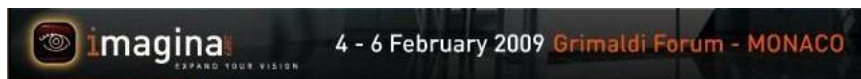


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## Vertice wishes you a Happy New Year 2009 and offers you this User Testimony from Enozone



### MEET US AT



FREE ACCESS TO THE EXHIBITION HALL

AVAILABLE: NOVA STANDALONE, NOVA FOR REVIT, NOVA FOR 3DS MAX, NOVA SDK

### Presentation of Enozone

Enozone is a company specialized in 3D technologies, and more particularly in real-time 3D. The company was born from the merge of 3 complementary Laval-native entities: Kawaii Menee (Gill Van Herzele from Master MNRV - Laval), Imesis (Camille JOLLY and Jean DALIBARD from the real-time 3D high level degree at Escin - Laval) and Zam Prod (Matthias Pluquet from lthe School of Design of Nantes).

Our activity concentrates on 3 poles: Architecture, events and training/safety, and overall, we carry out graphics service.

The tools used are varied, because each entity worked with his, Imesis thus brought Nova within the company.



### Presentation of the projet



The project presented is a house built in Laval. This work has started during the creation of our structure and our search for a partner. The Agence Perspective, interior architecture studio, allowed us to use the plans of this house in order to think about a way of collaborating between architects and 3D professionals. The goal was also to show the future house and the volumes of the different rooms to the architect customer, a much more speaking method than the traditional plans. It was thus necessary for us for to realize the most realistic possible vision (in particular from the point of view of the lightings) in order to fully answer the request.

We also worked with the kitchen-maker, Lignes d'intérieur, who created the kitchen of this house.

Assigned time is difficult to define, because this project was the opportunity to test the work methods and rendering. We have unceasingly improved this project during a year, for shows and when improving our workflow.

## Which tools have been used and why choosing Nova?

Our way of working was dictated by Nova, knowing that Nova is very intuitive and fits perfectly a logical pipeline: preparation>creation>export (Nova).

Nova made us work with two 3ds Max files in parallel, the first enabling us to generate the lightmaps, the other being the file of export in itself. The advantage is the fast implementation of a model.

We often use Nova during the procedure of customer modelling, but also in all other situations. In particular those where we do not use Nova for the final rendering. Thus we have the way of validating the project by providing an executable (intermediary or final) to the customer, which is very appreciated as the implementation is fast and simple. The pipeline is then: preparation>creation>rendering (Nova)>corrections>final export.

If Nova was chosen, it is, as said previously, because of its simplicity and speed of implementation. Moreover, it is the only 3D engine which can be used intuitively by the designers thanks to his way of coding: Action Builder (easy for the graphics designers) and the Script Engine (which is not essential for what we currently create). Its integration with 3ds Max is the second element which now makes of it an essential tool for us.



## What are the benefits of this project?



The customer is satisfied because he can move inside one of his creations by himself. It also gives him a new support of communication with his customers.

On our side, it enables us to have a complete and very attractive demonstration tool. The uses are numerous. On shows it enables us to create a contact with the visitors, now used to the video games and thus the people rather easily take in hand our demonstrations.

It enables us to demonstrate our work easily, either using a laptop, or by bringing an executable when the customer has a computer.

## What are your projects to come?

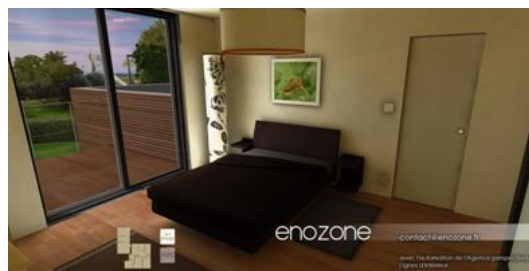
All the projects to come using Nova are not yet defined but they mainly relate to the housing in its globality, which includes the development of precise elements: kitchens, bathrooms, swimming pools... or external/interior architecture.

A project is currently done with houses builders. Nova seduces them by its simple use. The generation of executables of small size, very flexible device in terms of handling, enables us to exchange easily with our customers at the time of the implementation of projects. According to the projects, we try to use all the Nova tools offered: Web plugin, downloadable executable, video...

## Some figures about the project

The scene is made of 120 000 triangles in total, on 230 objects. There are approximately 330 textures at the DDS format, of course adapted to their use. The third of these textures relates to the lightmaps, element that we emphasize as we estimate that it is the most important point of the application in order to give it all its realism. We thus have an environment with an atmospheric dome as well as plants and the three buildings with the main one.

We are two persons to have worked on this project, each of us having its specific fields. A hundred of furniture pieces have been created, which enables us to have a reusable library of objects.



## Your opinion about Nova and what your expect from the product

We learnt Nova simultaneously with 3ds Max. The learning phase required many tests in order to understand the particularities of Nova. Fortunately, those are done with an astonishing ease.

The exchange is also very easy with the creators of Nova and the answers are fast, thus, when a problem arises, it is solved rather quickly. We remember our year of studies where the team granted us much time in order to help us to finalize our studies project.

Easy to use, it is intuitive for the graphics designers, thus we can fully manage some projects.

In the points which one would like to see developed, there is first of all the sound and its spatialization. Key element of immersion, it allows to give more life. We thus await it impatiently. We had also announced our wish to have the executable including a detector of framework (that Nova 2009 offers from now on) and its automatic installation (with agreement of the user of course). We hope that we will find this option in next Nova.

Undoubtedly more anecdotic, the possibility of having a true stereoscopy (and not only the anaglyphic as it is currently the case) to use a helmet or glasses.

Finally, we hope that Vertice will continue to support the intuitivity and the simple access of Nova!



Images courtesy of Enozone. Download the executable file of this demo directly from our website.

#### CONTACTS

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