SpeedTree modeler v10.0.1 (Win, Mac, Lnx)

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SpeedTree modeler v10.0.1 (Win, Mac, Lnx): Create living environments using the power of procedural modeling, the latest photogrammetry workflows, and a brand-new set of easy-to-use art tools. SpeedTree 9 is our most accessible toolkit, featuring integrations to every engine and inexpensive licensing options. Begin creating now!

Gfx plugin details of SpeedTree modeler

The product is in the **Software category**, for more information about this post you can click on the home page link in the sidebar.
To search for similar products to SpeedTree 9.3.0 Cinema Edition (WIN),

SpeedTree is the most widely used tool for creating vegetation assets, it can be utilized in projects ranging from blockbuster films and Indie games. It can bring worlds to life using procedural modeling, a variety of art tools, a dynamic asset library, and the most cutting-edge photogrammetry workflows.

SpeedTree 9.5 allows you to bring your environment to life through enhancements in many areas.

More control that is creative:

With the brand-new function for manipulating fronds, it is now possible to randomize and alter the fronds of the leaf. Utilizing wind, gravity, and curling capabilities the fronds will come to life, giving an organic touch to your images. We also have eliminated the necessity to go between different modeling software to edit your models to streamline workflow.

Higher levels of realism

SpeedTree 9.5 Introduces Projector, a new technique to place procedural elements such as snow, moss, and twigs on models. Utilizing ray-casting technology these details can be efficiently and accurately dispersed across vast landscapes. Through simulation of how these elements naturally accumulate over surfaces. This feature lets to add a whole new level of authenticity to your scenes and landscapes.

New techniques for procedural details:

This new elevation map feature lets you identify the segments of a mesh by using the paint tool within the cutout editor, removing the need to use external modeling software. This simplified workflow centralizes creativity control so that you remain focused on your vision for the future

- The Photogrammetry Mesh Converter creates fully-realized vegetation models using 3D scans using three methods:
- The process of capturing and creating tiles of bark maps
- Converting scans into native SpeedTree geometry
- Expanding scans using native SpeedTree geometry
- Freehand Mode A set of tools that can be used to edit models manually:
- Bending
- Vertex editing
- Click-place
- Painting displacement (sculpting)
- Painting vertex colors
- Painting vertex detail
- Drawing by hand
- HDRI Lighting
- Atlas Control | Modify the Atlas layout

Sidebar

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- USD Support
- Zig-zag Jink, texture map Skew Correction
- Loopable VFX Wind: Create looping vertex caches in applications that use VFX.
- The New Game Wind | More attractive and faster real-time wind
- Backside Materials
- Vertices with Feature vertex details to record the specifics
- Revamped Mesh Crawling
- Ambient Occlusion Improvements The per-vertex AO computations speed up and become more precise.
- Cutout Editor Improvements - Automatically generated vertices, height maps, backgrounds, and two-sided output.
- Workflow Improvements bar, custom "Favorite" properties, improved GUI layout, New properties on most popular generators, pipeline customization, enhanced error message.
- Turntable Renders