

# press release

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## SpeedTree® for Games v6.0 Released

### MAJOR SDK EFFICIENCY LEAPS, MAC OSX & PS VITA SUPPORT MODELER NOW RUNS ON MAC & LINUX

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COLUMBIA, SC – SpeedTree® for Games Version 6, released today for evaluation and licensing, delivers major improvements to real-time rendering efficiency and modeling control as well as new platform support.

For the first time, the SpeedTree SDK supports Mac, PS Vita, and DirectX 11, in addition to long-supported platforms DirectX 9 & 10, OpenGL, Xbox® 360 and PLAYSTATION®3.

**Other new v6 features of SpeedTree SDK** include dramatic improvements over version 5.2 to both shaders and overall efficiency. Specific enhancements include:

- New shader LOD system improvements, upping rendering speeds by 40% or more
- An all-new built-in grass/undergrowth system
- Improved draw call management (75% or better reduction)
- An all-new forest paging system with improved speed & flexibility
- An all-new LOD-enabled wind system

**SpeedTree Compiler** has been rewritten from scratch and now delivers shader effects LOD, wind effects LOD, improved billboard rendering, and live updating to the atlas layout. This new feature set allows artists and developers to work together to maximize performance and appearance.

“We've spent more time on SpeedTree for Games v6 than any other release, and it shows,” noted Chris King, CEO of Interactive Data Visualization, Inc. “Artists now have complete control over shader effects, draw call counts, and LOD for a forest's geometry, wind, and lighting.”

**SpeedTree Modeler** offers a vastly improved user interface (improved workflow, drag and drop, etc.) and now, for the first time, runs on Mac OSX and Linux in addition to Windows. Other new features include:

- Branch intersection blending
- Camera facing mesh option allows for optimized leaf performance
- Self-colliding branches through our new “Collection” system
- Discrete mesh LOD for leaves and scene objects
- Generate simple meshes and layered materials directly in the Modeler
- “Simple” editing mode option for new users

- more -

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Page 2

Contact IDV for licensing terms and pricing.

**SpeedTree**, winner of the 2005 Front Line Award for middleware, delivers beautiful, amazingly natural real-time trees and plants to real-time games and applications. The software includes SpeedTree SDK for Windows, Mac OSX and PS Vita, and SpeedTree Modeler, an application for Windows, Mac OSX and Linux that offers a unique hybrid of hand and procedural modeling options. For more information about SpeedTree, visit [www.speedtree.com](http://www.speedtree.com).

**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](http://www.idvinc.com).

- 30 -