

**Contact Information**

Lex de Azevedo  
Phone (435) 628-5218  
Fax (435) 628-9756  
lex@strata.com

For Immediate Release

**Strata™ Releases Mactel Version of Strata 3D CX™ 5.1**

*Provides significant speed increases on Intel based Macs*

**St. George, Utah, January 22, 2007** — Strata, the company adding the power of 3D to the designer's toolset, released today the Mac Universal Binary version of Strata 3D CX 5.1. This free update for current Strata 3D CX 5.0 users touts major speed increases on Intel powered Macintosh computers, many enhancements, and bug fixes. As with prior releases, Strata's commitment to let customers "try before you buy" has assisted over 500,000 artists explore, learn and become productive with this industry leading 3D design software.

This version of [Strata 3D CX v.5.1](#) completed a long public beta testing cycle, which makes this version the most stable and powerful version in Strata's twenty year history. The interface and tools have been improved to be even more familiar to current Adobe® customers. Heading up the list is the ability to **Render to Layers**. Now with version 5.1 users can render out a 3D layered Photoshop® file and use PSD file layer compression. Every component of the image - such as specular highlights, reflections, scene depth, shadows and transparency - are on separate layers. This feature has been one praised by users because of the time savings in post rendering production.

"Strata has worked very hard to optimize Strata 3D CX 5.1 for the Mactel platform," said Ken Bringham, Strata's CEO. "A significant portion of Strata users work on the Macintosh. The Mactel based machines provide enhanced performance and an improved experience, which is fantastic for designers who use them to create their work."

Strata 3D CX v.5.1 also adds the ability to **Render to [Strata Live 3D™](#)**, another great product in the Strata CX Suite, which allows objects to come alive on web pages, in Flash content, and in Adobe Portable Document Format (PDF) files.

It also includes the following: an improved **SDS Modeler**, a completely revamped geometry deforming **Skeleton System**, new scripting power through the popular **Lua Scripting** language – which has already resulted in the powerful new Script FX and Filter FX special effects modules. Added to this list is the new **History palette**, support for fully "Quad" based polygon objects with greatly improved Boolean operations, stacking, docking and other palette management options, and stop-watch based animation controls.

For more information about Strata 3D CX 5.1 visit [http://www.strata.com/support\\_s3dcx51.asp](http://www.strata.com/support_s3dcx51.asp)

**About Strata**

Strata is a division of Corastar Inc. and a member of the Vistedge corporate partnership program. Strata is located in the scenic red rock country of southern Utah. For more information see [www.strata.com](http://www.strata.com), or call 800-678-7282.

Strata 3D, Live 3D, Foto 3D, Strata 3D CX and Red Rock Revival are trademarks of Corastar Inc. All other trademarks contained herein are the property of their respective owners.