

October 12, 2006 - ArtRage 2.2 Released!

Ambient Design Ltd today announced the release of a new version of ArtRage, their award-winning natural painting software. ArtRage 2.2 is available for Windows XP/2K users, and a Universal Binary is available for Mac OSX users for both Intel and PowerPC. ArtRage 2.2 has been released in English, French, and German language versions.

ArtRage 2.2 adds significant new features which will appeal to high-end artists as well as hobbyist and inexperienced artists. Here are some of the most important changes:

- **Mac OS X Universal Binary:** ArtRage 2.2 OS X is now a Universal binary for PPC and Intel Macs. It will run on OS X version 10.3.9 or higher.
- **Improved Memory Management:** Memory use has been improved so that large documents with multiple layers use significantly less memory than in version 2.11.
- **Photoshop Layer Blend Modes:** ArtRage 2.2 supports all of the blend modes in Photoshop CS2. You can access these from the Layer Blending menu in the Layers Panel. Blend modes are imported and exported with PSD format documents.
- **ArtRage Auto Updater:** The ArtRage Auto Updater included in version 2.2 allows quick and easy updates when a new version is released.
- **Oil Thinners:** The Oil tool now allows you to thin your oils significantly. Everything over 50% thinners starts to make the paint transparent to allow painting of oil glazes or gels.
- **Metallic Value Control:** You can now adjust the level of metallic color applied to your paint to give partially reflective or pearlescent paints.
- **Glitter improvements:** Glitter has other shapes available for different texturing effects. Also glitter now chooses color from tracing images for each glitter particle individually so detailed textured paintings can rapidly be created.
- **Reference Image Zoom:** You can now zoom and pan the contents of reference images without changing the size of the reference pinned to the canvas to focus on detail on one particular area of the reference. With multiple reference images pinned to the canvas, you can mix detail with overviews.
- **PTG File Thumbnails:** Your painting files are now given thumbnails in your OS. On Windows, a Shell extension gives thumbnails of ArtRage paintings inside Windows Explorer when the view mode is 'Thumbnails'. On MacOSX a custom icon displays the painting contents in the file browsers.
- **Many other features, updates and bug-fixes!**

A full list of all the updates and changes in ArtRage 2.2 is available on the ArtRage website: www.artrage.com/artrageupdate.html.

The update to ArtRage 2.2 Full is available as a free upgrade to users who have purchased ArtRage 2 Full version. Existing purchasers of ArtRage can download and install the ArtRage Auto-Updater. This will automatically download and apply changes to previous versions of ArtRage Full to bring it up to the ArtRage 2.2 Full product installation. ArtRage 2.2 is also available for purchase.

About ArtRage.

ArtRage is a computer painting package designed to provide a natural and easy to use environment for producing art on your computer. By providing realistic tools such as oil paints and pencils, and simulating the real world dynamics of those media, ArtRage allows any user to play around with paint without the expense and mess of its real world counterpart. By providing Tracing tools, ArtRage lets any level of user produce paintings based on photographs or other existing images.

ArtRage 1 was released as a free product in 2004 and went on to win a number of online awards, followed by the first place in Microsoft's 'Does Your App Think In Ink' contest for Tablet PC applications (2004).

ArtRage 2 introduces a wide range of new features and technology improvements that allow everyone from amateur hobbyists to professional artists to get deeper in to the process of painting, without losing the ease of use, sense of realism, and friendly feel that made ArtRage 1 successful.

About Ambient Design Ltd.

Ambient Design is a New Zealand based software development company specialising in the design and development of creative applications and interfaces. The company was founded on a strong graphical basis after Andy Bearsley and Matt Fox-Wilson left MetaCreations Corp in January 2000, but has grown since then to encompass a wide range of technologies.

Ambient was founded with the intention of creating a strong engineering company that would provide an output for some of the talent available in New Zealand. Since our founding we have worked for a wide range of international companies providing complete software engineering services from design to implementation.

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