



## Press Release

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### PBRtist 1.0 available

PBRtist creates 3D materials based on Physically Based Rendering (PBR) under macOS ensuring optimal visualisation. To do this, drag and drop an image into the Scene View of the software. After configuring the material properties the finished PBR material can be exported in various formats for use in Blender, Cheetah3D, SceneKit and ARKit projects and other 3D applications.

PBRtist offers a wide range of setting options so that photos can be used to create beautiful and natural looking materials for applications in the field of computer graphics.

PBRtist is a native, document based macOS app. Completely written in Swift this app requires a version of macOS 10.13 or newer. PBRtist uses Apple's graphic engine „Metal“ and requires an appropriate GPU.

PBRtist can be downloaded as a free demo version at <https://even-u.com>. In demo mode, materials are watermarked during export. The demo version can be unlocked by purchasing a license. PBRtist is non-subscription software.

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