

Bionatics will reveal its new LandSIM3D® software at IMAGINA 07

Paris/France – January 2007, the 19th – Bionatics, the leading developer of 3D plant modeling and simulation tools for the 3D industry, announces the upcoming release of its newest simulation software: LandSIM3D. This is a new generation of simulation software developed for analysis, design and presentation of landscape projects. LandSIM3D will be revealed for the first time in Europe at the IMAGINA show, in Monaco, from January 31st to February 2nd, 2007, on the Bionatics booth #B5, as well as during an exclusive conference given on January 31st, 2:00 PM during the day dedicated to 3D simulation for landscape and territory planning.

« The upcoming release of LandSIM3D is a great opportunity for a large range of territory and landscape professionals since this new 3D tool will give them access to geographical or territorial information data that are often complex and difficult to understand in a simple and convenient way » explains Stephan GOURGOUT, Sales manager and co-founder of Bionatics. *“LandSIM3D makes it possible to quickly correlate vectorial data coming from GIS and aerial photos to deliver a realistic and geo-referenced 3D model: an accurate base from which projects can then be inserted and studied with their alternatives and their environmental impacts ».*

LandSIM3D is different from traditional 3D imagery solutions, normally reserved for computer graphics experts. It offers a whole gamut of features and services which are directed towards landscape industry professionals and includes a simple interface which guides the operator with the new use of the 3D. LandSIM3D thus proposes to accompany the professionals in their everyday practice through the following innovations:

Easily restores rich geographical information in 3D: LandSIM3D is a simple and powerful tool making it possible to interactively visualize 3D complex geographical data without size or scale limitations. New projects can be inserted such as infrastructures, landscape evolutions, public parks or an urban extension designed from traditional CAD software, including their various alternatives and their evolutions over time.

Analyzing, designing and validating the evolution of the Territory: LandSIM3D uses the vectorial geographical data or rasters which engineering and design departments lay out to generate a coherent 3D model from which accurate simulations can be made. It provides a genuine tool of assistance for analysis, design, public dialogue and decision process by using a common language: the image itself.

Restoring the project in its environment thanks to a geo-referenced model : the development of a territory, the exploitation of a forest, the construction of new roads, the development of a city or the maintenance of a public park are some of the many tasks which require us to know our environment in an objective and reliable way. LandSIM3D makes it possible to insert a project in its real environment starting from a geo-specific data source ensuring coherence between a virtual and real and precise base, essential to any project.

Illustrating the past, visualizing the present and simulating the future: LandSIM3D proposes multiple modes of visualization: diagrammatic, theme sets, volumic or realistic. These advanced features enable users to compare different alternatives of a project with their projection in time making it possible to decide with more reliability. Its functions make it possible to translate, in a simple and comprehensible language, the stakes and the often complex interactions of a project with its environment.

Following the spirit of the laws of our societies: these days, regardless of the project, the judicial system imposes landscape studies which require, more often than not, a visualization of the impact of the project within its environment. It is a world phenomenon and LandSIM3D brings a direct response to the needs for illustrations required by the instructors of those studies and the population concerned by including the AMAP plant growth engine and technology developed by the CIRAD research center. Its botanical coherency associated with the precision of the 3D representation guarantees a realistic and reliable visualization of the illustrations.

“Judging the quality of landscape projects is very difficult, as it often depends on your esthetic and sensitive senses”, notes Stephan Gourgout. “It is increasingly difficult for professionals in charge of managing the future of regions and territories to make such perceptive judgments reliably without the aid of visualizations and precise illustrations: LandSIM3D was developed to address these exact requirements”.

LandSIM3D is scheduled to be released in March 2006, in Europe. At IMAGINA, Bionatics will show the possibilities offered by LandSIM3D to navigate and explore, in real-time 3D, a complete territory through a sample model of 2 500 Km² corresponding to the geo-specific simulation of the region of Hérault, which is located in the south of France and made possible thanks to the geo-referenced data source called BD Topo® and BD Ortho® provided by the French National Geographic Institute (IGN) compatible with LandSIM3D through the Shape file or DXF format.

For more information about LandSIM3D, contact Bionatics by phone +33 1 56 02 04 20 or by email: infolandsim3d@bionatics.com

About Bionatics

Bionatics® is the world leader in plant modeling and simulation technology. The company develops a complete lineup of innovative solutions today used by leading firms in the industry of Architecture, Video Game, 3D Animation and Military Training Simulation (Foster & Partners, Jean Nouvel, Disney Feature Animation, Weta Digital, Electronic Arts, Ubi Soft, SEGA, CAE, Thales, Lockheed Martin, Boeing ...). 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 used behind its EASYnat®, natFX® and REALnat® products. The company has developed strategic collaboration with the leading manufacturers such as Autodesk® and Alias® in order to offer better production workflows to its final users. natFX is available for 3ds Max® and Maya®.

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