

An open letter to GroBoto Users

Darrel Anderson
Braid Art labs
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Hello Everybody,

My apologies for the lack of communication regarding GroBoto. There is no excuse for that, but this letter offers an explanation.

...before I get into that explanation, I'd like to emphasize that GroBoto is not dead, and neither am I. Great things are happening with our continuing pursuit of 3DCG innovation. More on that below.

Health

For nearly two years I've been dealing with personal health issues (Chronic Lymphocytic Leukemia). Ultimately the prognosis is very good — unfortunately the road back to health has taken some unexpected turns and has proven to be longer & more arduous than anticipated.

I've struggled for some time with the notion of revealing this to GroBoto users (and consequently the general public). My challenges are just that (everyone has their own), and should not effect GroBoto users — you should not have to worry or care.

However, our little companies relationship with its customers is best served by honesty & transparency — that ultimately required that I inform all of you about my health, and how it has/will effect GroBoto development.

Events & Consequences

In September of 2012, I completed treatment and the overwhelmingly likely prognosis was that I would not be bothered by the disease for several years (at least). Given that prognosis, we saw no reason to alter our development path. Unfortunately the disease had another plan, and I'm back in treatment — some steep hills to climb, but again, a very good chance of full remission.

Shortly after that positive September 2012 diagnosis, we ventured into an exciting new project with the help of Luxology (developing a GroBoto-like modeling plugin for modo). We were confident that we could keep GroBoto on track while pursuing this essential new endeavor. While the plugin is a separate project, it is based on a major breakthrough in GroBoto's core technology. Ultimately, GroBoto will benefit greatly from our work on the plugin.

It may seem that taking on this plugin project was ill-advised — that it would negatively impact GroBoto's progress. ...truth is, without this plugin project, GroBoto development would probably have been no better off. It's no secret that we have been struggling to garner the resources to keep GroBoto moving for several years.

...but again, the disease had other plans.

As most of you know, we are a tiny (essentially two-man) company. I was working 70 hours a week before all of this hit. Now it's more like 30-40 (and on the rare, bad, week even less). Naturally, that has slowed us down — and made the parallel development of the modo plugin and GroBoto untenable.

GroBoto Technologies Road Map

Basics:

- GroBoto 4 & STEAM versions will arrive, but that arrival will be delayed until 2014 — we won't be offering release dates until we are certain.
- We will make every effort to make the promised 3.5 & 4.0 features available to you asap (in betas, well before release).
- The GroBoto-derived modo plugin will be released later this year.

As mentioned above, this is all for the best re: mid-to-long term development — of GroBoto itself and our continuing innovations in 3DCG technologies. In the short term, we have no choice other than to ask for your continued patience.

You will be hearing more about all of our ongoing work in the coming weeks — from Luxology, and on our site & forum. Again we ask for your patience regarding progress reports, as our primary focus must remain on getting the work done.

We love this this work, and love seeing what you create with our tools. It's that relationship — between our efforts and the way they contribute to yours — that drives us ...that makes this all worthwhile.

Thanks in advance for your understanding & patience.
Best Wishes,
Darrel