

SpeedTree® Studio v6

Used in 2009's *Avatar* and other blockbusters, this toolset lets you create, randomize, and edit trees and plants with the SpeedTree Studio Modeler, then export them for use in visual effects, animations, architectural visualizations, or personal projects. Includes scripts for smooth importing into many popular 3D modeling and rendering packages. **NOTE: Not for use in real-time.**

Platforms Available: Windows, Mac OSX, Linux
Components:¹ SpeedTree Modeler², Five Species
To Evaluate & License: Download, evaluate and purchase at www.speedtree.com/studio

License Fees:	Per seat (node-locked)	\$895
	Each additional species (each species includes seasonal variations and virtually infinite variation via SpeedTree Modeler)	Up to \$49 each

SpeedTree® Cinema v6

As seen in *Avatar*, this toolset is intended for use in films and visualization projects at high-end studios and other cinematic facilities. Includes the complete Tree Model Library, a single floating license, and world building capabilities via SpeedTree Modeler. **NOTE: Not for use in real-time.**

Platforms Available: Windows, Mac OSX, Linux
Components:¹ SpeedTree Modeler², Complete SpeedTree Model Library, One year of direct developer support
To Evaluate & License: Download, evaluate and purchase at www.speedtree.com/cinema

License Fees:	Single floating license	\$4,995
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SpeedTree® for Games v6

Since 2002, the premier software for video games, commercial software, not-for-resale (NFR) military/industrial simulations, and other real-time applications. Create, randomize, and edit trees and plants from the library, or create your own from scratch. Includes a real-time SDK that manages as much of the forest rendering process as required.

Platforms Available: Windows (DirectX9, 10, 11 & OpenGL), Xbox® 360, PlayStation®3, Mac OSX and PSVita
Components:¹ SpeedTree Modeler², SpeedTree Compiler, SpeedTree SDK, Complete SpeedTree Model Library, One year of direct developer support
To Evaluate & License: Download the trial form at speedtree.com/sales, Contact IDV to license

License Fees:	Contact IDV
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- notes:**
1. See Page 2 (back page) for a detailed list of components and features.
 2. Features and functions of SpeedTree Modeler vary by product. See Page 2 (back page) for details.

- SpeedTree Modeler v6:** Stand alone application used by artists to create tree models from scratch or edit those in the Tree Model Library. Features and functions of SpeedTree Modeler vary by product edition, as detailed in table below.
- SpeedTree Model Library v6:** Pines, palms, deciduous, flowers, bushes, cacti etc.; 2,000+ bark & leaf textures; each species includes seasonal variations and both high-detail and real-time versions. For a complete Model Library list, visit <http://www.speedtree.com/trees/>.
- SpeedTree SDK v6:** Latest in a long line of SDKs deployed on millions of PCs and consoles, the SpeedTree SDK is a set of multi-platform C++ classes that conquers all of the tasks associated with high performance vegetation rendering, including seamless LOD management, highly optimized shaders, 360-degree normal-mapped billboards, large scale forest culling, various wind effects, much more.
- SpeedTree Compiler v6:** Builds texture atlases and compiles and optimizes tree models for real-time use.

SpeedTree Modeler Versions and Features	Games Edition	Cinema Edition	Studio Edition
Procedural modeling	✓	✓	✓
Model by hand drawing	✓	✓	✓
User-controlled UV mapping, textures and polygonal resolution	✓	✓	✓
Import of and growth around custom mesh assets	✓	✓	✓
Export meshes in a variety of formats including FBX and OBJ	✓	✓	✓
Export wind effects via point cache (with real-time preview)	✓	✓	✓
FBX processor scripts for multiple 3D packages	✓	✓	✓
Branch intersection blending	✓	✓	✓
Camera facing leaf cards	✓	✓	✓
32- and 64-bit executables	✓	✓	✓
Complete SpeedTree Model Library	✓	✓	-
Floating licenses	✓	✓	-
Direct developer support	✓	✓	-
World building	✓	✓	-
Quad geometry output	✓	✓	-
Bundled with SpeedTree Compiler application	✓	-	-
Bundled with SpeedTree SDK source license	✓	-	-
Automatic level of detail (with smooth transitions)	✓	-	-
Real-time wind effects	✓	-	-
Automatic geometric and shader LOD	✓	-	-

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