

Bionatics® releases the version 2.5 of Blueberry3D® supporting OpenSceneGraph

Paris/France, Vancouver/Canada – July 11th, 2007 – Bionatics, the technology leader in procedural modeling and display software tools for natural environments, announces today the release of Blueberry3D 2.5, its flagship product dedicated to the Military Simulation Industry.

This new release contains new features and optimization enhancements, and could also be delivered with an Application Programmer Interface (API) enabling Blueberry3D to be plugged within OpenSceneGraph based solutions. As previously, Blueberry3D version 2.5 is still supporting and optimized for MultiGen-Paradigm, Inc products.

Blueberry3D® with its new API allows a large portion of the market which develops their own visual solution, based on e.g. OpenSceneGraph, to plug-in the Blueberry3D features and technology and benefit from its ability to rapidly develop procedural worlds at incredible levels of details. It allows the creation of highly detailed 3D environments faster and easier than before accelerating the deployment of a complete new generation of very realistic real time 3D databases. This fast evolution is an answer to the growing needs expressed by Military Training Forces and Civilian Driving Simulation Industries who continue to request full immersion at affordable costs.

The 2.5 version of Blueberry3D offers 2 main modules:

The Blueberry3D Editor that is an important brick in the work flow to quickly create very large and highly detailed procedural 3D landscapes. The Editor transforms geo-referenced terrain data into a procedural geometry model and provides a wizard for many common tasks as : a synthetic land use generator compatible with geo-referenced images, full database interactive preview and import of objects coming from other databases.

The Blueberry3D RT Environment is needed to optimize and display large procedural 3D databases enhancing therefore performances and details capabilities of your existing visual system. Its embedded new API enables to insert a specific Blueberry3D node in the SceneGraph providing so access to Blueberry3D powerful capabilities such as 60 Hz stable display of large procedural hi-res databases with extreme viewing distance, coordinate system support, multi-thread, dynamic shadows and pop free procedural terrain. The display performance can be tuned for any PC hardware configuration.

The version 2.5 of Blueberry3D® also offers a complete set of new features addressing the main customer demands, incorporating new cutting-edge technologies, usability and productivity enhancements :

Blueberry3D Site Integration: This new feature allows the rapid and seamless insertion of an external site or a polygonal model within the Blueberry3D procedural terrain. The Blueberry3D terrain will then automatically adapt to perfectly fit with the imported site perimeter.

Blueberry3D Linear Scattering: This new Blueberry3D content builder gives the user the ability to rapidly create natural lines of vegetation in order to easily simulate hedge rows, field outlines or road sides. This new feature seeds the trees and the plants according to a specific biotope defined with Blueberry3D along a vector line in an arbitrary thickness giving its natural realism to the landscape.

Blueberry3D Areal Scattering: This new Blueberry3D content builder allows the distribution of plants and trees within a precise area in a random or aligned way in order to accelerate the creation of realistic forests, vineyards or meadows.

Blueberry3D Rapid Foundation Builder: This new feature allows the automatic flattening of a precise terrain area in order easily position houses or wind towers on any type of terrain.

Narrow Field of View: This new feature allows the narrowing of a field of view while maintaining the high level of detailed required in that case. It makes Blueberry3D perfectly compatible with UAV simulations or any telescopic vision system.

Performance enhancements: Blueberry3D v2.5 provides also a Multi-Core optimization and an improved "landuse" precision.

About Bionatics

Bionatics was the first company in the 3D industry to establish a leadership in the development of procedural landscape modeling and simulation products. The company develops a complete lineup of innovative solutions: EASYnat, natFX, REALnat, Landsim3D and Blueberry3D dedicated to the following industries: Architecture, Entertainment, Territory Management, and the Military & Civil Training Industry. Bionatics sells in more than 60 countries and works with the leading references of the industry such as: Military Training & Simulation: CAE, Thales Services, Lockheed Martin, Boeing, BAE Systems, Flight Safety, Tenix Defense, CueSim, Oktal, DSO National lab., US department of Defense, MOD (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, SEGA.

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