

RandomControl®

Physically-based CPU & GPU technology for production rendering

RandomControl is:

- A devoted team of passionate people.
- An innovative technology company.
- High-quality physically-based raytracing.
- An expert and a pioneer in CUDA rendering.



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Arion: Next generation rendering

Our flagship product Arion is:

- A physically-based path-tracer.
- A global illumination renderer.
- Integrated in 3ds Max[®] and Rhinoceros[®].
- Capable of rendering displacements, hair, motion blur, instancing, particles...



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Progressive physically-based path-tracing

The benefits of the tech behind Arion are many:

- Life-like and physically-correct look.
- Interactive editing and previewing.
- Predictable and stable behavior.
- Great performance due to GPU scalability.
- It can run on the GPU, the CPU, or both.



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The flexibility of GPU rendering

Production rendering on the GPU has many advantages:

- It is very cost-effective due to scalability.
- It offers a great *rendered pixels/watt* ratio.
- It is under intensive research world-wide.



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RandomControl's expertise

RandomControl has been developing high-quality render engines in C++ and CUDA for over 10 years already, and is the author of unique technologies.

From this experience RandomControl has built a solid expertise in the 3D rendering field as well as in GPU programming.



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Future development

Our current areas of research:

- Even faster rendering.
- Cooperative rendering.
- Implicit surfaces.
- Fluids (with motion blur).
- And much more...

