E-on Software Announces the Availability of its Summer 2019 Release for VUE and PlantFactory Software

e-on software's summer quarterly release adds procedural material baking to PBR standards, support for VRay Next, a new Orthographic Camera, 15 botanically accurate vegetation species, more than 300 new content assets, and over 60 additional feature, performance and user experience enhancements.

Paris, France – August XX, 2019 – 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, announced the immediate availability of the Summer 2019 Release (otherwise known as R3) of its VUE and PlantFactory software.

A new free trial version is also available of its VUE and PlantFactory software, which includes all the updates from R3.

The full release note details are available online at https://info.e-onsoftware.com/release-notes-july-2019

Key New Features in VUE R3.

Integration and Export [1]
• Added Progress Bar for export
• Always running color algorithm now on baked texture for export
• [Plugin] Added compatibility with V-Ray Next
• [Plugin] Added a "Convert" button in the Convert Tool and avoided conversion when using the close button.
• [Plugin] Much faster reading and writing of large scenes in Maya (especially in ascii format)
• [Plugin] Ability to convert old scene gamma (same choices as in VUE Standalone) when loading a new VUE scene file from the menu

Rendering
• Allows the use of the RenderNode Network option with Path Tracer renderer
• Improved robustness of GPU anti-aliasing
• Added orthogonal projection in Camera Options

Performance
• When saving a material, faster computation of the preview for meta-cloud materials.
• Optimized PlantFactory plant computation (5%)
• Optimized Graph Edition (3x)
• Hidden node previews in the function editor are no longer recomputed (saving CPU time)
• Moved the compilation of nodes in the thread function to reduce latency
• Reduced the latency in the function editor when editing parameters (mainly useful for complex graphs)

Atmosphere
• IceRings and Rainbow effects work in photometric mode

Displacement
• Ability to subdivide cube and pyramid primitives before displacing (like planes already are), to avoid a lower visual quality when compared to "curved" primitives like spheres, cones, cylinders and tori
• Improved the rendering of cubes when both displacement and normal mapping is activated
Function Graph
• Improved MetaNode edition
• Improved connection edition
• Improved graph layout when loading old functions

Python
• Added functions to get/set multi-pass and G-Buffer output path
• Added function to override the output folder for all channels

Substance
• Handles opacity map
• Handles image parameter

UI/UX
• Uses visible handles for tangent manipulation in the filter editor
• Enabled the K shortcut to break tangents in the filter editor
• Double clicks in filter editor creates a new point where you have clicked
• Native HiDPI drawing of the filter editor
• Allows you to remove a filter point by double clicking on it
• Vastly improved the reading speed of compressed files
• When saving a material file, a dialog now displays the progression of the rendered preview, and it can be stopped by pressing the escape key
• Replaced the 4 icon buttons (6 in hosted plugins) to load items in EcoSystems by a single "Add Item" button and a popup menu. The popup menu can also be accessed by right clicking in the population list.
• The auto-exposure computed in the scene preview is now applied in the OpenGL views (with the shader 4 mode)
• Exposure and post-process settings are now applied while rendering with the path tracer (but not for interactive rendering)
• Added a filter to hide old SolidGrowth plant when browsing for plant.
• Improved the automatic naming of plants by taking the species filename into account.
• Improved graph layout when loading old functions
• Improved reactivity when first opening a browser
• Improved quality of OpenGL preview of atmosphere
• [Browser] Created a button to hide downloadable content
• [Browser] More buttons now support ALT shortcut to switch to native browser

Misc.
• A commercial license can now read a scene created in the Trial version on the same machine.
• Improved Thumbnail generator library stability

Key New Features in PlantFactory R3

Integration and Export [1]
• Exporting as billboards now also creates normal maps
• Added Progress Bar when exporting geometry
• Always running color algorithm on baked texture for export

Performance
• Optimized PlantFactory plant computation (5%)
• Optimized Graph Edition (3x)

Geometry
• Added functionality to position children orthogonally to the surface of the parent
• Two additional sliders for random positioning and orientation of children objects added via whorl

Function Graph
• Improved MetaNode edition
• Improved connection edition
• Improved graph layout when loading old functions

Substance
• Handles opacity map
• Handles image parameter

UI/UX
• Uses visible handles for tangent manipulation in the filter editor
• Enabled the K shortcut to break tangents in the filter editor
• Double clicks in filter editor creates a new point where the user has clicked
• Ability to remove a filter point by double clicking on it
• Vastly improved reading speed of compressed files
• When saving a material file, a dialog now displays the progression of the rendered preview, which can be stopped by pressing the escape key
• Split graph and preview menu for clarification

Misc.
• A commercial license can now read a scene created in the Trial version on the same machine.
• Improved stability of thumbnail generator library
(1) Export and integration plugins are only available in Professional and Enterprise solutions

Plant Catalog Collection update[2]

This summer release also offers a new batch of 15 HD and LD - botanically accurate - vegetation species, including:

• Broadleaf trees: Citrus x aurantium, Citrus x limon, Focus carica, Jacaranda mimosifolia
• Bushes: Callistemon laevis, Callistemon rigidus, Callistemon viminalis 'Little John', Hibiscus rosa-sinensis, Malvaviscus penduliflorus
• Palms: Phoenix canariensis, Washingtonia robusta
• Perennials: Juncus rigidus
• Succulents: Beaucarnea recurvata, Dracaena draco, Euphorbia candelabrum
(2) Plant Catalog compatibility is currently in Enterprise solutions only

New collection items

e-on software will be progressively giving away its owned content collection formerly sold on Cornucopia3D to users of its new software solutions. The company owns more than 2,000 3D assets, that are currently being updated and quality controlled. These assets will be made available in batches with every new quarterly release. The R3 release therefore includes a first batch of more than 300 3D assets comprised of atmospheres, materials, vehicles, animals, sample scenes, etc.

A formal statement about Cornucopia3D will be made this summer.

Availability
The new update is available for download as a free software update for all registered users of the company's VUE and PlantFactory solutions. Users will find the software update and the plant catalog download links on their user account page (under the Software Center tab).

The Summer 2019 trial versions are also immediately available at no cost from https://info.e-onsoftware.com/try.

All VUE and PlantFactory software titles are 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 10.13+. More information on VUE and PlantFactory is available at:

https://info.e-onsoftware.com/vue and https://info.e-onsoftware.com/plantfactory.

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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