Bunkspeed
Philip Lunn - CEO
Rendering and Animation Simplified

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Presented by Philip Lunn Bunkspeed Founder/CEO
Product Life Cycle

Use of 3D Assets

Design

Engineering

Marketing

Rendered imagery and animation

Product Life Cycle
Simplified rendering and animation tools

- Easy to learn
- Simple to use
- Photographic quality
- “An interactive photograph”
Increase ecommerce revenue
Leverage investment in existing 3D Digital Assets

- Pull 3D CAD data from engineering and get it to creatives
- Cut number of prototypes, eliminate waste
Easy to use photographic quality rendering
Eliminate waste in physical prototypes and expensive photo shoots
Provide a more visual web experience at lower cost increasing confidence of consumers to purchase