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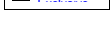
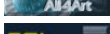
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## Vertice announces Nova 2008, its new real time engine release

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Vertice announces Nova 2008, its new real time engine release

Even more simple, even more convivial, even more productive, Nova 2008 is available!!! (Demo version is downloadable for free from our website)

The main new functionalities of Nova 2008

Support of complex materials

- | Blend Material (vertex color/texture)
- | Support of the Vertex Alpha of 3ds Max
- | Share of the shaders (same code and different parameters)
- | Support of the fxo shaders
- | Support of the advanced HLSL shaders (Lumonix shaders included) and integration of the Includes in the Forge

Increased performances

- | Domains in the Entity Browser
- | Octree for the collisions, the picking and the clipping
- | Nova Fusion: fusion in a scene of all the objects carrying the same materials or similar materials
- | Management of the decals which allows to give a priority to some objects

More tools to optimize you scenes and to add many new functionalities

- | Improvement of the mechanism for video capture (including video capture in .wmv)
- | Nova Explorer now loads the previous versions of the .mxh files without going through a conversion process
- | Companion scene: creation of interfaces
- | Possibility to define the precise size of the rendering zone (Rendering Resizer)
- | Debug Tools
- | Scene Optimizer: conversion of textures in DDS and compression, settings of the collisions parameters, settings of the subdivisions
- | Nova Widgets: 3 accelerated graphics controllers linkable to properties

Easier Lighting system

- | Simplification of the real time shadows mechanism

Easier way to create Special Effects

- | Particle graphics editor (Nova Explorer and 3ds Max 9+)
- | Lens Flares graphics editor (Nova Explorer and 3ds Max 9+)

Advanced scripting and ultra-simplified tool to create interactions

- | Management of the 3ds Max plugins during the install
- | New Events for the scripts: MouseUp, MouseDown, MouseMove, MouseOverObject, MouseOutObject
- | New action launchers: Mouse Enter et MouseLeave
- | New actions: link a camera to an object, detach a camera from its parent and launch a script
- | Improvement of the Script Helper and of the scripts interface
- | New option on the objects: Picking Blocker
- | Picking target tool when using a joystick
- | Possibility not to change the cursor of the mouse when going over a pickable object
- | Management of the plugins of opening/closure of scenes
- | Possibility to change the picking key
- | New Action Builder (Nova Explorer and 3ds Max 9+): as easy as before but many more possibilities

3ds Max 2008, Collada, peripherals, ...

- | Full integration with 3ds Max 2008
- | Direct import of Collada files into the Nova Explorer

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Introduction to Animation



Learn the essential animation and methods for use in Maya's animation. Contains over 100 project-based exercises for aspiring animators and experienced artists seeking a refresher.

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- | Support of many joysticks simultaneously
- | Support of the Xbox 360 peripherals
- | Files can be added in the exe
- | Exe Launcher: executables can now be opened in an interface allowing to launch Nova in windowed mode or in full screen mode (with a choice of resolution)
- | Driver Quality Survey

All the functionalities of Nova as well as the demos are on [www.vertice.fr](http://www.vertice.fr)



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