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Award-Winning Shaderlight Cloud Rendering Powered by Limitless Computing Now Available

First SketchUp Rendering Plug-in to Use Cloud Computing

BOULDER, CO - July 11, 2012 - [Limitless Computing Inc.](#)[®], a leading provider of 3D mobile Augmented Reality, today announced that users of Shaderlight, the leading interactive and intuitive rendering plug-in to SketchUp, can now harness the power of the cloud with one click.

Now available, the award-winning Shaderlight Cloud Rendering powered by Limitless Computing is the first and only SketchUp rendering plug-in that puts the power of the cloud at every user's fingertips. Combining high quality rendering from Shaderlight and cloud technology from Limitless Computing, Shaderlight Cloud Rendering delivers the fastest, most cost-effective workflow for SketchUp users.

"Shaderlight Cloud Rendering frees up your computer and other resources, creating quick, affordable images," commented Daniel Tal, landscape architect, SketchUp author and tester of Shaderlight Cloud Rendering. "It's simple to set up your model to render. Just upload to the cloud and a high-quality image is delivered directly to you. This service is particularly good for those wanting to render large models or models that use artificial lighting since these can take a good amount of time and computer power. The system is also ideal for rendering animations, putting them within reach for most companies and SketchUp users. Using the Shaderlight Cloud Rendering service allows designers to generate beautiful rendered animations, clearly articulating design themes and ideas."

"With this new version of Shaderlight I think we're seeing the first big step into the future of rendering," said Eric Schimelpfenig, founder, Sketchthis.net, and specialist in 3D solutions for kitchens and bathrooms, who has been testing Shaderlight Cloud Rendering. "As the world moves to low-power, lightweight, mobile devices, the choices for super-powerful laptops seem to be dwindling. Adding a cloud rendering option not only makes rendering fast and more reliable, it can be done on any machine, regardless of computing power. This new version of Shaderlight takes your ordinary machine and straps a rocket pack to it. Renders have never looked so good, so fast."

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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To schedule an interview with Dr. Weller or another Limitless Computing executive, please call 303-478-3044, or email marilyn@kronercommunications.com

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