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SpeedTree® RT Integrated with the OGRE Engine

COLUMBIA, SC –Torus Knot Software has announced the integration of IDV’s SpeedTree® RT foliage solution with its OGRE open source rendering engine, with evaluation and license of the separate integration components available now from their respective developers.

“SpeedTreeRT is a world-class solution for tree and foliage modeling and rendering that really raises the bar on the visual quality our customers can achieve within a tight timescale,” said Torus Knot co-founder and Managing Director Steve Streeting. “Our users can create individual looking natural assets quickly in SpeedTreeCAD, and then by leveraging OgreSpeedTree, drop them directly into their existing OGRE applications with the minimum of fuss, almost instantly getting a great looking scene which also performs really well.”

Torus Knot has also created an integration between OGRE and SpeedGrass, an animated, real-time grass solution available only to SpeedTreeRT licensees who also purchase a year’s support.

“We applaud Torus Knot for their work in bringing our software to the OGRE community,” said Kevin Meredith, director of business development for IDV. “With this outstanding integration, OGRE users have access to the same state-of-the art outdoor elements enjoyed by excellent developers around the world.”

For more information about the integration of SpeedTreeRT and SpeedGrass with OGRE, please visit <http://www.torusknot.com/ogrespeedtree.html>.

Torus Knot Software specializes in real-time 3D software components and tools, and produces a number of products, some open source and some proprietary. Established in 2004, Torus Knot developed, promotes and supports the popular open source 3D rendering engine OGRE, which is used around the world for a range of production applications including games, simulations, educational software and much more. The company is based in Guernsey, Channel Islands, a British Crown Dependency.

SpeedTreeRT, winner of the 2005 Front Line Award for middleware, delivers highly realistic trees and plants, with adjustable wind effects, user-configurable and seamless LOD transitions, and an included library of hundreds of tree, plant and marine models representing more than 200 core species. SpeedTreeRT includes SpeedTreeCAD, a Windows application used to create and edit animated trees in real-time.

Interactive Data Visualization, Inc. (IDV) develops software products with a focus on real-time three dimensional applications for the game development, visual simulation, engineering visualization, and animation industries. IDV, a privately held corporation, was founded in 1999 in Columbia, South Carolina. For more information about IDV, visit www.idvinc.com.