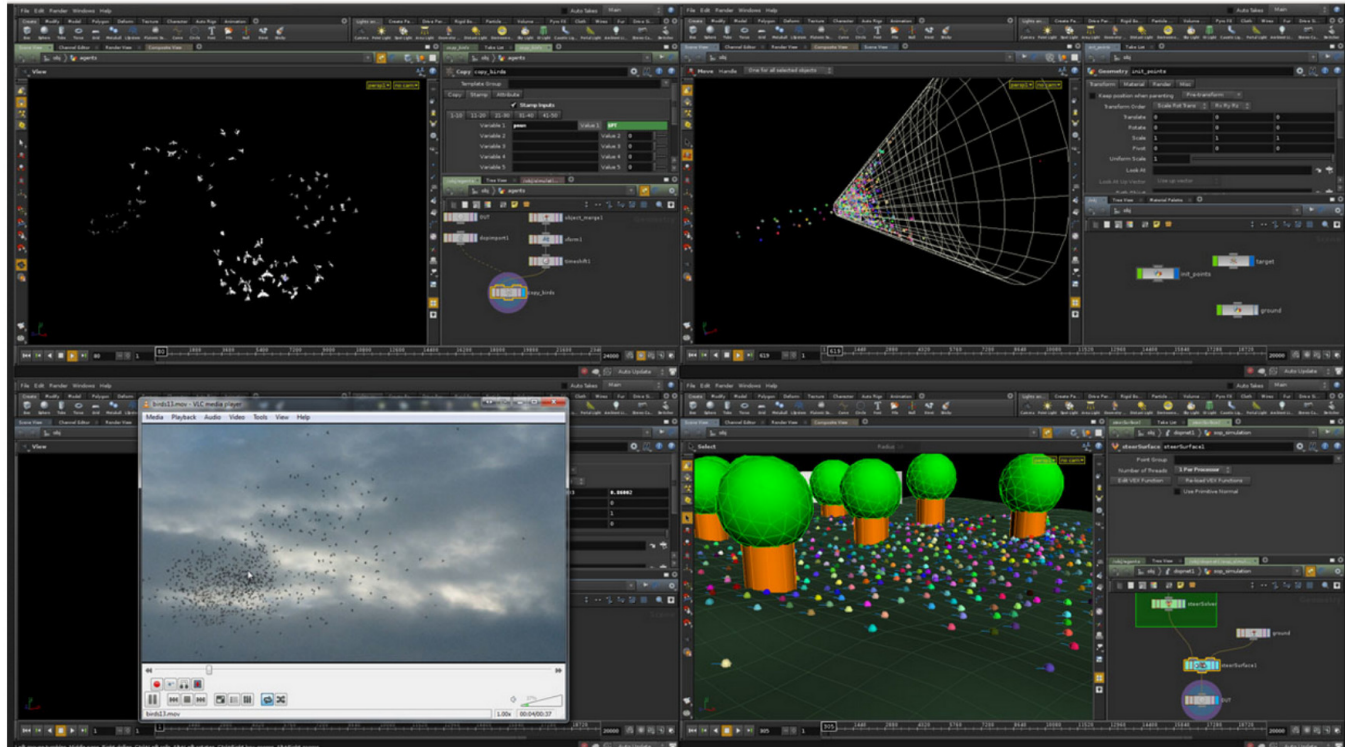


\$400

VFX

Houdini Fx

Effects spéciaux Composition



Side Effects Software
\$5000

RealFlow

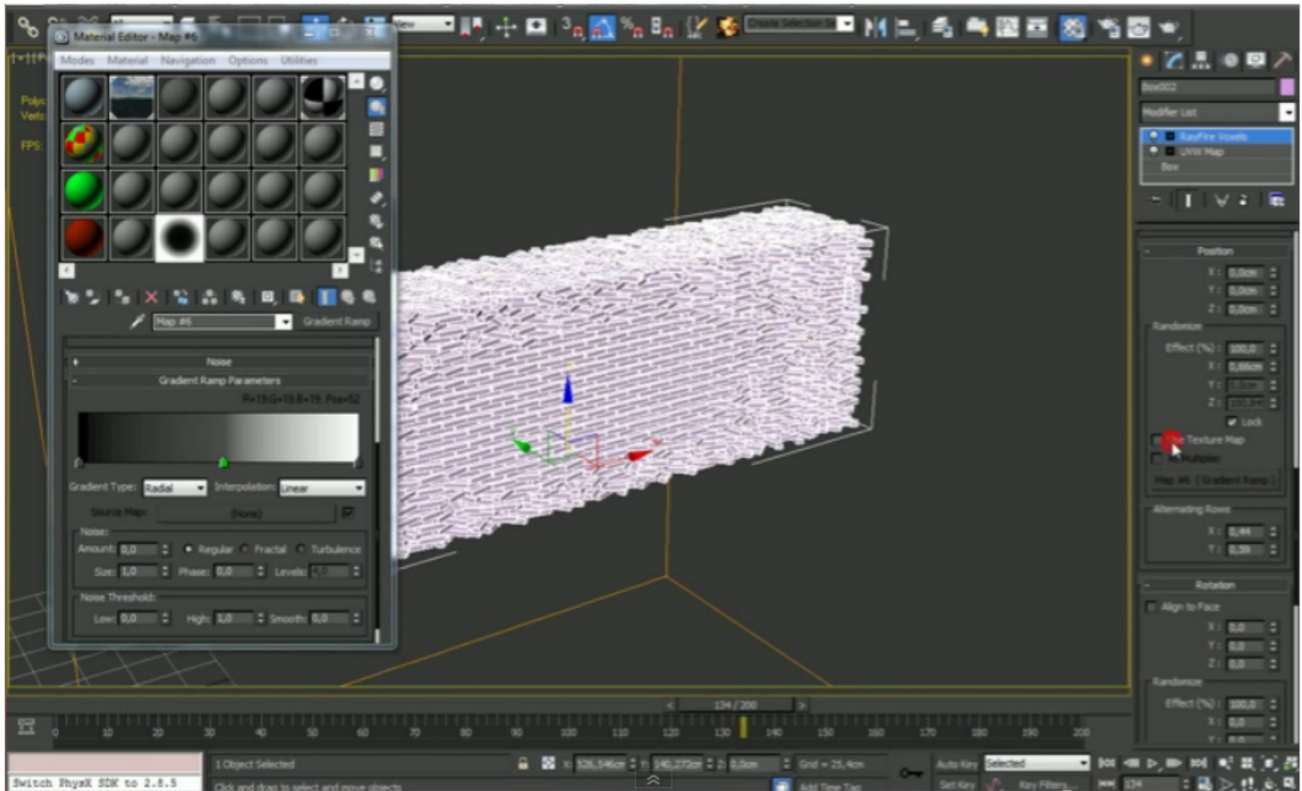
Fluides



Next Limit technologies
\$4000

RayFire Studios

Blocs d'éléments



Next Limit technologies
\$400

FumeFX

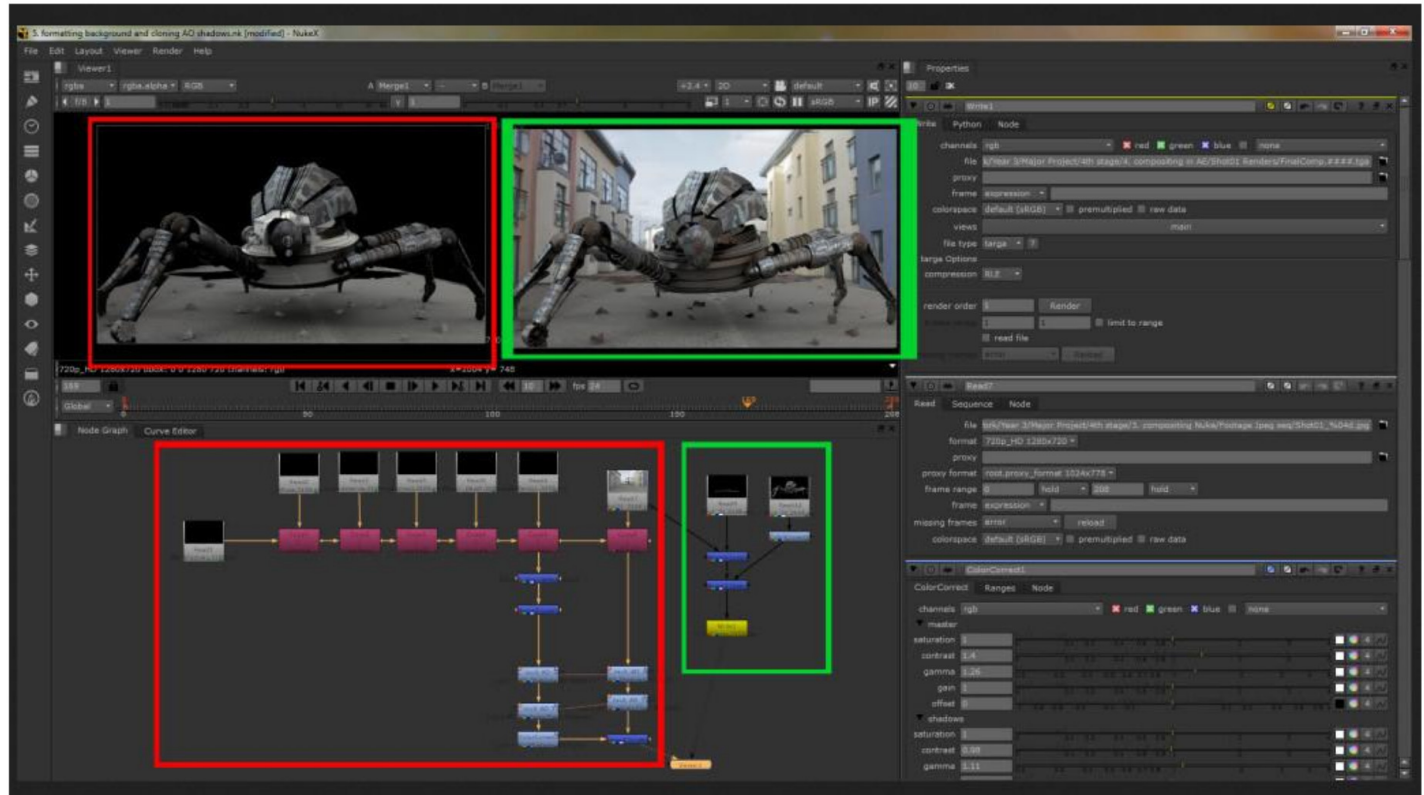
Explosion, fumée



Sitnisati
\$800

Nuke

Compositing



The foundry
\$4500

Rendu

Rendu

- Renderman
- Lanceur de rayons
- Physically based

Moteurs de Rendu

Propriétaire

PRMan
MentalRay
VRay
Maxwell
Octane
Indigo
Arion
Fry
Thea
...

OpenSource

PovRay
Blender Cycle
LuxRender
Yafaray
