

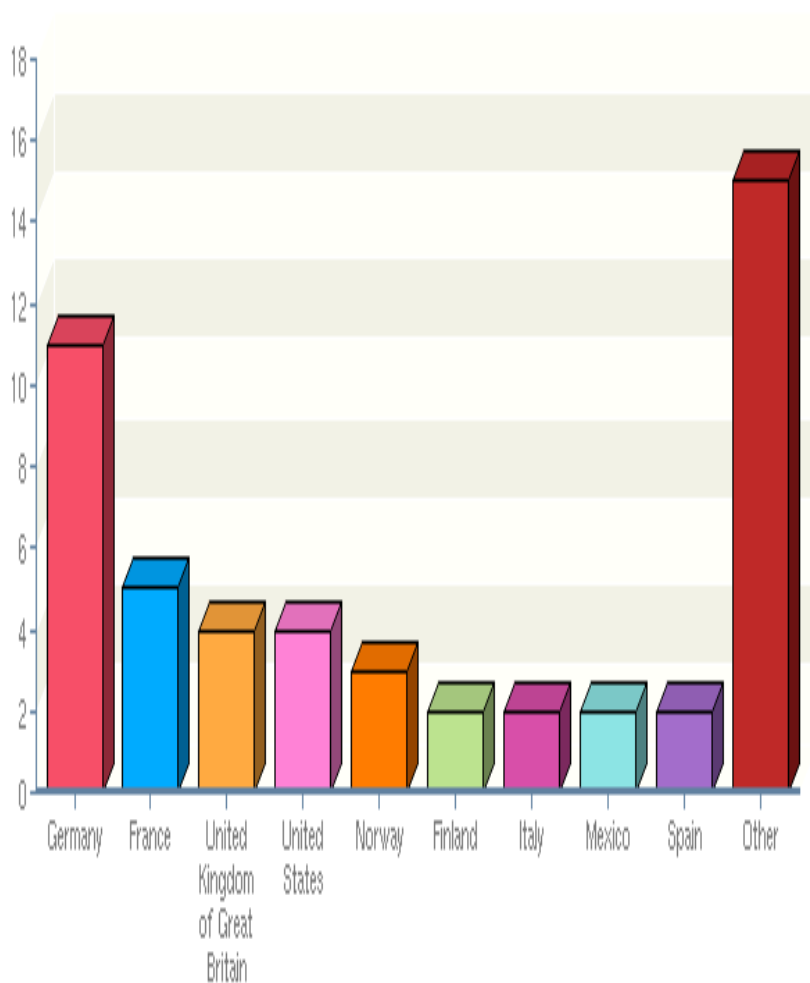


Report: Response Summary Report

Survey: Indigo Renderer - the August Survey

Compiled: 08/17/2009

1. What country do you live in?



STATISTICS

Choices Selected: 50
Total Responses: 50

SUMMARY

VALUE	COUNT	PERCENT %
Germany	11	22.00%
France	5	10.00%
United Kingdom of Great Britain	4	8.00%

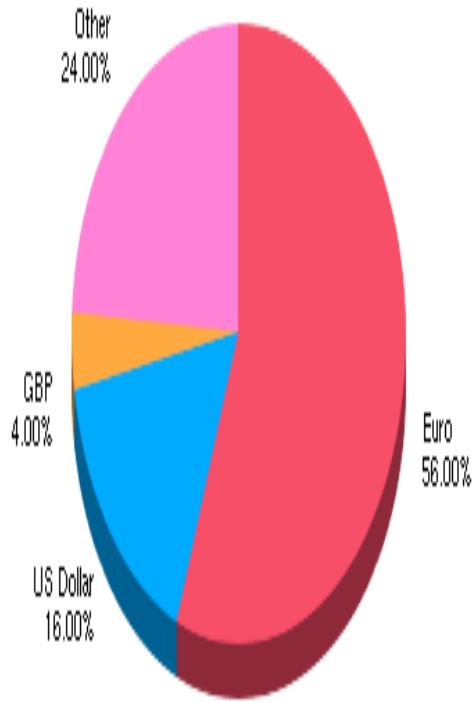
United States	4	8.00%
Norway	3	6.00%
Finland	2	4.00%
Italy	2	4.00%
Mexico	2	4.00%
Spain	2	4.00%
Australia	1	2.00%
Austria	1	2.00%
Brazil	1	2.00%
Canada	1	2.00%
Croatia	1	2.00%
Czech Republic	1	2.00%
Denmark	1	2.00%
Greece	1	2.00%
Hungary	1	2.00%
Jordan	1	2.00%
Poland	1	2.00%
Romania	1	2.00%
South Africa	1	2.00%
Trinidad Tunisia	1	2.00%
Ukraine	1	2.00%

