

FOR IMMEDIATE RELEASE

Stuttgart, Germany – InstaLOD GmbH today is pleased to announce the introduction and immediate availability of a free InstaLOD seat license program which is available to everybody from individuals to large organizations. The free seat license program disrupts industry standard licensing models by bringing unprecedented value in an unencumbered software package to everybody working with 3D. Every individual or business can apply for a free seat license through the InstaLOD website with no limitations.

The widely adopted technology makes it easy to achieve massive cost-savings when creating new assets or getting data ready for any business case. Whether taking large CAD assemblies into a VR application or optimizing AAA game scenes: InstaLOD helps its customers to achieve their vision. The award-winning technology is used across industries: from Tier 1 automotive companies to leading AAA game developers and VFX studios. The solution revolutionizes state-of-the-art 3D production workflows by automating labor intensive workflows involved in data preparation or asset creation.

"The free seat license will have a lasting impact on the industry. Giving out so much value for free - without royalties or other commitments is unheard of.", says Manfred M. Nerurkar CEO and Founder of InstaLOD GmbH, "InstaLOD is already used by the biggest game developers, enterprise companies and it's also part of the curriculum of leading universities. I fundamentally believe that this program will be a catalyst for our growth and a game changer for the 3D community."

Feature Highlights:

- State-of-the-art algorithms for geometry processing:
 - Optimization
 - Remeshing
 - Material Merging
 - Imposterize
 - Occlusion Culling
 - UV Unwrapping and Packing
 - Texture Baking and more.
- Leading CAD/CAM tessellation engine for high-quality CAD/CAM to polygon conversions.
- InstaLOD Studio XL standalone application with physically based rendering.

- InstaLOD C++ SDK for both PC Windows and MacOS.
- Fully integrated into DCC tools:
 - Autodesk Maya
 - Autodesk 3ds Max
 - Autodesk VRED
 - Unity 3D
 - Unreal Engine 4
- Deep pipeline integration and automation with InstaLOD Pipeline.
- Compatible with PC Windows and MacOS.

Media Kit Download:

- Includes company description, company logo, screenshots, client case-studies and video clips (17,40 MB)
http://files.InstaloD.io/MediaKit_20190315.zip

Media Kit Contents:

Videos

- InstaLOD Optimization (30s Clip)
https://www.InstaloD.com/wp-content/themes/InstaloD/assets/videos/Optimize_Quality_720p.mp4
- InstaLOD CAD Tessellation (30s clip)
https://www.InstaloD.com/wp-content/themes/InstaloD/assets/videos/XL_CAD_720p.mp4
- Getting Started with InstaLOD Studio XL (YouTube, 5:30m)
<https://www.InstaloD.com/VideoTraining>

Case-Studies

- Sony London Studio (AAA Game Developer)
- Bluepoint Games (AAA Game Developer)
- Wargaming (AAA Game Developer)
- Rotor Studios (Enterprise VFX)
- Fontre (Enterprise VFX)
- Reallusion (ISV)

Screenshots

Links

- InstaLOD homepage
<http://www.InstaloD.com>
- InstaLOD Free Seat License Landing Page
<http://www.InstaloD.com/FreeSeatLicense>
- InstaLOD YouTube Channel
<http://www.InstaloD.com/YouTube>



Located in Stuttgart, Germany InstaLOD GmbH is the developer and publisher of the award-winning InstaLOD solution. InstaLOD enables companies around the globe to achieve massive cost and time savings when working with 3D. The software was first introduced at SIGGRAPH 2017 in Los Angeles. Two years on, InstaLOD is a key exhibitor with one of the biggest boothspaces at SIGGRAPH 2019 in Los Angeles.

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