

NatFX v2

Format Windows 2000/XP
Company Bionatics, www.bionatics.com

Digit rating ★★★★★



(...)

The system offers just about every feature you could want from a foliage creation system, plus more besides. For instance, NatFX can generate tree trunks and branches using Subdivision Surfaces as opposed to polygons, and as a result can create more realistic, smoother branch intersections. The other benefit is that the model is lighter in the scene, until rendering where its resolution can be as high as you like.

Animation is the best we've seen, with ultra-realistic leaf and branch dynamics, localized forces and automatic skeleton rigging. The trees are particularly good with physically correct botanical details and excellent texturing as standard. For game design and interactive use there are Hybrid trees which combine curved 'billboards' (texture planes) to provide high realism without the usual flatness problems associated with clip-mapped tree objects.

Trees can be generated at different ages and parameters can be edited or animated to create time-lapse effects.

It's a superb system and one that can be used to create photo-realistic foliage with minimal editing. It's costly but you do get what you pay for.



Picture by Chris Pember

For more information, please go on www.digitmag.co.uk