



Paris, July 2001

BIONATICS is releasing natFX[®], the first 3D plant modeler using behavioral animation technology.

As of the first of August, Bionatics will start commercializing natFX[®], a virtual plant modeling software aimed at the 3D animation and video game markets. Using a bio-computing technology, this new generation software allows for easy and rapid animation of complex vegetation. Initially a Maya[®] plug-in, natFX[®] will also be made available for 3D Studio Max[®] before year's end.

Based on AMAP[™] technology that combines vegetal biology and computer science, natFX[®] rapidly models and easily animates all types of plants in Alias | Wavefront's Maya.

Rapid modeling for a result more real than nature.

natFX[®] embraces the limits of traditional mathematic techniques while implementing plant biology and dynamics to "bring to life" and animate models with realism. Botanic parameters (age, season, structure...) are automatically calculated for each model. Wood flexibility, leaf attachment strength and branch to trunk attachment are faithfully reproduced as well.

natFX reconstitutes the physical material structures making the plant conform to its biological laws. A few mouse clicks, an autumn breeze and watch natFX simulate falling leaves, a bending trunk of a young sapling or even the strain of branches weighted down by snow. At anytime, the user can deactivate the botanic constraints and let her imagination fly !

Perfectly integrated into Maya[®]

This exceptional software was made possible thanks to AMAP[™] and the unified cooperative efforts of CIRAD's laboratory research and Bionatics' engineering teams. natFX[®] quickly and perfectly integrates into Maya[®] creating a real value to all its users. natFX[®] is a fast and reliable production tool.

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"Bionatics has a long association with Alias/Wavefront, and clearly meets our standards for partners who demonstrate a high level of technical proficiency. natFX for Maya is certainly one of the most sophisticated plant modeling and animation solutions I have seen. Bionatics is an excellent partner product for Maya, and will benefit many Maya users." Chris FORD – Maya Senior Product Manager – Alias WaveFront.

Commercialization

Bionatics will launch natFX® with a 10 plant library as of the first of August 2001. To enrich the library, the user can simply purchase choice plants on-line from Bionatics' web site : www.bionatics.com . As of today, the site has over 500 different plants and trees from around the world.

natFX® is available in two versions : natFX Base and natFX Ultimate. natFX Ultimate allows the user to manipulate in real-time , heavy scenes and complex vegetation. natFX® is designed to run under Maya 3.0 /4.0 and will continue to follow Maya's evolution.

Advised Minimum Configuration: Computers running Maya

- Pentium II processor 500 MHz
- 256 Mo RAM
- 3-button mouse with mouse driver software
- Windows NT 4.0, Service Pack 5,
- Windows® 2000 Professional

Pricing :

natFX base = \$2 500 US (with 10 plants of your choice)
natFX Ultimate = \$3 500 US (with 10 plants of your choice)
Extra plants = from \$200 to \$300 US

About BIONATICS

Created in 1995 by Mathias Monribot and Stephane Gourgout, BIONATICS (formally JMG Graphics SA) saw itself drawn in March 2000 towards the industrialization and worldwide commercialization of plant growth simulation software inspired by the extensive research by CIRAD.

AMAP technology /

The AMAP technology, known throughout the international scientific community, is the software's backbone. BIONATICS has numerous operational references such as LAFARGE, Port Autonome de Paris, Groupe Scetauroute, Ministère de l'équipement Français et Belge, Ex Machina, DUBOI, UBISOFT, Lockheed Martin and DASSAULT. Owning the exclusive rights to AMAP technology, BIONATICS received ANVAR's support in the form of aid for innovation. With an international development forecast, BIONATICS hopes to become the world leaders in plant simulation.

www.bionatics.com

CONTACTS :

BIONATICS

Point Virgule Press Relation, Audrey TABUTEAU / Solenn de la HORIE - Tel : +33 1 41 11 18 15
e-mail : atabuteau@pvirgule.fr
web site : www.pointvirgule.com

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