Report from www.SurveyGizmo.com

2. What currency do you usually use?

STATISTICS

Choices Selected: 50
 Total Responses: 50



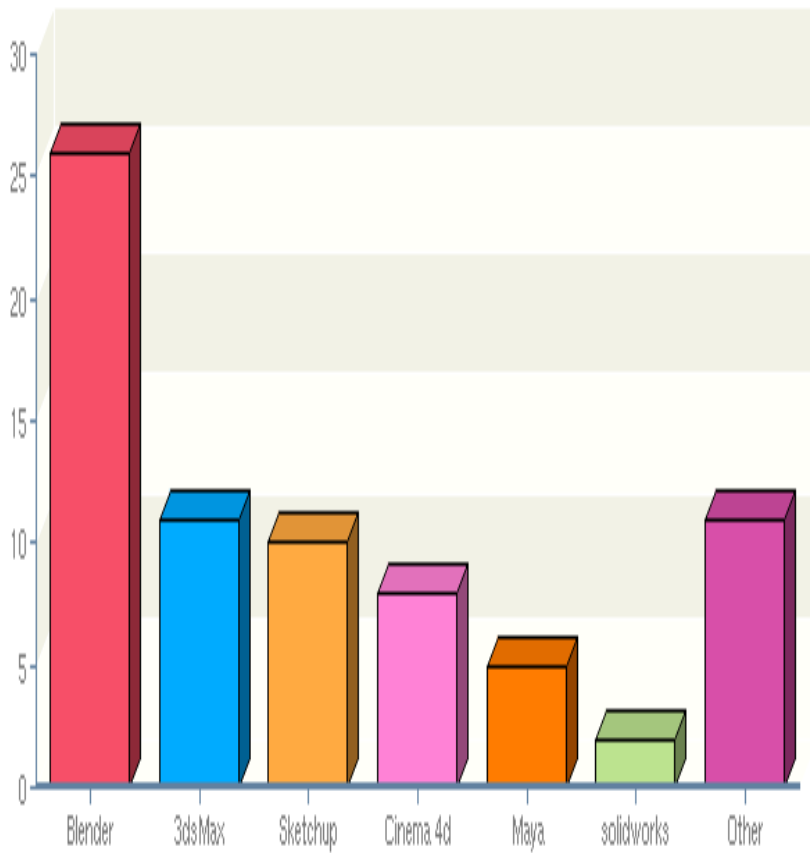
SUMMARY

VALUE	COUNT	PERCENT %
Euro	28	56.00%
US Dollar	8	16.00%
GBP	2	4.00%
Australian Dollar	1	2.00%
Canadian Dollar	1	2.00%
Czech Koruna	1	2.00%
DKK	1	2.00%

Hungarian Forint (HUF)	1	2.00%
Nok	1	2.00%
Pound Sterling	1	2.00%
Rand / Dollar / Euro	1	2.00%
Real	1	2.00%
Sterling	1	2.00%
Tunisian Dinar	1	2.00%
UAH	1	2.00%

