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## **Limitless Computing and ArtVPS Partnership to Launch at AIA**

### *Limitless Computing and ArtVPS to Announce Innovation at American Institute of Architects Convention*

BOULDER, CO and CAMBRIDGE, UK - April 30, 2012 - [Limitless Computing Inc.](#)<sup>®</sup>, a leading provider of 3D mobile Augmented Reality, and [ArtVPS](#), a pioneering developer of Shaderlight, the 3D rendering software for Google SketchUp, today announced a partnership that will deliver a new generation of solutions to the architectural community.

Limitless Computing and ArtVPS will launch the first combined innovation of cloud-based rendering in booth 1908 at the [AIA 2012 National Convention and Design Exposition](#) in Washington DC, May 17-19.

“Today’s architects want compelling, flexible, easy-to-use products that provide a realistic experience for their clients,” commented Dr. Errin T. Weller, president, Limitless Computing Inc. “As Limitless Computing moves forward with its partnership with ArtVPS, our combined strengths will deliver unrivalled solutions to architects worldwide.”

Graham Wylie, CEO, ArtVPS said: “Since its launch in 2010, our interactive rendering solution Shaderlight has become an essential tool for architects and designers worldwide as a simple means to create high quality renders. Partnering with Limitless Computing builds on this success, utilizing our combined expertise to further transform architects’ workflows giving them the competitive edge. We’re looking forward to returning to AIA to launch this fantastic new product.”

### **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](http://www.LimitlessComputing.com))

### **About ArtVPS**

Founded in 2002, ArtVPS quickly established itself as the leading developer of dedicated rendering hardware, developing the first processor designed exclusively to accelerate ray tracing of 3D data. ArtVPS is today leading the way in developing photorealistic rendering solutions that generate visually accurate representations of 3D scenes. 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](http://www.artvps.com))

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