

speedtree[®]



for the film and animation industries

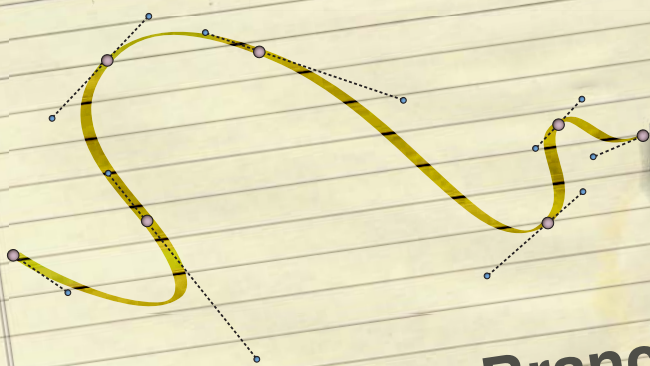
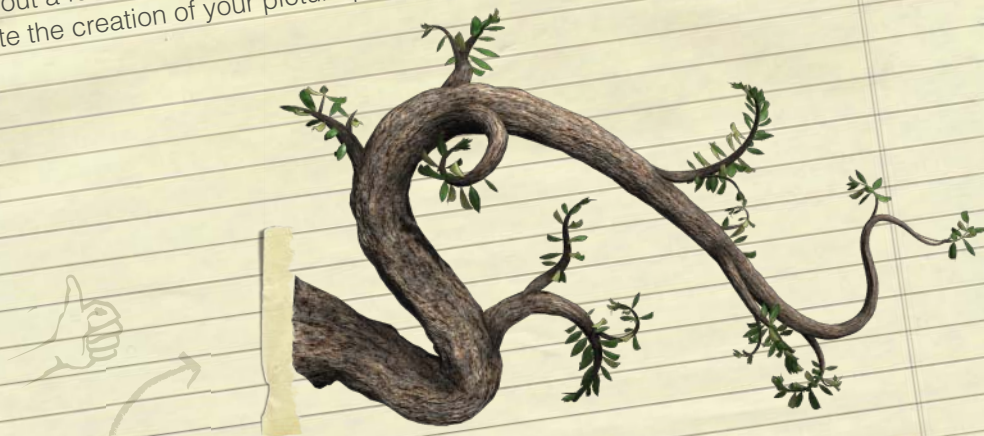
SpeedTree debuts a groundbreaking version perfect for the film and animation industries, with a unique new **procedural + hand modeling** approach.

Get exactly the tree or plant you want, **faster than ever before.**



speedtree® - high detail features

Check out a few of the modeling features we've incorporated to better facilitate the creation of your picture perfect, high detail tree models.



Hand-Drawn Branches

Freehand draw any desired branch with a tablet device or mouse, then freely manipulate the generated control points. You can even grow procedural content right on top of the hand-drawn branches! By combining manual modeling with our new procedural tools,* we've given you the ability to be precise where you need to be and procedural where you don't.

* including forces, mesh crawling, branch welding, LOD, etc - more info at speedtree.com

Model Interactively

SpeedTree's high quality, low poly trees have dominated the game industry for years. With our latest cinema-quality version we've added features that keep high poly trees interactive while you model by enabling you to:

- Use a simplified working model and compute the high detail version only when necessary
- Delay or omit computing slow tree components while actively editing
- Accelerate scene navigation
- Use multiple CPUs efficiently when available



Export Meshes

Export meshes of your trees complete with bones, ambient occlusion, materials & more.

Supported formats include:
FBX, OBJ, COLLADA & 3DS.

speedtree.com
get a free trial version