Report from www.SurveyGizmo.com

3. What modelling packages do you use?



STATISTICS

Choices Selected: 51
 Total Responses: 51

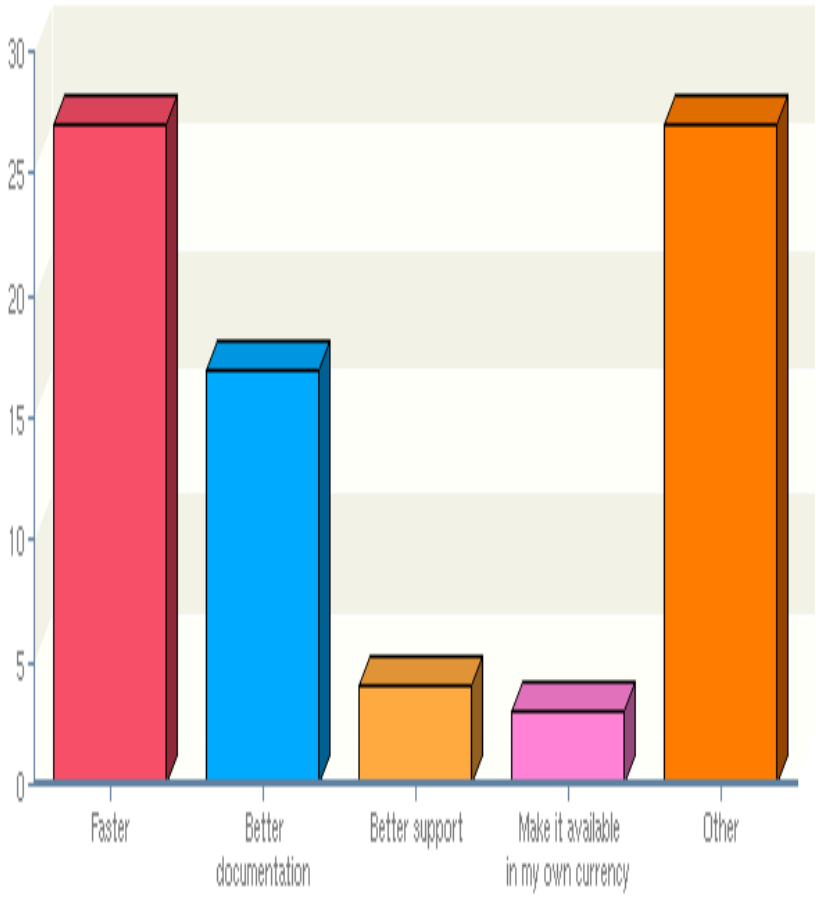
SUMMARY

VALUE	COUNT	PERCENT %
Blender	26	50.98%
3dsMax	11	21.57%
Sketchup	10	19.61%
Cinema 4d	8	15.69%
Maya	5	9.80%
solidworks	2	3.92%
Archicad	1	1.96%

Houdini	1	1.96%
Llghtwave Core	1	1.96%
lightwave, silo	1	1.96%
MoI	1	1.96%
No longer own Cinema 4D :(1	1.96%
Rhino	1	1.96%
Silo 3D	1	1.96%
TopMod	1	1.96%
XSI	1	1.96%
ZBrush	1	1.96%

Report from www.SurveyGizmo.com

4. What one thing would make you more likely to purchase Indigo?



STATISTICS

Choices Selected:	50
Total Responses:	50

SUMMARY

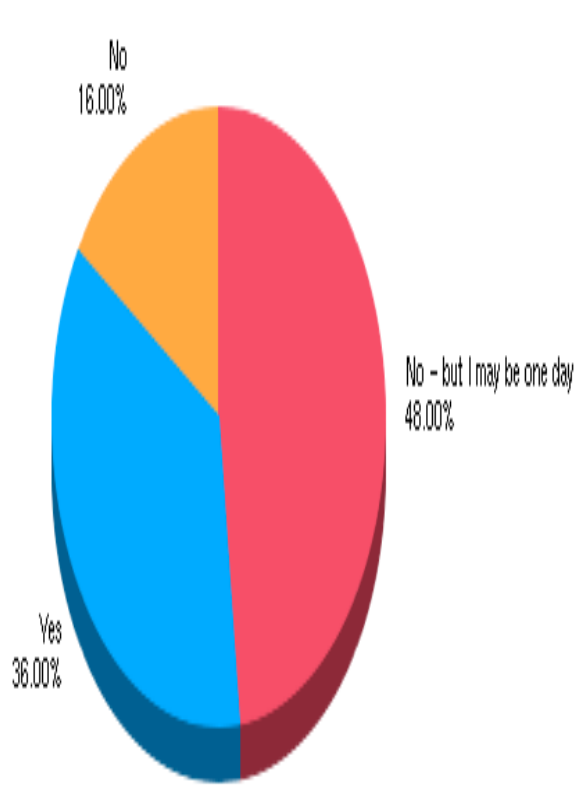
VALUE	COUNT	PERCENT %
Faster	27	54.00%
Better documentation	17	34.00%
Better support	4	8.00%
Make it available in my own currency	3	6.00%
A "what's next" page/timeline for future technology or artistic tools. The implimentation of multilights is a very good example. Basicly an insentive to buy indigo. That it's not gone be implimented yet doesn't matter, just that I see that the render has something to offer in the future.	1	2.00%
A material editor	1	2.00%

