

GroundWiz RTS



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

Slovenia, Europe, March 25, 2010 - Gugila has announced the release of GroundWiz RTS (Real-Time Shaders).

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.

As the speed of graphics card has grown exponentially in the last decade, it is now possible to render complex terrain grounds in real-time. GroundWiz RTS fully supports the latest generation of graphics cards via DirectX and OpenGL interfaces.

Currently the main shader is **GroundWiz RTS Terrain Map** used for rendering procedural 3D terrain materials in real-time. GroundWiz RTS Terrain Map uses fractal algorithms to generate terrain materials and mimic real-life terrain.

GroundWiz RTS Terrain Map is meant for :

- **Automatic creation** of ground materials in real-time applications: game development, visual presentations and animation industries.
- **Large 3D worlds** where manual terrain mapping would be very time-consuming if not impossible.
- **Procedural** self-modify terrains where shape of terrain is not known in advance.
- Ideal for **online content** and cases where storage space is scarce – GroundWiz RTS Terrain map requires very little data for generating terrain maps.

Licensing and evaluation versions for DirectX 9 and DirectX 10 are available now. DirectX 11 version is in the making.

For more information about GroundWiz RTS, 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.