

January 30, 2007 - ArtRage 2 for UltraMobile PCs (UMPC) Released!

ArtRage 2 is now available in a version specifically designed for UltraMobile PCs. This new version of Ambient Design's stylish and natural painting application has been enhanced to make it easier to use with small form-factor portable PC devices. For the ultimate painting and sketching experience 'on the go' ArtRage 2 for UltraMobile PCs gives you style and ease of use.

UltraMobile PCs present two unique challenges to graphical software. Firstly the screen resolution is typically lower than a desktop or notebook computer. UMPC displays are typically around 800 x 480 pixels in size. This means there is less space to contain both the user interface as well as the working area of a project.

And secondly UltraMobile devices are commonly used with fingers as input devices meaning the user-interface elements have to be larger and easier to press. Typically UltraMobile devices are used while they're carried in the hand rather than being placed on a level surface, so it can be more difficult to press user-interface elements even when using a stylus on the UMPC screen.

ArtRage 2 for UltraMobile PCs overcomes these challenges:

- **Increased the size of small UI elements:** The smallest UI elements from ArtRage 2 have either been increased in size or made their 'clickable area' larger in the UMPC version. This makes them easier to press with fingers or a stylus.
- **Controls and panels get out of the way:** Panels in ArtRage 2 get out of the way while painting. In the UMPC version they more actively minimize when not being used, and leave a more easily clicked control to bring them back.
- **Panels and controls hide when 'Enter' is pressed:** UltraMobile PCs have an 'Enter' button mapped to a physical button on the front of the case. When this button is pressed while using ArtRage 2 all the User Interface controls and panels hide completely. So it's very easy to work with all the panels and controls visible with one button press, but hidden completely while you're working. This leaves the entire display surface available for painting and sketching.
- **All the features of ArtRage 2 Full version!:** ArtRage 2 for UltraMobile PCs has all the tools, features and style of ArtRage 2. There has been no compromise on features!

ArtRage 2 for UltraMobile PCs is also still only US\$19.95 to purchase! For more information about ArtRage 2 for UltraMobile PCs including full features, screen shots, and comparisons with other versions of ArtRage: <http://www.artrage.com/artrageumpc.html>.

ArtRage 2 for UltraMobile PCs is currently only available in the English language versions, for Windows XP operating systems. ArtRage 2 for UltraMobile PCs is recommended for use on small form-factor portable devices with a display resolution around 800 x 480 pixels.

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.

ArtRage 2 is available in English, French and German versions, for both Windows and as a Universal Binary for MacOSX.

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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