Affordable price	1	2.00%
allready purchased	1	2.00%
Already bought it	1	2.00%
Already bought it, but better exporter for Maya	1	2.00%
better exporter (see LuxBlend)	1	2.00%
Better exporters	1	2.00%
Better Material Editor	1	2.00%
Cheaper price	1	2.00%
Even more realism in the renders	1	2.00%
Everything in GUI, any linecode	1	2.00%
exporters for my modelling applications	1	2.00%
full support for IES and Eulundat files	1	2.00%
I already purchased. Quality of the picture was that one thing.	1	2.00%
Keeping the price around 300euros for a Lifetime Licence	1	2.00%
Linux support	1	2.00%
LOL - If I had some extra cash at the moment	1	2.00%
Material Editor	1	2.00%
More Features - but I've already purchased it =)	1	2.00%
more linux support (-> blendigo)	1	2.00%
more material in the database	1	2.00%
Much butter student pricing	1	2.00%
my salary	1	2.00%
Output of light layers to layers inside EXR, and AOV's like ID and ZDepth	1	2.00%
Support Solidworks	1	2.00%

working exporter	1	2.00%
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5. Are you a commercial Indigo user?



STATISTICS

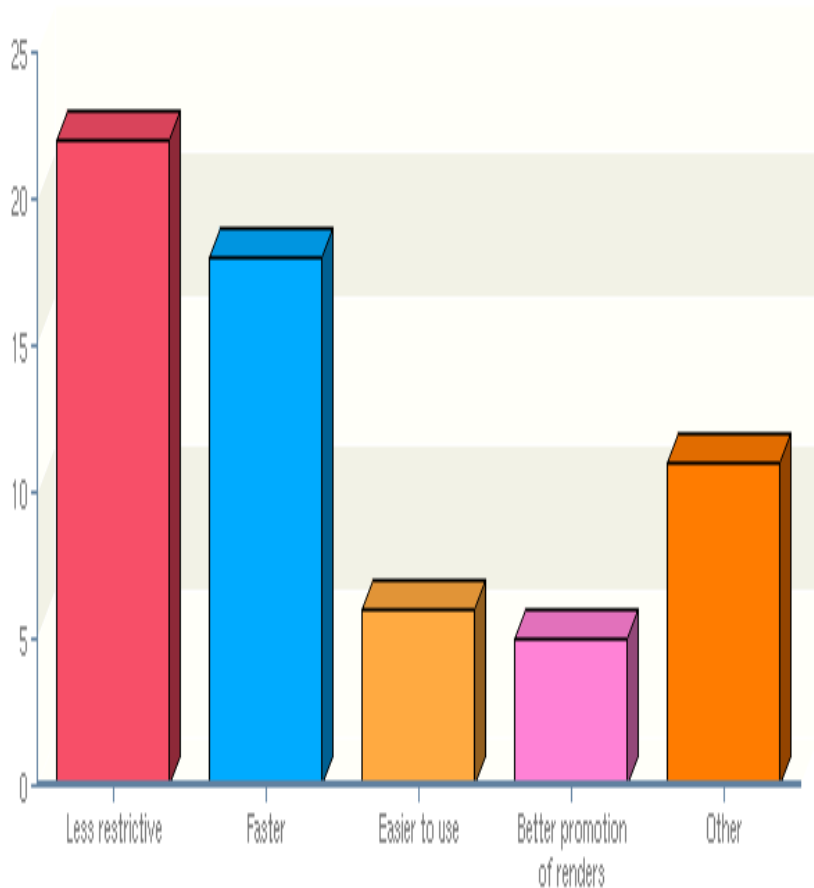
Choices Selected:	50
Total Responses:	50

SUMMARY

VALUE	COUNT	PERCENT %
No - but I may be one day	24	48.00%
Yes	18	36.00%
No	8	16.00%

Report from www.SurveyGizmo.com

6. Is there anything Indigo can do to make it more useful for free users?



STATISTICS

Choices Selected: 47
 Total Responses: 47

SUMMARY

VALUE	COUNT	PERCENT %
Less restrictive	22	46.81%
Faster	18	38.30%
Easier to use	6	12.77%
Better promotion of renders	5	10.64%
"real life" example scenes	1	2.13%
2000 x1600 px renders without watermark	1	2.13%
at least a resolution of 0.8 Megapixel so that at least the common resolution of 1024x768 would be possible. And I think this is still	1	2.13%

restrictive enough to limit it for commercial exertion.		
Dynamic network slaves (clients)	1	2.13%
I used 1.1.18 for free and I was totally happy.	1	2.13%
more professional appearance	1	2.13%
perhaps allow free users to purchase a license by installments with each installment giving them a week of unrestricted access until total license fee is paid at which point a full license is granted.	1	2.13%
Removing watermark	1	2.13%
Support other 3D packages, imprters	1	2.13%
Support Solidworks	1	2.13%
Why sould it? You should concentrate on being attractive to commercial users.	1	2.13%

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