



Paris, June 2004

Bionatics and Eden Games sign an agreement of partnership

Eden Games, a French video game studio, has chosen Bionatics amongst other companies in the market, to develop a new generation of 3D plant modeler. This partnership is an important element for the optimization of Eden Games' production tools in order to improve the creation of ultra-realistic external environments. Bionatics will now be able to evolve quickly and improve its product natFX® for Maya®, and address even closer the needs of its customers in the video game industry.

Taking into account the complete recasting of the production tools of its video games, Eden Games launched a search for the ultimate 3D plant modeler that could be adapted to its new methods of production. Bionatics, with its leading 3D plant generating technology, its expertise in the real-time domain, as well as its flexibility in terms of engineering, was able to answer Eden Games' conditions and will show its capacity to evolve its product natFX®, for Maya®, and address the requirements of the ever advancing video game market.

"I am delighted by the signing of this partnership with Eden Games", explains Stéphane Gourgout, Vice President of Bionatics. "It will allow Bionatics to continue to evolve its technology and address the real needs of the real-time video game market. It will also make possible for Bionatics to prepare its future products of environment modeling of the next generation platforms".

To meet these specific needs, Bionatics will develop a new generation of its modeller natFX® for Maya®. With this intention, Bionatics calls upon the whole of its expertise:

- Use the know-how of its R&D team in the real-time military industry to develop the functionalities of a plant modeler adapted to the constraints of the real time in the video game.
- To make profitable its 5 years of experience in the industry of the video game market which makes possible today for Bionatics to work with more than 150 studios in the world amongst which are: UbiSoft, Electronic Arts, Vivendi Universal Games, Lucas Arts, Intrepid Games, StormRegion, RockStar,
- To offer Eden Games its knowledge base to make "Custom-made engineering", allowing the integration of new real time technologies in the modeling of the 3d vegetation.

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Thanks to this partnership, Bionatics reinforces its position of leader in the market of the 3d plant modelers by again showing its capacities of innovation and adaptation to the needs of the video game studios. This partnership also comes on the heels of the newest release of natFX®, presented at GDC 2004, exhibiting the development of a "customised" API allowing game engines to control, in real time, the display and animation of Bionatics plants.

This new natFX® for Maya® plant modeler will allow Eden Games to largely improve its development times and its production costs of virtual environments while better controlling its risks of development in pre-production as well as in production.

Price and availability :

To know more about natFX® and "Custom-made engineering" offer of Bionatics, you can contact :

- By phone + 1 604 662 7592 (North America and Japan)) or + 33 1 49 69 12 20 (rest of the world)
- By mail at info.usa@bionatics.com (North America and Japan) or info@bionatics.com (rest of the world)

You can also contact the closest Authorized Reseller of Bionatics products. To find this reseller, connect to à www.bionatics.com, select a product and then click on "**Sales contact**" and "**Find a distributor**"

For more informations about Bionatics software :

- natFX®, connect to www.natfx.com
- EASYnat®, connect to www.easynat.com
- REALnat®, connect to www.realnat.com

About Bionatics

Bionatics is the world leader in the technology of simulation and modeling of plants. The company develops a complete lineup of innovative solutions for the following industries: Architecture, Video Game, 3D Animation, and the creation of synthetic images for virtual reality. Established in 2000 by Stéphane GOURGOUT and Michel MURAIL, Bionatics was born from the scientific research lead by CIRAD which brought to life the AMAP technology. The AMAP plant modeling technology, known throughout the international scientific community, is the central technology behind its software which is used by many today and include 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

Animation 3D : Sony Picture ImageWorks, The Moving Picture Company, Framestore, Mikros Image, Ex Machina, The Mill Film, Slave Studio, Ghost, Digital Salade, Ubik.

About Eden Games

Founded in en 1998 by Stéphane BAUDET, Frédéric JAY and David NADAL, with the name « Eden Studios », the company's goal is to create video games for Sony, Nintendo and Microsoft's gaming platform. In 6 years, EDEN sold with Infogrames / ATARI and Electronic Arts about 6 millions copies and is employing today about 85 people. Mixing technology, experience and diversification, EDEN Games is now well placed to keep on being one of the leader of the video game industry.

Eden Games developed : **V-Rally 3**, **Kya** : **Dark Lineage**, and is planning to release **Titeuf** in september 2004

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