



**For Immediate Release  
June 16, 2008**

**Luxology Expands its Training Offerings with Two New modo Tutorials**  
*Video Learning Tools Prove Exceedingly Popular with the modo Community*

**San Mateo, Calif.** – June 16, 2008 – Luxology® LLC, developers of modern, artist-focused 3D software, today announced the immediate availability of two additional modo® 302 video albums created by Luxology’s Training Division. The albums, entitled “Concept Car” and “Cartoon Kid,” are provided in high-definition resolution and provide step-by-step instruction on how to efficiently use modo software to model, paint and render.

The Luxology Training Division, led by Andy Brown, was formed over a year ago in an effort to answer the growing demand for high-quality learning materials for both novice and experienced 3D modo artists. Since its formation, there has been a continual flow of professional quality training materials on a variety of real-world topics. A typical video album from Luxology is priced at USD \$25 and provides approximately 90 minutes of instruction and sample content. Each video is downloadable for immediate viewing and is formatted for playback on Mac and PC systems.

Customer reaction to Luxology’s training materials has been consistently positive, including multiple modo Forum postings of derivative works based on the videos. These two most recent additions to the training video library have already been enthusiastically received as seen in this recent Forum posting:

<http://forums.luxology.com/discussion/topic.aspx?id=26000>.

**Here is what some modo customers are saying:**

*"The training you guys provide is insanely awesome. If not for your training format, blogs, training, modcasts, etc., I would not have been able to accomplish nearly so much in modo and in 3D in general, and I know of many who feel the same way. You are truly a unique company with a unique vision."*

*- Mckay Hawkes of Pixelbox Studios*

*"WOW! I have no words! Just downloaded it and it's the best tutorial I have ever seen."*

*- Paulo Salamon of Rexnord Marbett*

*"I knew I had to have this one after watching the previews. In particular, I've watched the third episode half a dozen times this week. Amazing!"*

*- Dan Tapp*

### **Additional Details on New Training Videos**

"Concept Car" delves into an innovative workflow for rapidly creating a concept car by combining sculpting and traditional polygon/SubDivision surface modeling tools in modo 302. The album includes four video tutorials that cover sculpting, topology re-creation, detailing and rendering of a car into a background photo using physically based daylight for lighting. A special metallic car shader is also provided.

"Cartoon Kid" consists of five videos illustrating the process of using modo 302 to model a cartoon character based on original conceptual sketches which are provided as part of the training. The video outlines techniques that are relevant to the creation of any kind of bipedal character.

For contestants entering the Skuuma Home and Office Furniture Design competition, Andy Brown and The Luxology Training Division have produced a set of four additional modo videos that explain how to build a variety of contemporary furniture using modo.

All modo training videos are produced in high-definition so as to preserve on screen detail of the user interface.

### **Pricing and Availability**

The "Concept Car" and "Cartoon Kid" tutorials are each sold for USD \$25 and are available for quick download on Luxology's website. For more information or to purchase please visit [http://www.luxology.com/store/training\\_materials.aspx](http://www.luxology.com/store/training_materials.aspx).

Information regarding the Japanese version of modo and associated learning materials is available at <http://www.mars-inc.net/modo/index.html>, while details about the Skuuma Design Competition may be found at <http://www.luxology.com/skuuma/>.

### **About modo**

modo® 302 is a modern, artist-friendly 3D software that combines modeling, sculpting, painting, animation and rendering in a fused workflow for artists creating 3D content and final imagery for design visualization, creative imaging, game development, film and

broadcast, educational and scientific purposes. A favorite tool among many designers and artists, modo's innovative toolset offers one of the fastest paths to content creation on the PC and Mac.

### **About Luxology**

Based in San Mateo, Calif., Luxology® LLC is an independent technology company developing next-generation 3D content creation software that enhances productivity via artist-friendly tools powered by a modern underlying architecture. Founded in 2002 by Allen Hastings, Stuart Ferguson and Brad Peebler, Luxology is home to some of the top 3D engineering expertise in the industry. More information on Luxology, its flagship product modo, a gallery of artists' images and the active modo community is available online at [www.luxology.com](http://www.luxology.com).

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