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Shaderlight Cloud Rendering Powered by Limitless Computing Shines in Architosh AIA National Awards

2012 Architosh Best of Show AIA National Award in the Desktop Category

BOULDER, CO and CAMBRIDGE, UK – May 31, 2012 – Limitless Computing Inc.®, a leading provider of 3D mobile Augmented Reality, and ArtVPS Ltd, developers of Shaderlight™, the interactive rendering software for Google SketchUp, today announced that its Shaderlight Cloud Rendering powered by Limitless Computing is a runner-up in the 2012 Architosh Best of Show AIA National Awards in the desktop category.

Architosh, a leading online publication devoted to Mac and iOS CAD and 3D software applications, announced its first AIA National Convention and Exposition Best of Show Awards.

"Shaderlight deserves recognition as the first cloud-based rendering solution for Google's popular SketchUp rendering program," wrote Anthony Frausto-Robledo, publisher and editor-in-chief of Architosh. "With this unique solution, SketchUp users can produce photo-realistic renders of their models at up to 5x speeds faster than on the desktop and up to 128x faster at animations."

Shaderlight Cloud Rendering combines the leading interactive plug-in to Google SketchUp, and proven Cloud technology from Limitless Computing. It frees up desktop computers for other work, enabling users to handle multiple projects simultaneously, and offers a low-cost alternative to rendering scenes and animations in-house.

Graham Wylie, CEO, ArtVPS, said, "It's fantastic that the benefits of this new innovation are already being recognized. Shaderlight Cloud Rendering enables architects and designers to deliver the highest quality renders, in very little time and at a low cost, meeting the needs of all busy practices today and those who simply cannot afford the significant hardware investment required to deliver these results."

About ArtVPS
Founded in 2002, ArtVPS Limited quickly established itself as the leading developer of dedicated rendering hardware, developing the first processor designed exclusively to accelerate ray tracing of 3D data. Its revolutionary flagship rendering technology,

Shaderlight, is a physically based, progressive ray-tracer that enables interactive, nonlinear changes to the materials, environments, lighting and textures at any stage within the rendering process – even on production-ready images. (www.artvps.com)

About Limitless Computing

Limitless Computing Inc. is a Boulder, CO-based company that has been providing cloud computing since 2006 and specializes in Augmented Reality. Limitless Computing brought Augmented Reality to Google SketchUp in 2011 with the release of the mobile application SightSpace 3D for Apple and added Kindle Fire and Android devices in 2012. (www.LimitlessComputing.com)

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