

Contact Information

Rebecca Taylor
Phone (435) 628-5218
Fax (435) 628-9756
rebeccat@strata.com

For Immediate Release

Strata™ Releases Free Version of Strata 3D CX™ 5

Fully functioning Tryout allows users to try the product in order to make a purchasing decision

St. George, Utah, August 3, 2006 — Strata, the company adding the power of 3D to the designer's toolset, released today free demonstration versions of Strata 3D CX 5.0. 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. To assist in the learning process Strata has provided access to numerous Podcasts and tutorials,

This version of [Strata 3D CX v.5.0](#) touts an impressive number of new features. Improvements have added tremendous power in modeling, rendering, animation, and workflow management. 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 5.0 users can render out a 3D layered Photoshop® file to achieve exponential creative power. Every component of the image - such as specular highlights, reflections, scene depth, shadows and transparency - are on separate layers. For example, users could pump-up specular highlights, colorize shadows, increase transparency, dim down reflectivity, etc., in Photoshop without having to render the image again.

Strata 3D CX v.5.0 also adds the ability to **Render to [Strata Live 3D™](#)**, a newly released application, 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.

"I have to confess that I'm extremely excited about the release of version 5.0," said Ken Bringham, Strata's President. "I'm even more convinced that Strata's position to provide 3D to the millions of 2D content creators, by making our products fit seamlessly into their workflow, is the right strategy for us. Strata 3D CX v.5.0 will help designers take their creativity to the 'Power of 3D.'"

Designers wanting to tryout Strata 3D CX v.5.0 should visit http://www.strata.com/strata3d_demo.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, or call 800-678-7282.

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