



Press Release: Gugila releases GroundWiz RTS (Real-Time Shaders) Demo

Slovenia, Europe, March 3, 2011 - Gugila has announced the release of **GroundWiz RTS (version 2.1) Demo**.

GroundWiz RTS version 2.1 introduces **real-time procedural displacement, tessellation** and support for **DirectX11**. Compared to the previous version, it also offers improved **advanced placement of lush vegetation** in real-time environments. A demo version is available for download from Gugila website.

GroundWiz RTS is a set of procedural shaders for rendering nature in real-time applications, optimized for parallel computing using multiple CPUs and GPU shaders to achieve real-time performance. As graphics cards bring more computing power, GroundWiz RTS takes full advantage of the latest generation of graphics cards.

GroundWiz RTS technology consists of GroundWiz Terrain Map and GroundWiz Planter.

To generate realistic procedural 3D terrain materials in real-time, **GroundWiz RTS Terrain Map** offers powerful features:

- Procedural displacement tessellation
- Hierarchical structure of layers (parent-child relationship)
- Image maps for ground detail and various layer constraints (slope, height, angle limits..)
- Procedural bump / micro detail

GroundWiz RTS Planter makes it possible to create lush nature environments, using its highly advanced procedural planting (instancing) features:

- Numerous adjustable controls: placement density, varying size, orientation, position, etc.
- Terrain map layer constraints (slope, height, angle limits...) / Mesh collision avoidance, Planter self-collision & collision with other planters / Planter clustering
- Procedural planter can be limited by other planters (for instance, big objects like trees are planted first, then rocks, and bushes last. Some can be pre-planted manually).
- Automatic LOD (level of detail) handling

GroundWiz RTS technology uses graphics card (GPU) to speed up procedural planting (shader version 3.0 and higher). All of GroundWiz RTS settings are compatible with GroundWiz plug-in for 3ds Max.

Licensing and a demo version of GroundWiz RTS are available now. GroundWiz RTS demo supports DirectX11 and DirectX9. It is optimized for DirectX11 and the minimum requirement is DirectX9.

To download GroundWiz RTS demo and get more information about GroundWiz RTS, visit http://www.gugila.com/products_qwrts.php

About Gugila:

Based in Slovenia, Europe, Gugila specializes in the development of 3D graphics tools for video, game development & visualization fields.