



Paris, October 2002

Bionatics releasing natFX v2.0 for Maya®. New hybrid 2D/3D technology and subdivision surfacing.

natFX v2.0 for Maya® is Bionatics' latest 3D plant modeler, already highly acclaimed among 3D animation professionals. natFX v2.0 now supports subdivision surfacing and its famous 2D/3D hybrid technology presently available in the 3ds max version. Users may now generate photo-realistic light-polygonal trees on the fly with built-in skeletons ready for animation.

Already an industry reference in the plant modeling and animation software, natFX v2.0 for Maya® is focusing the game developer community with its new set of powerful features. Game developers will now enjoy generating their own LODs with low polygonal trees that are not only photo-realistic but can be animated with ease as well. Plus, natFX's new subdivision surfacing feature opens up to Maya all its power making natFX truly limitless in its reach.

With its 2D/3D hybrid technology that combines procedural billboards (2D plates) with full geometry and texture setting controls, users will be able to cut production costs by minimizing time spent on plant modeling and animation. Improved workflow management such as instant switching from complex to simple geometry and immediate access to materials and textures will enable Maya users in film, games, architecture and digital content creation markets to be more productive, build quicker realistic environments and animate them with greater efficiency. With this latest release, Bionatics continues to value its customers by providing consistent technological research, support and innovation in the plant simulation domain.

New features

Seamless branch to trunk connections : Subdivision surfacing

Generate natFX trees using the new sub-division surfacing feature, opening natFX to the entire Maya universe. Aside from the fact that sub-division surface branches blend seamlessly into the trunk, natFX trees may be molded and shaped like clay. And because subdivision surface models are transformed into polygons only when rendered out, the user's workflow is considerably enhanced.

Reduce polygons and maintain plant realism : Hybrid mode

natFX's Hybrid Tree automatically generates the optimal number of billboards and texture nodes per tree and then integrates them with the geometry. This drastically reduces polygon count without sacrificing esthetics. An adult horsechestnut with more than 30,000 faces now suddenly has only 300 or less.

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Communication

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Communication

Complete control over textures : Texture tuning

Users will be happy to know that they now have complete control over how many textures are used per model with the new function Hybrid Tree. They may also determine texture size, pre-tune the colors, normalize UVs on the branches and select texture file types in the Texture Tuning function.

Price and availability

natFX v2.0 for Maya® will be offered at a retail price of \$1350 US (1350 Euros).

License upgrade from v1.1 to v2.0 : \$630 US (675 Euros).

natFX can be purchased from Bionatics' e-store.

natFX v2.0 for Maya® is available with a minimum package of 10 plants. To enrich the library, the user can simply purchase choice plants on-line from Bionatics' web site : As of today, the site has over 210 different plants and trees from around the world.

Visit Bionatics at: www.bionatics.com or call +33 1 49 69 12 20 for more information on natFX software and other Bionatics' products.

About BIONATICS

Bionatics is the world leader in procedural plant modeling and simulation. The company develops a full range of innovative solutions for Architecture, Video Games, 3D Animation, Digital Content Creation and Virtual Reality. Founded in 2000, BIONATICS was born from the extensive research by CIRAD and its technological transfer of AMAP. The AMAP plant modeling technology, known throughout the international scientific community, is the software's backbone. BIONATICS has numerous operational references such as , Sony Image Works, BBC, Ubisoft, TRIMARAN, CoreSoft, Gearbox , Duran, Mikros Image, Ubik Visual Effects, Slave Studios, The Mill Lab, Ion Storm and Pivotal Game.

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