Sunflow
Mitsuba
Pixie
AQsis
...

Pixar Render Man (PRMan)

The screenshot shows the Pixar RenderMan website. At the top, the word "PIXAR" is in a large, spaced-out font, followed by "RenderMan" in a bold, sans-serif font. Navigation links include "About RenderMan", "Products", "Resources", "News", and a blue "BUY RENDERMAN" button. The main visual is a 3D render of three green, three-eyed aliens in blue jumpsuits standing in a futuristic, metallic environment with red spherical lights. Below this, the text reads "Ooohh! ... it's RenderMan Studio 18!" followed by "With incredible new features, you'll be hooked with RMS18." and a "LEARN MORE" button. A small copyright notice "© Disney/Pixar" is visible. The bottom section features three columns: the first with an Oscar statuette and a quote from A.M.P.A.S. about significant advancements in motion picture rendering; the second with a close-up of a gorilla's face under a dramatic sky, labeled "FEATURES | HAIR AND FUR"; and the third with a 3D render of a green classic car in a software interface, labeled "FEATURE | RE-RENDERING".

PIXAR

RenderMan

About RenderMan Products Resources News [BUY RENDERMAN](#)

Ooohh! ... it's RenderMan Studio 18!

With incredible new features, you'll be hooked with RMS18.

