E-on Software Announces the Availability of its R5 Release for VUE, PlantFactory and PlantCatalog Solutions

e-on software's R5 release adds Machine-Learning-based interactive and offline path-tracing denoising, vastly improved displacement, SatMaps automatic mapping on Real-World Terrains, PBR real-time viewport, updated native support of 3ds Max, Maya and Cinema4D, updated technology previews for PlantFactory plugins including support for Arnold and V-Ray Next, 15 botanically accurate vegetation species, over 350 new content assets, and over 250 additional feature, performance and user experience enhancements

Paris, France – June 23, 2020 – E-on software, a leading global developer of software for the creation, animation, rendering, and integration of natural 3D environments in the computer graphics, VFX, architecture, and gaming industries, announced the immediate availability of the R5 Release of its VUE, PlantFactory and PlantCatalog Exporter software.

A new free trial version is also available of its VUE and PlantFactory software which includes all the updates from R5.

The full release note details are available online at https://info.e-onsoftware.com/release-notes-june-2020

Nvidia OptiX and Intel Open Source Image Denoisers for the Path Tracer

The Path Tracer now includes two denoisers: The Nvidia OptiX and Intel Open Source Image Denoisers. The denoisers will remove noise from a path-traced render, based on machine-learning technology. Effectively, users can use less samples for rendering and remove noise automatically after the render is finished, which results in much faster rendering times.

Denoising is supported both with the interactive Path Tracer in the viewport and with the offline Path Tracer. By using the denoiser with the interactive Path Tracer, users will get an almost real-time preview of their scene in a much better quality than what OpenGL can offer.

Vastly Improved Displacement

Displacement was massively improved in R5. It works faster, consumes less memory and generates way better displaced geometry. Three new displacement subdivision options were added in the material editor: no subdivision, dynamic subdivision and uniform subdivision. Shadow terminator handling in the render engines was also significantly improved thanks to new interpolation methods, yielding far better finer details and avoids shading artefacts in rendered images and animations.

Satellite maps for Real-World terrains

The real-world terrain import (introduced in R4) can now import satellite maps for automatic texturing of imported terrain data. Users may select satellite data from sentinel-2 or from USGS, and VUE will import the maximum available texture resolution together with the heightfield elevation data information of the selected area.

PlantFactory real-time PBR viewport

PlantFactory has received a viewport facelift – but it's more than just cosmetics. The new viewport is fully PBR compliant with accurate PBR material previewing, has better responsiveness and performance and introduces a customizable sky model that casts ambient light into the scene for more accurate and comfortable previewing while authoring vegetation species.

Integration technology updates

The VUE integration plugins are now supported in Autodesk 3ds Max 2021, Autodesk Maya 2020* and Cinema4D up to S22*. Additionally, VUE is now compatible with V-Ray Standalone RenderNodes for Maya.

The PlantFactory importer plugins technology previews are also now supported in 3ds Max 2021, Maya 2020 on Windows and Maya 2019 on MacOS. The tech previews also add support for automatic material conversion to Arnold materials and V-Ray Next. Additionally, the plugins can now convert animated vegetation models to animated points.

Windows only

Other notable new features in VUE and PlantFactory R5

As with previous quarterly releases, e-on software has also added many other new features and UI/UX enhancements such as:

- Cloud Morphing now supports material animation, plus is more performant and renders faster,

- VUE will automatically recognize and load sets of PBR texture maps (color/albedo, normal, roughness and many more) following preset and user-defined file name tags,
- The Path Tracer now supports PBR channels with variable intensities through texture maps as well as semi-transparent and semi-reflective materials,
- Python is upgraded to version 3.8, gets a new GUI, new documentation and a horde of new functions,
- Mesh smoothing is up to 4 times faster, and displacement mapping preparation is up to 4.5 times faster,
- Billboard export now supports PBR channels,
- Substance materials can now easily be rotated,
- VUE, PlantFactory, PlantCatalog Exporter and all PlantFactory import plugins can now share the same PlantCatalog collection location,
- And a lot more

[1] Export and Integration Plugins are only available in Professional and Enterprise solutions

PlantCatalog Collection update

Alongside the R5 release, the company added a new batch of 15 HD and LD - botanically accurate - vegetation species to its PlantCatalog offering, including:

- Coniferous: *Picea engelmannii, Picea pungens, Picea pungens 'Koster', Picea pungens 'Glauca Globosa', Picea abies 'Maxwellii', Picea abies 'Nidiformis', Picea mariana, Picea mariana 'Ericoides'*
- Perennials: *Vinca minor, Chamerion angustifolium, Blechnum spicant, Asplenium scolopendrium, Thuidium tamariscinum, Polytrichum commune*
- Grass: *Phalaris arundinacea*

Released in February 2020, the PlantCatalog collection is available either as a standalone package, or complimentary in the company's Enterprise solutions, or is available as an add-on for Creator and Professional solutions.
More information and all species descriptions can be found at:
https://info.e-onsoftware.com/plantcatalog

350 New collection items

e-on software continues to progressively release its owned content collection formerly sold on Cornucopia3D to users of its new software solutions. The R5 release therefore includes a new batch of over 350 3D assets comprised of atmospheres, materials, vehicles, animals, sample scenes etc.

