



FOR IMMEDIATE RELEASE

REALNAT PREMIUM FOR MULTIGEN-PARADIGM'S MULTIGEN CREATOR NOW SHIPPING

Paris, France – April 26th, 2005 - Bionatics, the world leader in 3D plant modeling and simulation, launches REALnat[®] Premium[™] as a plug-in to MultiGen-Paradigm[®]'s MultiGen[®] Creator[™]. MultiGen Creator is a comprehensive toolset for the rapid generation of optimized object models, high fidelity terrain and synthetic environments for use in real-time 3D visual simulation, simulation based training, and urban simulation. The REALnat product line will have a new volumetric plant modeling tool optimized for MultiGen Creator with fine tuning options and animation capabilities designed to meet the demanding need for realism in the military and civil simulation industry.

REALnat Premium for MultiGen Creator will provide a new generation of plant modeling for the real-time military and civil industry. REALnat Premium for MultiGen Creator benefits from two years of research and development in the video game industry. The result is a low polygonal geometry known as "hybrid" modeling approach, instantly compatible with the constraints of real-time display. The "hybrid" modeling solution offers a compromise between 2D and 3D with high realism and automatic generation of each level of detail.

REALnat Premium for MultiGen Creator aims to solve three main issues for military and civil simulation :

- Increase realism and the feeling of immersion in real time 3D scenes,
- Offer technological innovation without disrupting existing workflows,
- Bring more interactivity with vegetation in all military training systems such as wind, collision, penetrability, infrared...etc.

The key REALnat Premium functionality for MultiGen Creator is:

Simulation of many species of plants

REALnat Premium for MultiGen Creator automatically generates simple 3D geometric forms of plants adapted for real-time simulations. These plants are selected from a geo-specific plant library. Their exact age, season, number of models and variations are processed through a series of calculations. Once these basic parameters are set, a realistic variety of the same plant is generated.

Automatic level of detail

REALnat Premium for MultiGen Creator automatically generates multiple levels of detail (LOD) with simple or complex resolutions. The complexity of the LOD may be tuned in terms of polygons, texture resolution and switching distance between two LOD. Once the tuning is set, the plant can be exported to MultiGen Creator with the LOD node.

RELEASE

Communication

Press

LOD template generator

You can describe and tune precisely the construction parameters of your LOD according to the display capacities of your real-time engine and save them into a profile, which can then be used on other plants or projects resulting in saved production time.

Realtime animation

Simulate wind, rotor wash effect or a light breeze in the landscape in realtime. REALnat Premium for MultiGen Creator can export an embedded skeleton, which will then be animated within Vega Prime™ using a specific Bionatics' API.

Prices and availability:

REALnat Premium for MultiGen Creator plug-in is available for Microsoft® Windows® XP Professional and 2000 Professional users. The REALnat Premium for MultiGen Creator plug-in is sold exclusively through MultiGen-Paradigm's global distribution channel.

Meet Bionatics at Booth #E35 at ITEC 2005 April 26th - 28th , 2005 in the RAI Convention Center, Amsterdam, NETHERLANDS,

About Bionatics

Bionatics is the world leader in the technology of simulation and modeling of plants. The company develops a complete lineup of innovative solutions for the following industries: Architecture, Video Game, 3D Animation, and the creation of synthetic images for virtual reality. Established in 2000 by Stéphane GOURGOUT and Michel MURAIL, Bionatics was born from the scientific research lead by CIRAD, which brought to life the AMAP technology. The AMAP plant modeling technology, known throughout the international scientific community, is the central technology behind its software, which is used by many today and includes such references as:

Military Training & Simulation : CAE, Thales Training & Simulation, Lockheed Martin, Boeing, BAE Systems, Flight Safety, Tenix Defense, CueSim, Oktal, DSO National Lab., US Department of Defense, DOD (France, Singapore, Sweden, Denmark)

Video Games: Atari, Microsoft, UbiSoft, Electronic Arts, Vivendi Universal Games, Lucas Arts, EIDOS, Intrepid Games, Namco, Coresoft, StormRegion, Eugen System, RockStar, Ion Storm.

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