



Paris, France, April 1st 2005

## A new Bionatics partner in Japan for natFX®

**In response to many Japanese companies' interest for Bionatics' solutions for entertainment and CG animation industries, Indyzone, a major Japanese partner joined Bionatics' networks to promote natFX over Japan.**

A major partner in the entertainment industry.

natFX 3.0 has been fully re-architected with a new interface to optimize production time and workflow. Specifically optimized for Maya 6.5 natFX combines the advantages of each tool to handle polygon-heavy models, large scenes and important animation data. natFX 3.0 is now available to download at [www.bionatics.com/natFXmayaDownload](http://www.bionatics.com/natFXmayaDownload).

natFX 3.0 brings new animation capabilities for Videogame Developers and animation studios. Among the key features, natFX offers new real-time animation capacities for heavy vegetation datasets and normal mapping on bark textures. In a few clicks of mouse, next generation consoles developers will be able to generate highly realistic vegetation that would take weeks to design otherwise. natFX 3 includes a multiple Level of Detail (LOD) generator allowing fast creation of several LODs from a high resolution tree. Trees can also be fine tuned automatically based on constraints such as: frame-rate, size, distance display, texture memory, etc.

*"natFX for Maya® is at the leading edge of exploiting the extensibility of Maya," says Geoff Foulds, Global Industry Manager, Games at Alias. "natFX is seamlessly integrated with Maya's modelling, animation, dynamics and user interface. With a few mouse clicks artists can generate entire forests including seamless LOD blends. Just a few more mouse clicks and artists can simulate wind and seasonal effects. Given the demand for huge, interactive worlds the timing of this announcement is excellent."*

*"This new version of natFX for Maya has been designed taking into consideration the feedback we received from our Maya partners and customers. They are looking forward to creating and animating both large and complex outdoor scenes", commented Stéphane Gourgout, Bionatics' Co-Founder and Vice President for sales & marketing. "Bionatics will continue to serve both Videogame and CG industries and design optimal solutions to overcome the challenges met by our partners and customers".*

### About Bionatics

Specialized in the technology of plant 3D simulation and modeling, Bionatics develops a complete lineup of innovative solutions for: Architecture, Video Game, 3D Animation, and Virtual Reality simulation. 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 references such as:

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

RELEASE

Press

Communication

3D Animation: Weta Digital, Sony Picture ImageWorks, BlueSky Studios, The Moving Picture Company, Framestore, Mikros Image, Jelly Television, Attitude studio.

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

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