E-on Software Announces the Availability of its Q4 2019 Release for VUE and PlantFactory Software

e-on software's Q4 quarterly release adds procedural material baking to PBR standards, cloud morphing, real-world terrain import, PlantFactory importers for 3ds Max and Maya (technology preview), 10 botanically accurate vegetation species, over 250 new content assets, and over 60 additional feature, performance and user experience enhancements

Paris, France – December 11, 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 Q4 2019 Release (otherwise known as R4) 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 R4.

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

Real-World terrains

This brand-new option allows the end user to select any location on the planet and extract the underlying terrain altitude data. Depending on the available dataset, terrain elevation data can go as low as 3 meters between samples. Extracted height maps are then automatically converted to either heightfield terrains or procedural terrains to allow for finer artistic control.

VDB export of animated clouds [1] and new cloud morphing technology

Users can now export cloud animations – both standalone clouds (MetaClouds) or volumetric cloud layers - as animated VDBs (one VDB file per frame). In addition, the R4 release adds a new feature to morph two MetaClouds together. This new technology automatically creates a smooth interpolation between the two cloud geometries and material looks.

Procedural material baking to PBR texture maps [1]

Users may now bake and export the Metallic/Roughness PBR channels from their authored procedural materials to texture maps. The generic UV unwrapper and UV packing algorithms were greatly optimized, allowing for an up to x15 baking speed gain (depending on mesh size and resolution). The exported texture maps now benefit from a new color bleed blending algorithm (smudge and mean average color filler) to reduce visible seams when remapping meshes in 3rd party applications.

PlantFactory importers for 3ds Max and Maya [1]

With this new release, e-on software introduces the first technology preview of its upcoming native importer plugins, starting with dedicated importers for PlantFactory content. The plugins allow for loading, editing health, maturity and season as well as published parameters and converting native PlantFactory content within the host application, without going through any baking and export process.

The initial plugins are compatible with 3ds Max 2019-2020 and Maya 2019 (windows only). In 3ds Max, the plugin can generate materials for these renderers: V-Ray Next, Scanline, ART Renderer. In Maya, only V-Ray Next is supported for now. Other host applications and renderers will be supported soon while the company continues to expand its interoperability developments.

Other notable new features in VUE and PlantFactory R4

As with previous quarterly releases, e-on software has also added many other new features and UI/UX enhancements such as:

- Rewritten and optimized FBX format import,
- Substance compatibility enhancements: support for multi-graph .sbsar, updated SDK to version 7, support for animated .sbsar files, support for several additional .sbsar inputs,
- Path tracer renderer now supports orthographic projection, film offset and renders multi-pass channels,
- New LOD selection mechanism based on referenced length,
- Numerous updates to Python scripting options,
- Added compatibility with MacOS Catalina,
- And a lot more

[1] Export and Integration Plugins are only available in Professional and Enterprise solutions

Plant Catalog Collection update [2]

This Q4 2019 release also offers a new batch of 10 HD and LD - botanically accurate - vegetation species, including:

- Coniferous: *Picea abies, Sequoiadendron giganteum, Thuja plicata, Tsuga mertensiana*

- Bushes*: Lupinus arboreus, Tamarix gallica*
- Palms: *Hyophorbe lagenicaulis*
- Perennials: *Bellis perennis, Lupinus polyphyllus, Juncus effusus 'Spiralis'*

(2) Plant Catalog compatibility is currently in Enterprise solutions only

New collection items

e-on software continues to progressively release its owned content collection formerly sold on Cornucopia3D to users of its new software solutions. The R4 release therefore includes a new batch of over 250 3D assets comprised of atmospheres, materials, vehicles, animals, sample scenes etc.

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 Q4 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 10.15+.

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 and PlantFactory). 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: https://info.e-onsoftware.com/meetourusers

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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