March 30, 2017

E-on Software Announces the Availability of Release 2 of VUE 2016 and PlantFactory 2016 Software

Personal Learning Editions and Free 30-Day Trial Versions Also Available

Paris, France - March 30, 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 2 (R2) of its VUE and PlantFactory 2016 software.

"These new releases reflect e-on software's commitment to bring new features and functionality to VUE and PlantFactory as frequently as possible. We plan to release incremental updates that introduce new functionality every four months," said Matt Riveccie, business development manager, e-on software.

"We strive to engage even more with our users, making sure user feedback is at the core of our development efforts. The coming releases focus on optimizing user experience, strengthening our current technologies, and improving overall performance," added Nicholas Phelps, director, software development, visualization, Bentley Systems.

Together with the new releases, e-on software is shipping free versions of its VUE 2016 and PlantFactory 2016 software. These include the VUE xStream and Infinite 2016 R2 Personal Learning Edition (PLE); the VUE Esprit, Studio, and Complete 2016 R2 trial versions; the PlantFactory Producer 2016 R2 PLE; and the PlantFactory Studio, Designer, and Artist 2016 R2 trial versions.

New in VUE 2016 R2

360° Virtual Reality (VR) Panoramas: VUE 2016 R2 enables the rendering of 360° panoramas as static images or animations, which are compatible with all of VUE's render options, such as multi-pass or high dynamic range (HDR). When rendering a VR panorama, VUE automatically levels the camera perfectly to avoid unwanted distortion. Rendered VR panoramas are automatically recognized by Facebook, YouTube, and other panoramic compliant platforms as 360° images or videos.

Up to 16 Viewports: VUE 2016 R2 enables the user to set up to 16 viewports instead of the four traditional views. This feature is particularly useful on a multi-monitor system to test various framing options or when adding more camera angles without touching any of the main scene setup. All additional viewports retain the same traditional options, such as render in view and the ability to set up as many perspective cameras as users would like.

UX/UI improvements:

Terrain modeling:

- "Blend Terrain with Image" automatically modifies the Heightfield Terrain function graph (instead of modifying the terrain Heightmap).
- Simplified "Resample Terrain" replaces "Resize Terrain", to update terrain resolution without changing its size within the scene.

User Interface:

- The "Interactive slider changes" option now also affects the mouse wheel for more dynamic visual display of users' modifications in real-time.
- Improved visibility in viewports as a result of revised wireframe selection colors.
- The user interface is now locked when downloading an object or a scene from the extra content.

Materials

- Easier access and editing of multiple materials through sub-menu hierarchy display.

New in PlantFactory 2016 R2

Stylized Meshing Mode: The new Stylized Meshing mode enables users to quickly and automatically generate a low polygon envelope version of vegetation models and export models with a small polygon footprint while retaining the actual vegetation visual volume. Additionally, envelope resolution, smoothing, and convexity quality is user configurable and can range from none to ultra-sharp edged meshes to ultra-smooth. Stylized Meshing mode can also be used creatively to produce non-photorealistic vegetation.

3-Axis Billboard Leaves Rotation: Using Billboard leaves is ideal when working for Real-Time engines, or, in an offline workflow, to create low polygon plants to be seen from a distance. *(Billboard leaves are perfect for VUE EcoSystem populations for instance).* Quick and easy to set up, this new feature is perfect to avoid any obvious linear visual pattern, by letting users add slight randomization to leaves axis rotation.

Personal Learning Editions

The 2016 R2 Personal Learning Editions (PLE) are fully functional versions of VUE xStream/Infinite 2016 R2 and PlantFactory Producer 2016 R2. With the Personal Learning Edition, users can create complete projects, render in full HD, and save their work. Users can download the 2016 R2 Personal Learning Editions at no charge from www.e-onsoftware.com/try.

Personal Learning Editions are for learning purposes only, and it is illegal to use them for commercial purposes. They ship with a limited subset of product features and content, users cannot exchange files with other users (except ATC licenses), and renders carry a logo and will be watermarked after 30 days. Geometry exported from The PlantFactory PLE removes one polygon out of 20; import into VUE works with both the VUE PLE and full commercial licenses of VUE.

Personal Learning Editions perform under all versions of Windows 7, Windows 8, and Windows 10 (64 bit only), and Mac Intel (64 bit) for MacOSX 10.6+.

30-Day Trial Versions

Thirty-day trial versions of both products are available for users to evaluate. Trial versions work for only 30 days and saving is disabled. Visit www.e-onsoftware.com/try for more information. VUE and PlantFactory 2016 R2 trial versions can be downloaded at no charge at www.e-onsoftware.com/try.

Trial versions are available in English for Windows 7, Windows 8, and Windows 10, 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.

Press Contacts
Ana Blanco
press@e-onsoftware.com
+33 1 83 64 46 95 (Europe)

Follow us:

Facebook: www.facebook.com/Lumenrt and www.facebook.com/eonsoftware

Twitter: www.twitter.com/e_onsoftware

LinkedIn: www.linkedin.com/company/e-on-software

# # #