© Disney/Pixar

[LEARN MORE](#)

 "For significant advancements to the field of motion picture rendering as exemplified in Pixar's RenderMan."
© A.M.P.A.S.®

ABOUT RENDERMAN | AWARDS

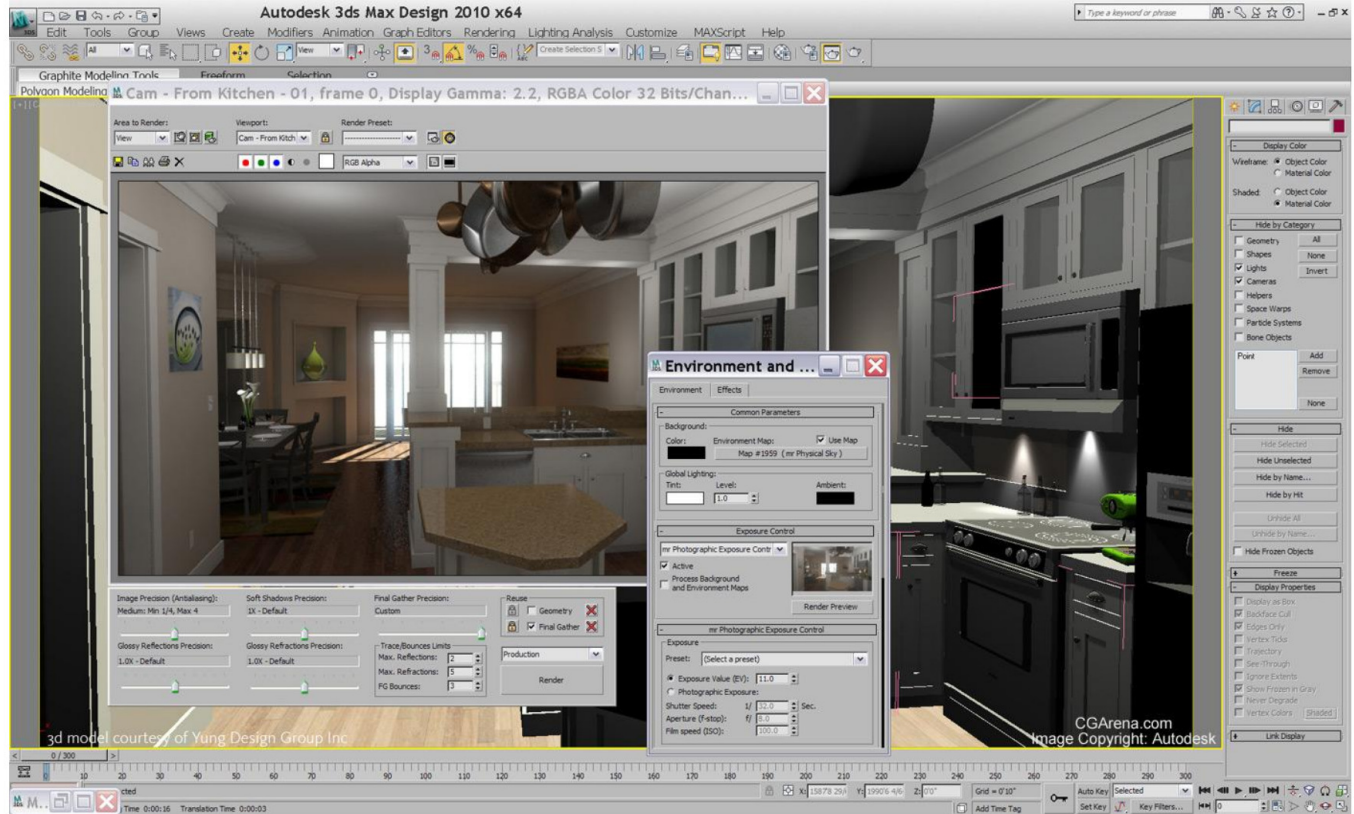
 FEATURES | HAIR AND FUR

 FEATURE | RE-RENDERING

\$2000

Mental Ray

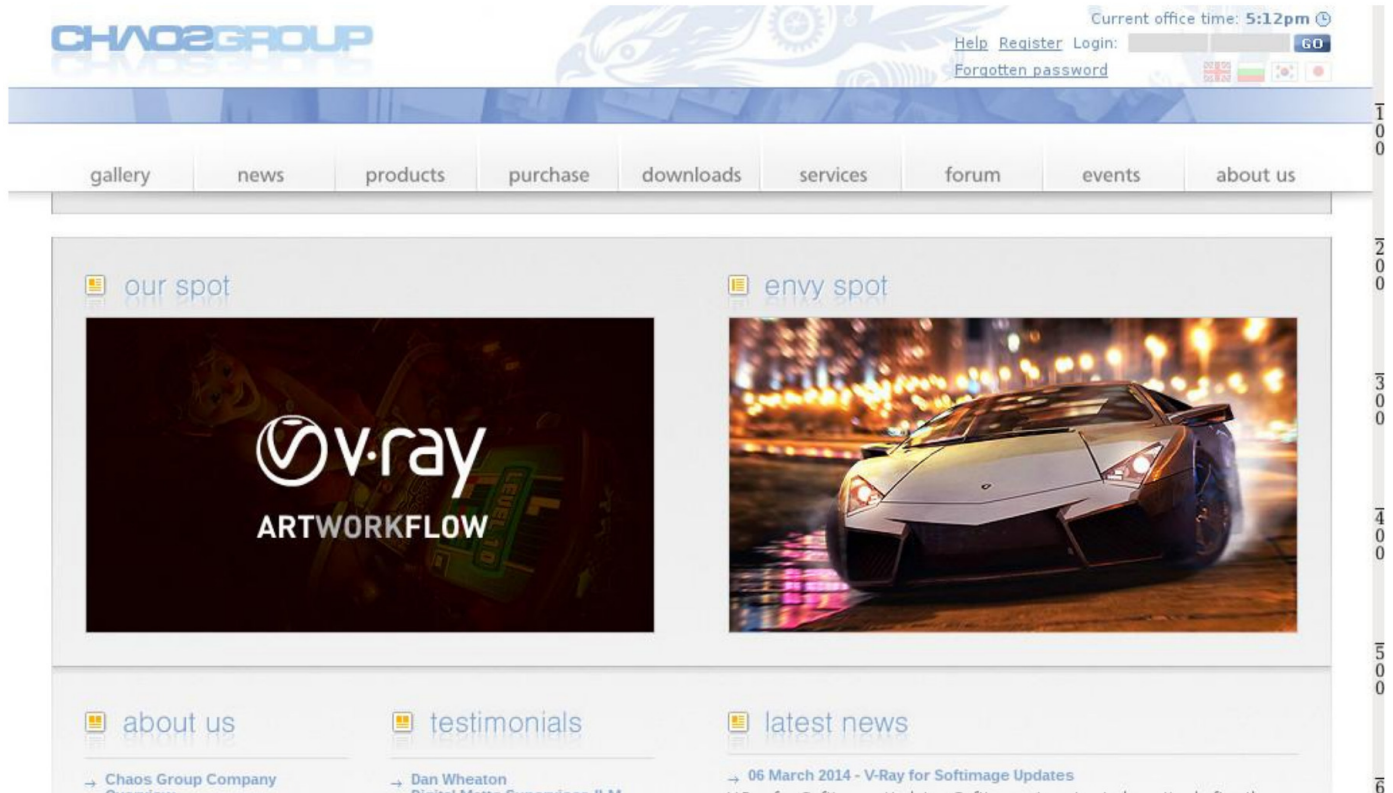
Ray Tracer



Autodesk
\$2000

V-Ray

Ray Tracer

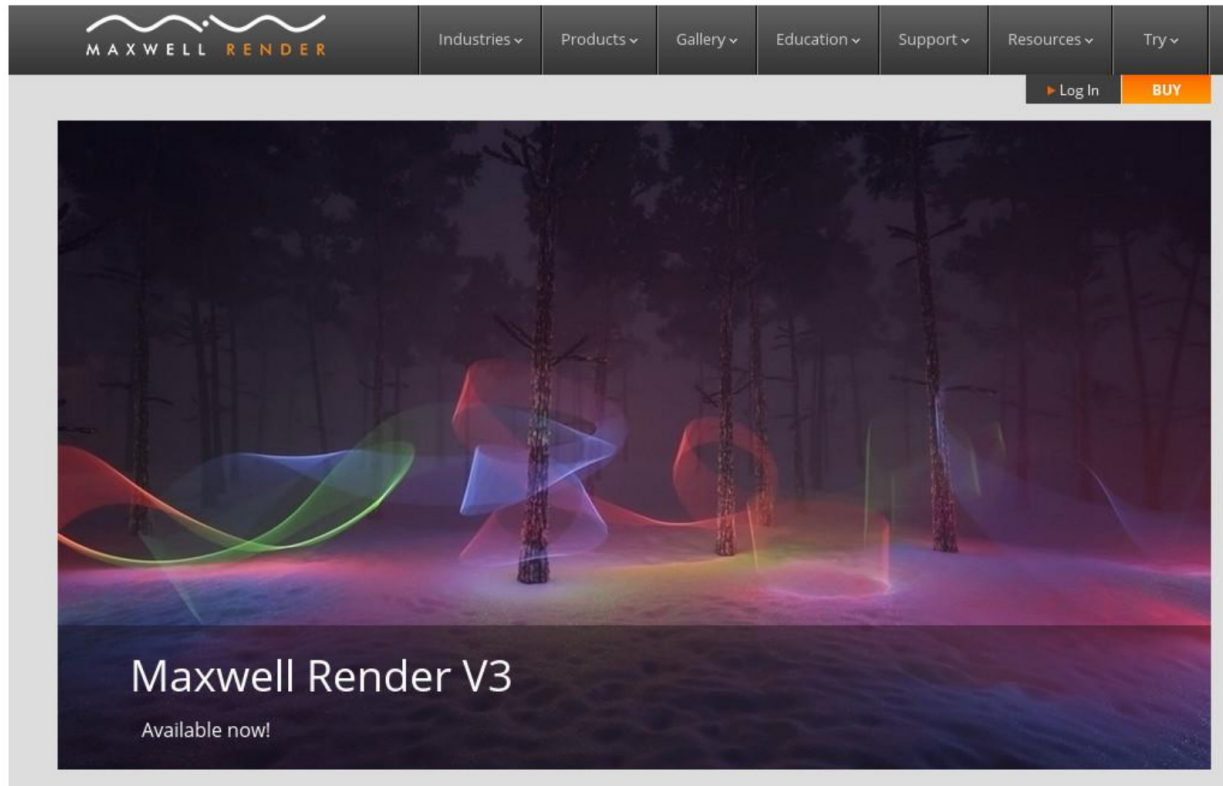


ChaosGroup
