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For Immediate Release

Strata™ Releases Upgrade to Strata 3D CX™

Version 5.0 provides users an exponential power increase

St. George, Utah, May 30, 2006 — Strata, the company adding the power of 3D to the designer's toolset, announced today the release of Strata 3D CX version 5.0. This latest release of Strata's flagship product adds 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. In short, this is the most powerful, easy to use, 3D application release for designers, illustrators and mixed-media artists - ever.

[Strata 3D CX v.5.0](#) touts an impressive number of new features. 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.

The latest version 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, stop-watch based animation controls, and, with the addition of the new Greenbriar plug-ins, import of motion capture data, Poser models and morph data.

“I have to confess that I'm extremely excited about the release of version 5.0,” said Ken Bringhurst, 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.”

For more information about Strata 3D CX v.5.0 please visit www.strata.com

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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