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BOOMER LABS RELEASES “GeoMaps”

(Overland Park, KS, April 6, 2015) – Boomer Labs announces the release of its new plugin GeoMaps.

Boomer Labs is pleased to announce the release of its newest plugin GeoMaps. GeoMaps is a collection of 3ds MAX maps that allows the user to shade the underlying object based on its geometry. This unique capability permits geometry-based shading, a capability not previously available with 3ds MAX.

Curvature: This map will adjust output based on curvature of the underlying object. Great for weathering and highlighting object details, this map includes advanced capabilities including distortion and directional biasing for fantastic results.

Tension: This map will adjust output based on the tension of the underlying object over time. This unique capability allows the user to dynamically illustrate changes to mesh.

With additional maps including Velocity coming soon, GeoMaps will change the way MAX artists think about shading their models in 3ds MAX.

Already in use in production, Neil Blevins at Soulburn Studios has this to say about Curvature, “For the past decade, procedural shading in 3ds MAX has been missing a fundamental tool - a dedicated render time Curvature Map. Boomer Labs' Curvature gives us everything we need in a simple, fast and straightforward interface.”

Fully multi-threaded, these maps are extremely fast and provide great results with very little overhead. GeoMaps is available to all 3ds max users with 64 bit versions of 3ds Max 2010 through 2015. List price is \$60 USD per seat with no charge for render nodes.

A free downloadable demo version and additional information is available from Boomer Labs at www.boomerlabs.com.