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Gnomon, School of Visual Effects partners with e-on software to integrate VUE and PlantFactory in the school's Computer Labs

3D computer graphics software offers students new opportunities for creating 3D CG Environments

Paris, France - November 23, 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 Gnomon, School of VFX has deployed VUE and PlantFactory software to advance computer graphics education for careers in the entertainment industry and accelerate creativity in developing stunning 3D CG environments.

Gnomon is a leading school of VFX in Hollywood, California, also called the "MIT of Visual Effects", educating the world's best digital artists.

"We are honored to collaborate with Gnomon, and this partnership will give us an opportunity to interact with new CG artists and animators," said Mathieu Riveccie, business development manager - e-on software.

"Seeing how far VUE and PlantFactory have evolved over the years makes me excited to see what will come from getting them into the hands of our students," said Max Dayan, Director of Education: Vocational. *"Students at Gnomon School are always pushing the bar when it comes to making stunning images and I think the tools that e-on software has created could help push that bar even higher."*

VUE and PlantFactory have been deployed in the school's computer labs, and are being integrated into digital environment creation courses.

"The Gnomon relationship offers Bentley Systems and e-on the opportunity to support students in the media and entertainment, game development and visual effects communities, who are likely to be future users of our tools," said Noah Eckhouse, senior vice president, portfolio development - Bentley Systems.



With VUE users can:

- Create stunning 3D CG environments
- Render and export exceptionally rich and realistic natural environments in 3ds Max, Maya, LightWave, Cinema 4D
- Provide a unique, unmatched solution for creating and integrating high quality natural scenery into any professional production pipeline, from architectural visualization to broadcast and film.
- Receive regular updates to product features

For more information about VUE, visit e-onsoftware.com/vue

PlantFactory is a revolutionary 3D vegetation modeling, animation and rendering software, dedicated to the CG, SFX, architecture and gaming communities.

With PlantFactory users can:

- Create any kind of vegetation, from simple grass to very elaborate hero trees
- Create vegetation by painting it, assembling simple building blocks, or completely graphing all plant properties
- Generate procedural geometry and materials of unlimited detail
- Animate all plant aspects using precise wind and breeze algorithms

- Export 3D vegetation to a preferred application as standard .OBJ, .3DS, .C4D, .LWO, .ABC (alembic) or animated .FBX
- Go back and forth between PlantFactory and ZBrush using the GoZ bridge
- Render stills and animations for compositing jobs or for use as billboards

For more information about PlantFactory, visit plantfactory-tech.com.

About Gnomon

Gnomon - School of Visual Effects for Film and Games in Hollywood specializes in computer graphics education for careers in the entertainment industry, offering a variety of educational options to help students reach their goals in the entertainment industry.

Established in 1997, the school offers a full-time BFA degree program, a celebrated two-year certificate in Digital Production, almost 100 individual courses for professional enrichment, and summer camp opportunities for high school students.

Gnomon School offers an unrivaled experience for students and was awarded School of the Year by the CG Student Awards in 2014 and 2015, honored with the 2015 School of Excellence Award at the 9th Annual ACCSC Professional Development Conference, and voted as a School of The Year by The Rookies in 2016 and 2017. Visit: www.gnomon.edu

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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