



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

Slovenia, Europe, August 2, 2010 - Gugila has announced the release of **GroundWiz RTS (version 2.0)**.

GroundWiz RTS is a set of procedural shaders for rendering nature in real-time applications. GroundWiz RTS is optimized for parallel computing using multiple CPUs and GPU shaders to achieve real-time performance.

GroundWiz RTS now supports procedural nature planting via **GroundWiz RTS Planter**. It brings **highly advanced procedural planting (instancing) to real-time environments**.

GroundWiz RTS Planter is all about **procedural planting**: as the scene is explored, plants are procedurally created (planted) over the terrain and discarded when not needed anymore. This way the detail can be enormous - **billions of instances of different sizes**: from big objects (ex. trees) down to the smallest detail (ex. pebbles) can all be handled by the same Planter routines.

Planter supports numerous adjustable standard controls: placement density, varying size, orientation, position, etc. It also supports over 30 different planting constraints:

- Terrain map layer constraints (slope, height, angle limits...)
- Mesh collision avoidance, Planter self-collision & collision with other planters
- Planter clustering that simulates vegetation grouping effect so common in nature

Another feature of GroundWiz RTS Planter is automatic **LOD (level of detail)** handling so that far away objects don't waste polygons and rendering speed. It is optimized to handle a huge number of objects at **real-time speed**.

Planter uses graphics card (GPU) to speed up procedural planting (shader version 3.0 and higher). On the other hand, GPU shaders are also used to display planted instances: with the use of proper LODs (level of detail objects), it is possible to show many hundreds of thousands of objects in real-time.

All of GoundWiz RTS settings are compatible with GroundWiz plug-in for 3ds Max. Some instances can be planted in 3ds Max plug-in and imported into GroundWiz RTS while others are procedurally planted for unlimited detail.

For more information about GroundWiz RTS Planter, visit http://www.gugila.com/products_gwrts.php

About Gugila:

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