Availability

The new update is available for download as a free software update for all registered users of the company's VUE and PlantFactory solutions. Users will find the software update and the plant catalog download links on their user account page (under the Software Center tab)

The R5 trial versions are also immediately available at no cost from https://info.e-onsoftware.com/try.

All VUE and PlantFactory software titles are available in English, French and German and perform under all versions of Windows 7, Windows 8, and Windows 10 (64 bit only), and Mac Intel (64 bit) for MacOSX 10.15+.

Supporting resources

Public announcement blog article: https://info.e-onsoftware.com/blog/r5

VUE and PlantFactory R5 presentation videos:

- Overview of the PlantFactory plugins in Maya: https://youtu.be/DjNyv0ga2nQ
- Real-World terrains and satellite maps: https://youtu.be/q-Ugq4Y38iQ
- Cloud Morphing: https://youtu.be/shrRs4icfKs
- Displacement improvements: https://youtu.be/n1YQc-NdiOY
- Nvidia OptiX and Intel denoisers overview: https://youtu.be/XhDcJN1uTds
- Substance support improvements: https://youtu.be/tkGLuWlv5wI
- PlantFactory PBR viewport presentation: https://youtu.be/LTm-R1HkOWs
- PBR workflows improvements: https://youtu.be/c6Q8ICGKMh4

More information on VUE: https://info.e-onsoftware.com/vue

More information on PlantFactory: https://info.e-onsoftware.com/plantfactory

More information on PlantCatalog: https://info.e-onsoftware.com/plantcatalog

Video demonstrations for all available species in the PlantCatalog collection can be viewed on the company's dedicated YouTube playlist.

About e-on software

E-on software is the leading developer of solutions for the creation, animation, rendering and integration of natural 3D environments (VUE and PlantFactory). E-on software products are used worldwide by the film, television, architecture, game, science, educational and entertainment industries.

E-on software products were used in feature films such as "Dr. Strange," "Kubo and the 2 Strings," "Jupiter Ascending," "Minions," "Guardians of the Galaxy," "The Croods," "Dragons 1&2," "Hunger Games," "Hugo," "Tintin," "Super 8," "Thor," "Avatar," "Clash of the Titans," "Sucker Punch," "Despicable Me 1&2," "The Wolf Man," "2012," "Lovely Bones," "GI Joe – The Rise of the Cobra," "Land of the Lost," "Terminator 4, "The Curious Case of Benjamin Button," "Indiana Jones 4," "Monster Vs Aliens," "Australia," "The Spiderwick Chronicles," "KungFu Panda," "Pirates of the Caribbean 2" and TV series such as "Spartacus," "Smallville," "Battlestar Gallactica," "Caprica," "Stargate Atlantis," "Stargate Continuum," "The Vampire Diaries" and more. Read more on these stories in e-on software's Spotlights section: https://info.e-onsoftware.com/meetourusers

E-on software was founded on the premise that powerful graphics tools should never get in the way of the designer's creativity. By investing significant resources in research and development, e-on software is able to deliver cutting-edge, user friendly technologies that produce stunning digital nature scenery.

In 2015, e-on software was acquired by Bentley Systems and now operates as an internal venture subsidiary.

E-on software is based in Paris, France. For more information visit http://www.e-onsoftware.com.

About Bentley Systems

Bentley Systems is a global leader in providing engineers, architects, geospatial professionals, constructors, and owner-operators with comprehensive software solutions for advancing the design, construction, and operations of infrastructure. Bentley users leverage information mobility across disciplines and throughout the infrastructure lifecycle to deliver better-performing projects and assets.

Bentley solutions encompass MicroStation applications for information modeling, ProjectWise collaboration services to deliver integrated projects, and AssetWise operations services to achieve intelligent infrastructure – complemented by comprehensive managed services offered through customized Success Plans.

Founded in 1984, Bentley has more than 3,500 colleagues in over 50 countries, more than $700 million in annual revenues, and since 2012 has invested more than $1 billion in research, development, and acquisitions. www.bentley.com

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