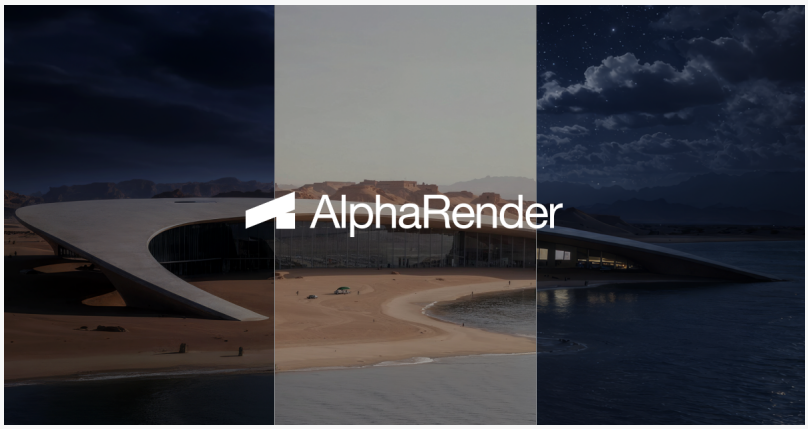
AlphaRender Unveils a New AI Rendering Platform Specifically Designed for Architects and Designers

AI-powered rendering platform for architects and designers, enabling prompt-free workflows, reference-based restyling, and high-resolution editing.



Seamless day-to-night transitions generated directly from a still render using AlphaRender's predefined scenario controls.

AlphaRender enables controlled environment and season variations — from summer daylight to winter urban atmospheres — without text prompts.

SYDNEY, AUSTRALIA, April 8, 2026 /EINPresswire.com/ -- Omegarender Studio announces the release of AlphaRender, a new AI-powered rendering platform designed specifically for architects and interior designers.

AlphaRender enables architects and designers to generate, edit, and enhance renderings using finished images and grey-material renders. The platform is in active development and already available for public testing.

 What AlphaRender Solves for Architects and Developers

Before developing AlphaRender, Omegarender Studio spent more than 10 years working with architects, designers, and developers, producing architectural visualizations for real-world projects. Through this experience, the team developed a deep understanding of the practical challenges professionals face — from slow concept presentation to the difficulty of quickly testing and communicating design ideas. AlphaRender was created to address these real production needs and to simplify the way architectural ideas are visualized, discussed, and approved.

The platform is designed to support the key moments of architectural and development workflows:
• quickly show the design concept,
• quickly compare different visual options,
• quickly align and approve decisions,
• quickly present and sell a project to a client,
• turn a raw concept into a convincing visual image.

AI-powered architectural visualization with AlphaRender — transforming interior concepts into realistic, high-end living spaces in seconds.

For architects, AlphaRender helps to:
• test ideas faster,
• avoid spending weeks preparing presentations,
• present concepts earlier in the process,
• preserve the author's visual language.

For developers and stakeholders:
• see the future project earlier,
• clearly understand what is being proposed,
• present it to investors, teams, or marketing,
• make decisions faster.

 How AlphaRender Works Without Text Prompts

Most AI rendering tools rely on text prompts that require trial-and-error. AlphaRender removes this step entirely. Every function in the interface is driven by predefined, production-tested logic under the hood. Users select parameters such as lighting, environment, season, materials, or scene context, while the system handles the technical complexity automatically. This reduces unpredictability and supports consistent professional workflows.

 Reference-based style transfer

AlphaRender also includes a restyling workflow that allows users to transfer visual qualities from reference images. Designers can apply atmosphere, landscape elements, facade treatments, or props from reference visuals while preserving the original geometry and composition of the scene. This enables faster exploration of visual directions without manually rebuilding environments.

 One workflow instead of multiple tools

AlphaRender supports two primary input types today:
• Finished images, including high-resolution renders,
• Raw or grey-material renders, sketches, and early-stage visuals.

The platform automatically detects the input type and adjusts the interface and available tools accordingly. For example, the system recognizes interior and exterior scenes and assigns different sets of controls to each.

 High-resolution editing without re-rendering

AlphaRender allows users to add or remove people, objects, and scene elements in high-resolution images. This process does not require the entire image to be re-rendered. Instead, the changes are made exclusively in the chosen area, ensuring the quality of the entire image is maintained. The average generation time for the image is 40-50 seconds, depending on the complexity of the task.

 Life scenarios instead of generic people placement

AlphaRender introduces life scenarios — predefined scene contexts such as office work, public events, family spaces, or social gatherings. Instead of adding random figures, the system places people according to the chosen scenario and matches their behavior, density, and position to the spatial logic.

 Material changes without manual masking

The platform allows users to apply materials without manually masking surfaces. Designers can select a structural element (such as a facade, wall, roof, or floor) and upload a texture or reference photo. The system automatically aligns, tiles, and scales the material to the geometry, eliminating the need for hand-drawn selections and reducing setup time.

 Regenerate ≠ Generate

Regenerate is a separate action used to fix local issues — such as incorrect people placement or visual artifacts — without rebuilding the scene or resetting its settings.

 Scene settings persist across iterations

When regenerating an image, AlphaRender preserves materials, environment, and time-of-day settings. Users can iterate on details without reconstructing the scene from scratch.

 People placement with orientation and inclusion

The People tool supports orientation-aware placement and inclusive parameters, including

people in wheelchairs. This allows teams to control how people are positioned and represented in public and professional spaces.

 Developed around real production scenarios

The platform is being developed with transparency in mind. The team will use actual workflows, including bugs and fixes, rather than the manipulated demo-world results that are typically used. This is due to the product's application rather than the AI visuals' potential.

AlphaRender is currently in a development phase, with additional features, including expanded 3D workflows and drawing-based inputs, planned for future releases.

 Video transitions and animated presentation

AlphaRender already supports video generation based on predefined scenarios and controls. Users can create animated transitions, including day-to-night changes, atmosphere shifts, and scene dynamics. Directly from still renderings without manual editing.

The platform is also developing video generation capabilities, enabling users to create animated transitions, such as day-to-night changes and shifts in atmosphere, directly from still renderings.

 4K and 8K Upscale

Alpharender includes upscaling tools supporting 4K and 8K resolution. Two models are available:

• Standard – increases resolution without altering a single pixel of the original image
• Creative – intelligently enhances visual details and subtly refines the image to improve overall quality

 Upcoming 3D and Camera Features

The next development phase includes direct work with 3D models inside the platform, 360° panoramas, and camera angle adjustments within a generated scene. These updates are now in active development.

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