

RaySupreme review - Not bad but can get better

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Several months back, I was contacted by the BrainDistrict people, asking me to review their new product, RaySupreme, a 3D modeling and rendering software. I said, okay. The default list of features and technique is quite long and impressive, but what really caught my eye is the so called Text-to-3D approach, where you create objects using natural language. Sounds fun.

Indeed, I have been playing with 3D software for a better part of the decade now, and have come across many different solutions, but none that would translate your words into art. Anyhow, let me show you how my testing went, with version 1.1 installed on top of Linux Mint Maya, running on an HP Pavilion laptop, mildly fortified with 4GB RAM and Nvidia 320M GT card.

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