\$1500

Concurrent de MentalRay

Maxwell Render

Physically Based

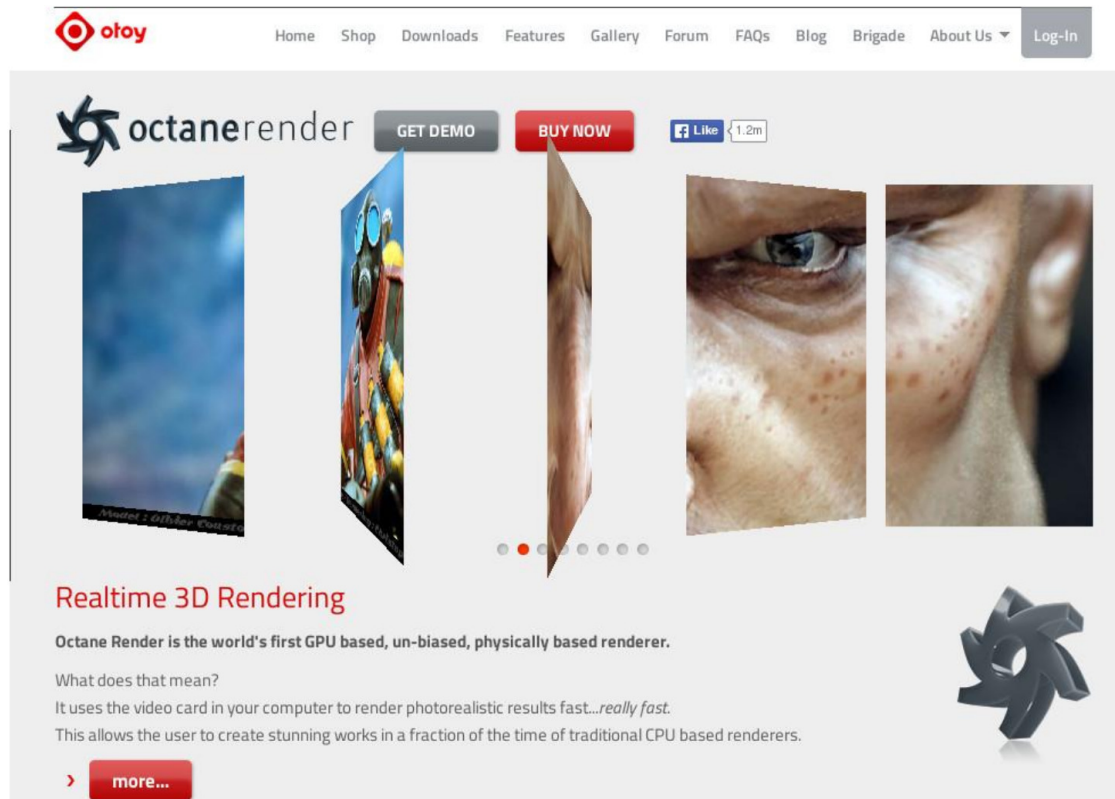


Next Limit Technologies

\$800

Octane Render

Physically Based + GPU



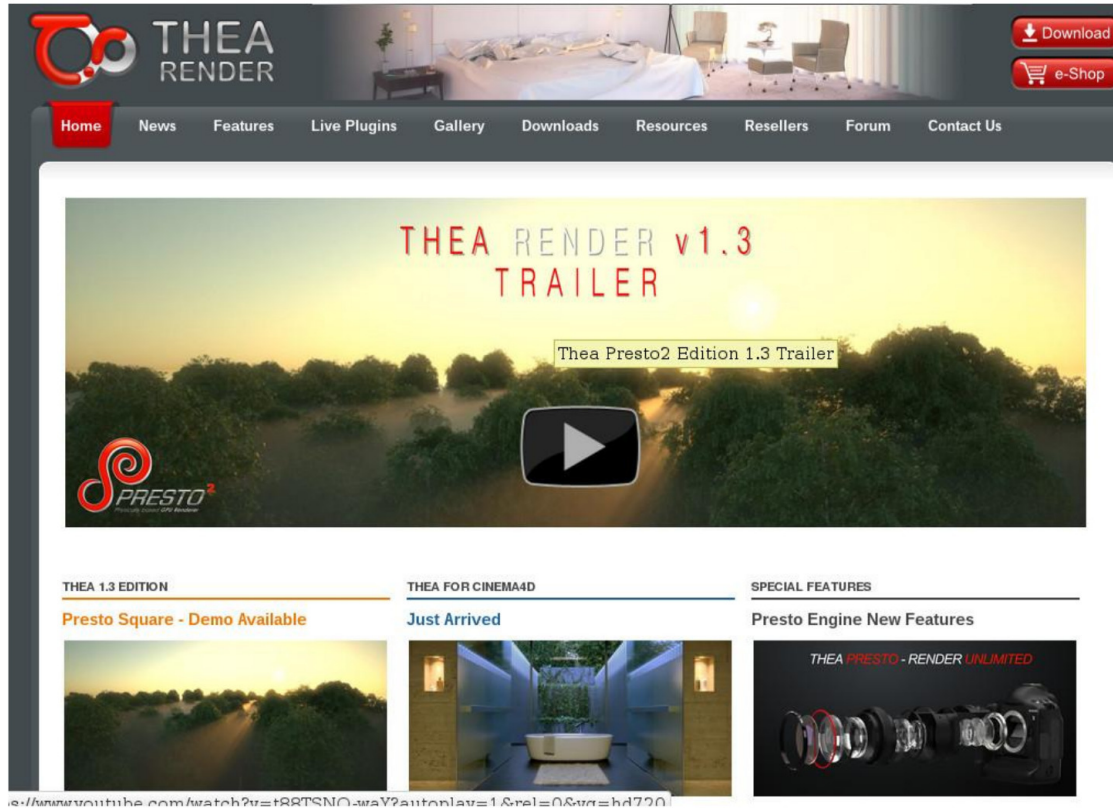
The screenshot shows the Octane Render website. At the top is a navigation bar with links: Home, Shop, Downloads, Features, Gallery, Forum, FAQs, Blog, Brigade, About Us, and a Log-In button. Below the navigation bar is the Octane Render logo, followed by 'GET DEMO' and 'BUY NOW' buttons. A Facebook 'Like' button shows 1.2m likes. The main content area features a horizontal carousel of five images: a blue sky, a colorful abstract scene, a close-up of a wooden surface, a close-up of a human eye, and a close-up of a human ear. Below the carousel, the text 'Realtime 3D Rendering' is displayed in red. Underneath, it states: 'Octane Render is the world's first GPU based, un-biased, physically based renderer.' This is followed by a question 'What does that mean?' and two lines of text: 'It uses the video card in your computer to render photorealistic results fast...really fast.' and 'This allows the user to create stunning works in a fraction of the time of traditional CPU based renderers.' A red 'more...' button is at the bottom left. A large 3D rendered logo is on the right side of the text area.

