

THEA RENDER KEY POINTS

VERSATILITY



Encapsulating more than one engine cores, your renders can be as versatile as never before. Use fast photorealistic rendering for animation or unbiased rendering for ultra-realism. Or bake textures for your games and real-time architectural walkthroughs. All these by a mature, stable and optimized renderer.

PHYSICALLY BASED RENDERING



From the basic materials up to the layer system and lights, physical laws are obeyed, leading to superior render quality. The incorporation of real data, such as material measurements and industry standard lights, ensures that you will never need to think or work in an “unnatural” way for your achievements.

ACCURACY



Besides physically based models, advanced techniques are used to solve the global illumination problem, guaranteeing accurate light simulation. Working in full visible spectrum, inappropriate tristimulus color spaces are bypassed. Thea is built on top of a solid mathematical framework performing robustly and precisely.

PERFORMANCE



With an optimized engine and various alternatives to choose from, the results will be delivered within your time schedule. Improved memory footprint makes possible to render many millions of polygons – billions through instancing – on a medium performance computer.

ADVANCED STUDIO



While the other renderers are used as plugins, Thea comes also with its own standalone studio application. The studio not only makes best use of renderer features but also provides advanced staging tools, such as instancing, animation control and interactive render, for unleashing your creativity.

POWERFUL MATERIAL SYSTEM



Thea materials are based on state-of-the-art advances in material modeling. With a breakthrough layer system and highly energy conservative materials, the creation possibilities are endless and always valid in a physical sense. Editing a material is easy with the integrated material editor that includes advanced features, such as volumetrics, displacement, alpha and bevel mapping.

LINEAR LEARNING CURVE



The user interface is designed with one primary parameter in mind; human factor. New users will easily find their way in an intuitive and compact interface, while advanced users can exploit several options for custom tweaking. Thea provides those mechanisms to make the whole learning process easy and fun, while maintaining full render power.

PORTABILITY



The engine has been developed as platform and system independent application with modern software architecture. The application look and feel does not change when moving from one operating system to another. You can simply connect different systems for co-operative renders and take advantage of unlimited memory usage and scripting automation.

SUPPORT AND COMMUNITY



We believe in not just creating a piece of software but also forging a warm community around it. A community where you are very welcomed to join, share ideas and find new resources. Besides, you can always count on immediate help through e-mail support.

FAIR PRICE



Thea is built for the professional user but without an elite-targeted price tag. It is affordable for one basic reason; we simply enjoy working on creating a solid and elegant application in order to meet your expectations.