



**For Immediate Release
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Tripwire Interactive Utilizes Luxology's modo 401 for Upcoming Game *Red Orchestra: Heroes of Stalingrad*

Innovative 3D Software modo Delivers High-quality Modeling, Baking and UV Techniques for Creating Characters and Weapons

MOUNTAIN VIEW, Calif. – March 8, 2010 – Award-winning game development company, [Tripwire Interactive](#), once again pulls together the best talent and technology to create its newest game by using Luxology's modern 3D modeling, painting and rendering application, [modo](#), within the company's development pipeline. modo is currently being used by Tripwire Interactive to design the highly realistic characters and weapons prominently featured in the action-packed release of its upcoming game, *Red Orchestra: Heroes of Stalingrad*. Coming soon, *Red Orchestra: Heroes of Stalingrad* is the highly anticipated sequel to the popular original *Red Orchestra: Ostfront 41-45*, which launched in 2006.

Red Orchestra: Heroes of Stalingrad is a first-person, multi-player PC game built on Epic Games' Unreal Engine 3. Focusing on the Battle of Stalingrad, the game allows players to re-enact World War II as a first-person shooter, delivering an extremely realistic in-game experience due to modo's modeling, UVing and baking toolset.

"modo has proven to be essential in our art pipeline; its grid snapping and alignment tools are very handy in blocking out levels and creating modular pieces for the in-game environment," says David Hensley, art director at Tripwire Interactive. "The end result was that we were able to create a game that was feature-rich and visually compelling. I can't imagine life making video games without modo on my computer."

modo, which easily combines with other off-the-shelf software applications such as ZBrush, 3ds Max and Photoshop, gives artists the ability to enhance their workflow through the software's integrated modeling and sculpting tools. These tools helped Hensley and his team at Tripwire Interactive to quickly accelerate the creation of character meshes, weapons and environment art.

Luxology will be demonstrating artwork and assets from *Red Orchestra: Heroes of Stalingrad* at the Game Developers Conference, March 9-13, in the Intel booth, #1212. For more information about the game or any other Tripwire Interactive projects, please visit:

<http://www.tripwireinteractive.com/>.

About Luxology

Based in Mountain View, 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 called Nexus®. 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 the company, its licensable Nexus technology, its flagship product modo® and a gallery of artists' images from the active modo community is available online at www.luxology.com.

About Tripwire Interactive

Based in Roswell, Ga., Tripwire Interactive is an entertainment software developer and publisher founded in 2005 by the award-winning mod team and winners of the "\$1,000,000 Make Something Unreal" competition. Released in early 2006, Tripwire Interactive's debut retail title *Red Orchestra: Ostfront 41-45* has achieved both critical and commercial success garnering several awards including "Multiplayer Game of the Year" and "FPS of the Year" for 2006. With *Red Orchestra* ranking as one of the most played PC Multiplayer games in the world and 450,000 units sold on PC, Tripwire Interactive have proven that with hard work, determination, and great distribution partners, independent game developers can still make a big splash in the games industry. *Killing Floor*, Tripwire's second title, jumped straight to the top of the Steam best-seller list and instantly became one of the top-ten most played FPS games in the world. For more information visit Tripwire Interactive's Web site at www.tripwireinteractive.com.

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