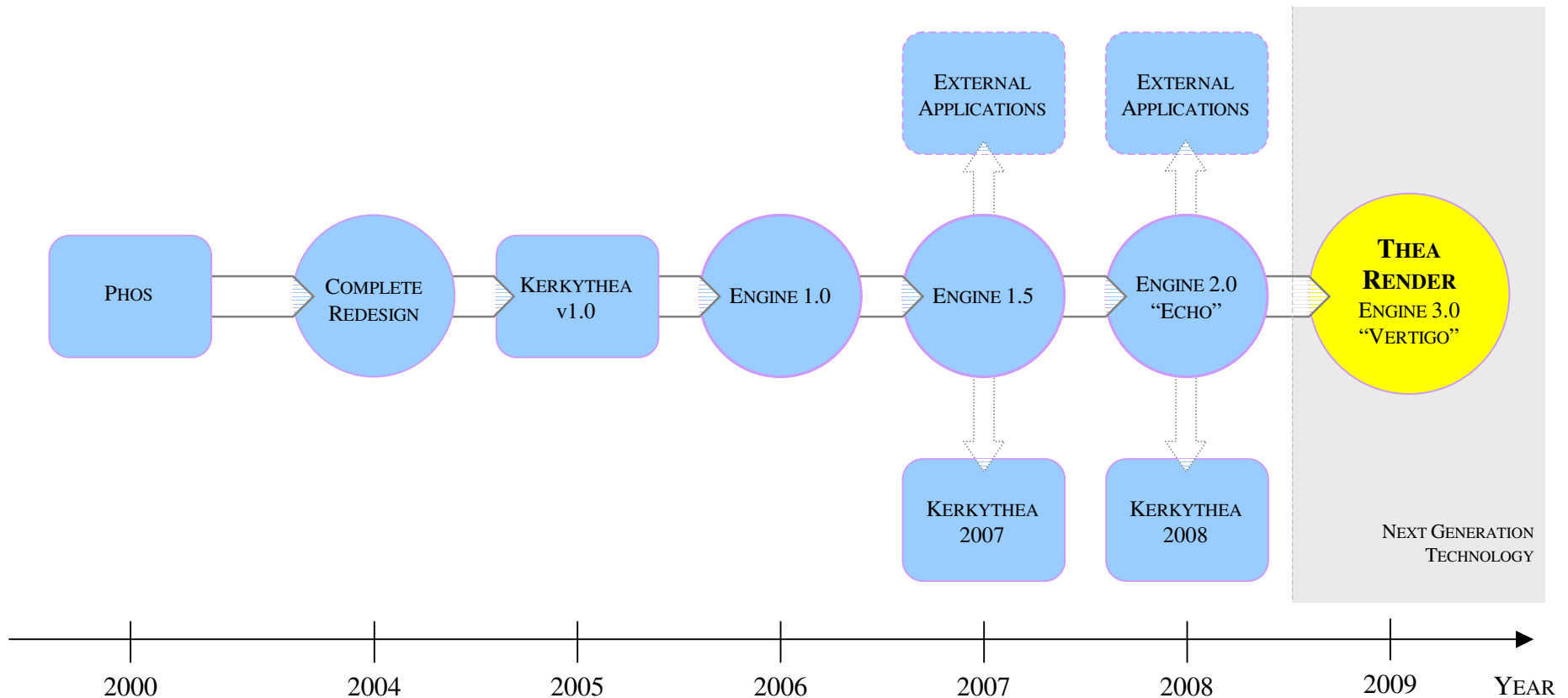


THEA EVOLUTION KEY POINTS



2000	Working on predecessor experimental renderer Phos.
2004	Complete redesign towards a modular architecture.
2005	Kerkythea v1.0 is born. While the interface is rather simplistic many people embrace it.
2006	Improving architecture and releasing SDK in order to license external applications*.
2007	Besides photon mapping methods, unbiased methods are now also supported. Kerkythea 2007 is a quite successful freeware application.
2008	Kerkythea 2008 becomes a big success offering high quality rendering along with some interesting and advanced staging features.
2009	THEA RENDER is our next generation engine, operating in full visible spectrum and delivering highest quality using state-of-the-art techniques and in-house R&D. It encapsulates the new technology in an advanced and intuitive user interface written from scratch – to be integrated also as seamless plugin on most popular modelers.

* Commercial plugins developed by 3rd party independent contractors.