

Paris, February 21st 2005



## natFX 3.0 for Maya launches at GDC 2005

**In response to the ever-changing needs of the entertainment industry, Bionatics announces the launch of natFX 3.0. Designed to accommodate the new requests of animation and videogame industries, this major release of natFX offers increased realism, enhanced animation features, additional model optimizations and twice more species in the library.**

natFX is an advanced vegetation modeling tool for 3D artists. Each natFX licensee appreciates both power and ease of use of the tool as well as the largest number of unique species in the library. One seed, for one specie generates an unlimited number of models at any age and season.

natFX 3.0 brings new animation capabilities for Motion Pictures, special effects studios, and videogame developers. Next generation consoles developers will be able to generate in a few hours highly realistic vegetation that would take weeks to design otherwise. Developers will also be able to generate automatic optimization of the quality of the vegetation depending on their constraints: frame-rate, size, viewing distance, etc. natFX's nursery has been enriched from 150 to 300 species.

natFX will be showed for the first time at GDC 2005 on Bionatics' Booth (#924), from March 9<sup>th</sup> to 11<sup>th</sup>. A downloadable trial version will be available on natFX website ([www.natfx.com](http://www.natfx.com)) from March 15th. A special launching offer will be announced a few days before GDC, so keep up with Bionatics' natFX 3.0 release and news.

For more information on natFX, visit [www.natfx.com](http://www.natfx.com)

### About Bionatics

Specialized in the technology of 3D simulation and modeling of plants, Bionatics develops a complete lineup of innovative solutions for: Architecture, Video Game, 3D Animation, and the synthetic images for virtual reality. Established in 2000, Bionatics was born from the scientific research lead by CIRAD which brought to life the AMAP technology, known throughout the international scientific community, and today including such references as:

Video Games: UbiSoft, Electronic Arts, Vivendi Universal Games, Lucas Arts, EIDOS, Microsoft, Atari, Intrepid Games, Namco, Coresoft, StormRegion, Eugen System. RockStar, Ion Storm

3D Animation: Sony Picture ImageWorks, The Moving Picture Company, Framestore, Mikros Image

Architecture: Atelier Jean Nouvel, Christian de Portzamparc, L'autre Image, RTKL, RBB Architects Inc., Kompan, Linelec, Derek Lovejoy, Artefactory, Alpha Vision, KD Lab, Process2.

Bionatics has offices in France (Paris, Montpellier) and Canada (Vancouver)

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