E-on Software Announces the Availability of Release 3 of VUE 2016 and PlantFactory 2016 Software

Major User Experience improvements, and all titles now available in French and German

Paris, France - August 7, 2017 - E-on software, a leading global developer of software for the creation, animation, rendering, and integration of natural 3D environments in the computer graphics, VFX, architecture, and gaming industries, today announced the immediate availability of Release 3 (R3) of its VUE and PlantFactory 2016 software.

The free versions of its VUE 2016 and PlantFactory 2016 R3 software (personal learning editions and trial versions) are also immediately available.

In addition to the availability of all product titles in French and German, VUE and PlantFactory 2016 R3 is packed with new features and advancements that demonstrate the company's commitment to optimizing user experience, strengthening their current technologies, and improving overall performance on a quarterly basis.

Key New Features in VUE 2016 R3

- UX/UI improvements:
    - Major performance/responsiveness/stability improvements
    - Higher quality display in Render Scene preview for soft shadows
    - Better handling of editor window manipulations
    - Support for HiDPI screens on MacOS
- Optimized scene saving process:
    - Up to 4x faster scene saving
    - Up to 2x smaller file size
    - 3 New scene saving modes: Default, Consolidated Archive, Network Rendering
- HDR Rendering:
    - Major improvements in dynamic range depth when using Spectral Atmospheres
    - New optional Sun Visibility parameter for Spectral Atmospheres
    - Automatic de-activation of Tone-Mapping when saving HDR pictures (.hdr or .exr formats)
- Path Tracer renderer improvements:

- o Adds support for Spectral Cloud layers

- o Support for 'Don't cast shadows' and 'Disable Indirect Lighting' material properties

- o New Translucent material type

- o Now supports Soft Shadows and Blurry Reflections/Refractions

- Cloud Modulation:

  - o New Cloud Opacity modulation

  - o Access local coordinates for color settings

- Faster computing of Spline operations for HeightField Terrains

- xStream Integration:

  - o Adds support for 3ds Max 2018

  - o Optimized native spline handling

- Network Rendering: New command line options to set color/alpha/depth passes for both stills and animations rendering

- New Python callbacks for setting and getting Color, Alpha and Depth channels saving locations

Key New Features in PlantFactory 2016 R3

- UX/UI improvements:

  - o Major performance/responsiveness/stability improvements

  - o Better wireframe display, and improved gizmo manipulator interactions

  - o Improved geometry loading and previewing

  - o Improved vegetation painting

- Advanced vegetation pruning algorithms with new *Cut probability*, *Cut length* and *Radius Reduction* parameters

- New *Current Primitive* node allows advanced control over branch growth and natural pruning effects

- Improved geometry transition algorithms:

  - o Better handling of branch offset

  - o Improved geometry continuity with highly distorted models

  - o Displacement mapping now available on transition zones

- Improved exports:

  - o New optional wind application to exported geometry

  - o Improved export dialog interface

  - o Improved PTex format export for plant materials

Availability

Release 3 (R3) is available as a free software update for all registered users of VUE and PlantFactory 2016.

The 2016 R3 personal learning editions (PLE) and trial versions are also immediately available. Users can download the 2016 R3 PLEss at no charge from e-onsoftware.com/try.

All VUE and PlantFactory 2016 software titles are now available in English, French and German and perform under all versions of Windows 7, Windows 8, and Windows 10 (64 bit only), and Mac Intel (64 bit) for MacOSX 10.6+.

More information on VUE 2016 and PlantFactory 2016 is available at:

e-onsoftware.com/vue and plantfactory-tech.com.

About e-on software

E-on software is the leading developer of solutions for the creation, animation, rendering and integration of natural 3D environments (VUE, PlantFactory, CloudFactory Ozone and Carbon Scatter). E-on software products are used worldwide by the film, television, architecture, game, science, educational and entertainment industries.

E-on software products were used in feature films such as "Dr Strange," "Kubo and the 2 Strings," "Jupiter Ascending," "Minions," "Guardians of the Galaxy," "The Croods," "Dragons 1&2," "Hunger Games," "Hugo," "Tintin," "Super 8," "Thor," "Avatar," "Clash of the Titans," "Sucker Punch," "Despicable Me 1&2," "The Wolf Man," "2012," "Lovely Bones," "GI Joe – The Rise of the Cobra," "Land of the Lost," "Terminator 4, "The Curious Case of Benjamin Button," "Indiana Jones 4," "Monster Vs Aliens," "Australia," "The Spiderwick Chronicles," "KungFu Panda," "Pirates of the Caribbean 2" and TV series such as "Spartacus," "Smallville," "Battlestar Gallactica," "Caprica," "Stargate Atlantis," "Stargate Continuum," "The Vampire Diaries" and more. Read more on these stories in e-on software's Spotlights section: www.e-onsoftware.com/spotlight.

E-on software was founded on the premise that powerful graphics tools should never get in the way of the designer's creativity. By investing significant resources in research and development, e-on software is able to deliver cutting-edge, user friendly technologies that produce stunning digital nature scenery.

In 2015, e-on software was acquired by Bentley Systems and now operates as an internal venture subsidiary.

E-on software is based in Paris, France. For more information visit http://www.e-onsoftware.com.

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