Next Limit Technologies

\$200

Thea Render

Physically Based



Solid Iris Technologies

\$200

Indigo

Physically Based



[Log in](#) or [Register](#)

[Home](#)

[Products](#)

[Features](#)

[Downloads](#)

[Materials](#)

[Forums](#)

[Gallery](#)

[Support](#)

[Download Trial](#)

[Buy Now](#)

Indigo 3.6



Glare Technologies

\$800

PovRay

Ray Tracer

[Home](#) [Download](#) [Hall Of Fame](#) [Documentation](#) [Resources](#) [Community](#) [Support](#) [Search](#)

POV-Ray Hall of Fame

[\(Go to low-bandwidth index\)](#)

The images presented on this page show a selection of the types of art that can be created using POV-Ray. To a new user the concept of creating such images may seem daunting, but remember - all of the artists featured here were one day new users themselves.



[Fall's Fury](#)
by [Kirk Andrews](#)
[\[Alternate Link\]](#)

Trees from POV-Tree; post-processing in Photoshop CS4.

OpenSource

Yafaray

Ray Tracer



Y • A • F • A • R • A • Y

Search this site:

FREE RAYS FOR THE MASSES

Current stable version: 0.1.1

Main Menu

- Home
- Community
 - Forum
 - Chat
 - Get Involved
- Features
 - Gallery
 - Download
 - Materials
 - Documentation
 - Development
 - Links
 - About us
 - Donate
 - Donors
- Ideas Page

 Find us on Facebook

 Like 1.1k

 **github**
SOCIAL CODING

DEMO FILES



 Documentación en español

HOME

Yafaray is a free open-source raytracing engine. **Raytracing** is a rendering technique for generating realistic images by tracing the path of light through a 3D scene. A render engine consists of a "faceless" computer program that interacts with a host 3D application to provide specific raytracing capabilities "on demand". **Blender 3D** is Yafaray main host application at the moment. The **Yafaray** engine is released under the LGPL 2.1 license. You can download **Yafaray** binaries and the source code in the downloads section.



Yafaray Gallery



YafRay Gallery

OpenSource

LuxRender

Physically Based

LuxRender
GPL PHYSICALLY BASED RENDERER

Home | About | Download | Documentation | Community | Development

Home

Development News
[More...](#)

Licensing change

Please note that the new code that is currently developed as part of the 2.0 code base is licensed under APL 2, the previous code was and remains GPL.
...

LuxRender 2.0 API

LuxRender 2.0 is on its way, a thread has been opened to follow development on the new API and features.
...

New optionally biased path tracing

A brand new integrator is

Overview

LuxRender is a physically based and unbiased rendering engine. Based on state of the art algorithms, LuxRender simulates the flow of light according to physical equations, thus producing realistic images of photographic quality.

Get LuxRender

To get started with LuxRender, choose a package:

 Blender 2.49b	 Blender 2.6x	 3DS Max
 SketchUp	 C4D	 DAZ Studio
 XSI	 Poser	 Carrara

Community News
[More...](#)

LuxBlend 1.3.1a release

A bug fix release of LuxBlend has just been issued to fix a few annoying issues.
...

Website maintenance

We're going to switch over the website hosting. The exact time isn't yet decided, but expect the site to be down during the operations. You'll be able to find more information in the forum or in the #luxrender IRC channel.
...

'Organic' voting

The voting for the 'Organic'

OpenSource

Blender Cycles

Physically Based



OpenSource