

**March 17, 2017**

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## **3D Animation Ecole George Méliès Partners with E-on Software Enabling Students to Enhance Their Creativity**

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### *3D Computer Graphics Environment and Vegetation Design Skills Will Accelerate Creativity and Enhance Students' Storytelling*

Paris, France - March 17, 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 that Ecole George Méliès has deployed VUE and PlantFactory software to advance the computer graphics (CG) skills of students and accelerate creativity in developing stunning 3D environments. Ecole George Méliès is a leading college in the field of 3D animation and has been ranked as one of Europe's top colleges for film making and animation for the past two decades. Graduates have included many of the world's most well-known digital artists such as Audrey Ferrara at MPC, Nims Bun at ILM, and Vincent Caudeville at Iloura.

*"Today, 3D animation schools must offer a wide range of skill sets and competencies to make sure students can meet the high level and variety of creative demands that will be placed upon them across the movie, VFX, and gaming industries. At Ecole Georges Méliès, we are dedicated to leveraging creative and artistic techniques, technology, and software to enhance and expand our creative learning model,"* said Franck Petitta, directeur général, Ecole George Méliès.

*"E-on software's VUE and PlantFactory software will enable us to teach our students new skills in environment and vegetation design, and the software is easier to use and less expensive than other software solutions. VUE and PlantFactory will be used along with additional software such as 3dsMax, Maya, Unreal, Unity 3d, and others,"* continued Petitta. *"Students and professors have already found VUE and PlantFactory to be highly useful tools in their projects and education."*

*"One of our alumni who recently used VUE for a movie project was honored by several festival awards,"* commented Patrice David, communications director, Ecole George Méliès. The student, Ersan Musa, said, *"Advised by an environmental software artist, I tested VUE. It was so powerful yet easy to use that I decided to use it in my graduation movie, with great*

success!" Ersan Musa's team, which also included H  l  ne Guillem and Colin Huard, used VUE mainly for creating the ecosystems along with Maya and Nuke software.

Other projects by this year's students include developing ways to collaborate in creating stunning CG 3D environments in short films and getting students' inputs about the functionalities and benefits of VUE and PlantFactory for business development in the future.

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

[e-onsoftware.com/vue](http://e-onsoftware.com/vue) and [plantfactory-tech.com](http://plantfactory-tech.com).

### **Sample images, and Video extract files**

Ersan Musa, H  l  ne Guillem and Colin Huard video extract:

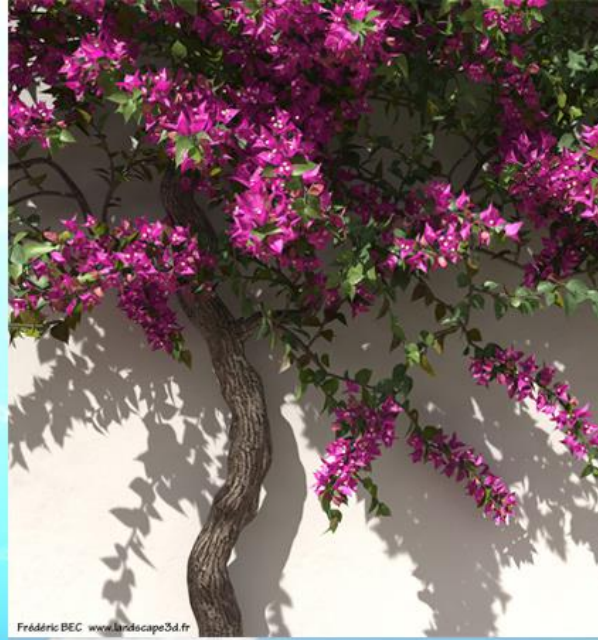
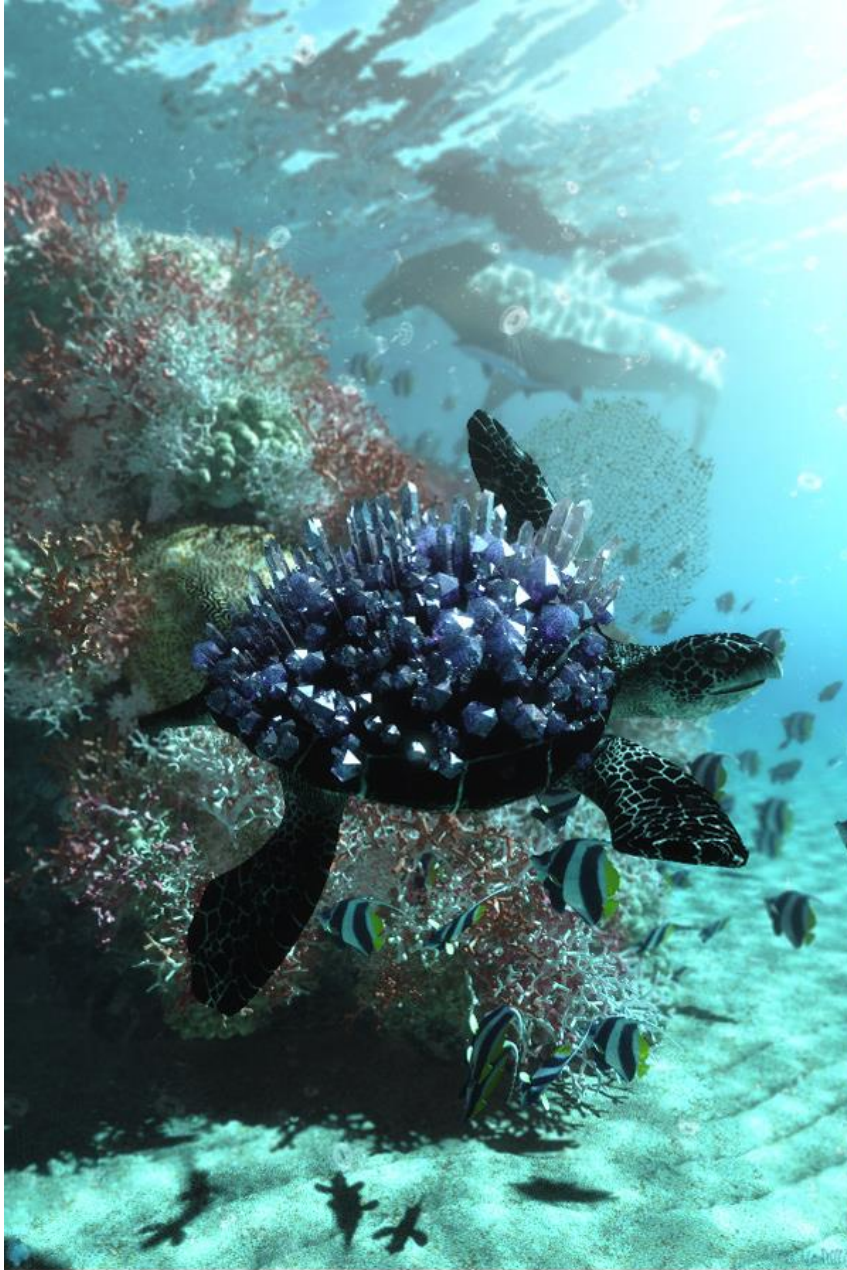


Photogramme: *Pr  lude    un amour sans faim* ; video extract: *S  quence du r  ve, Pr  lude    un amour sans faim*

*Right click and select Save Link As*

Other e-on software visuals - (Artists: Barry Marshall/Frederic Bec)





Frédéric BEC [www.landscape3d.fr](http://www.landscape3d.fr)



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## **About Ecole George Méliès**

Ecole Georges Méliès was founded in 1999 by Frank Petitta. Located in Orly, near Paris, it offers a five-year Master's Degree program in animation in traditional and digital movies. The focus of the school is on the creativity process and the technical skills to support students' creativity. The school partners with innovative studios and invests in incubators to provide innovative talent for the industry. Every year more than 85 percent of graduates are successfully placed in movie and gaming studios around the world. A wide range of alumni have collaborated in the creation of movies such as The Minions, Moana, Frozen, and Kung Fu Panda.

For more information, visit: [ecolegeorgesmelies.com](http://ecolegeorgesmelies.com)

Follow Méliès School on social: [Facebook](#) or [Twitter](#)

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## **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](http://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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