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SpeedTree® for Unity® 5 Beta Launched
$19/MONTH MODELER ENABLES AAA TREE EDITING

COLUMBIA, SC – Unity® 5, now released in beta and available for preorder, includes the first runtime integration with SpeedTree®, meaning the game industry’s premier vegetation may now be used directly with Unity Technologies’ popular engine.

"SpeedTree is the industry standard tool to create high quality trees efficiently," said Unity Technologies CTO Joachim Ante. “The built-in SpeedTree support in Unity 5 ensures that high quality trees are easy to get into Unity, and many beautiful trees are available now."

Unity 5 users who want to add dynamic, animated SpeedTree tree and plant models to their projects may download four free sample models and purchase many others from www.UnityTrees.com. The growing library of trees and plant models include seamless LOD transitions, seasonal variations, a full range of wind and other effects, and multiple resolutions.

Unity 5 users who want to create and edit tree models may subscribe to the award-winning AAA SpeedTree Modeler for $19 USD per month at http://store.speedtree.com/product/speedtree-modeler-for-unity/. No royalties, per-title or per-platform fees apply. The SpeedTree Modeler license renews automatically, unless cancelled prior to the renewal date, and all models created and edited with the SpeedTree Modeler will continue to operate in Unity after the Modeler subscription expires.

Unity 5, now in beta for all preorder customers, can be purchased from Unity Technologies’ website at Store.Unity3d.com.

SpeedTree for Unity 5 features will include:

- **Full Unity 5 Integration**: Fully-integrated SpeedTree run-time, meaning fast, efficient rendering of one hero tree, a whole forest, or anything in between
- **Wind Effects**: Scalable and tunable real-time wind effects, for the same beautiful, natural motion SpeedTree brings to feature films
- **Seamless LOD Transitions**: Dynamically and automatically generates smooth, tunable LOD transitions that are built into vegetation models
- **Multi-Platform Unity 5 Support**: Works on any platform that Unity 5 will support
- **Foliage Terrain Painting**: Works with Unity terrain and foliage painting, including full wind support and per-instance color variation

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- **Perpetual Updates**: Provides the latest SpeedTree version and features, as long as the subscription is active

**Unity Technologies** is the creator of Unity, a flexible and high-performance end-to-end development platform to create rich interactive 3D and 2D experiences. Unity’s powerful core engine and editor serve as the foundation for developers and designers to quickly build beautiful games or apps and easily bring them across multiple platforms: mobile devices, home entertainment systems, personal computers, and embedded systems.

At the heart of Unity’s democratization initiatives, you will find solutions and services for building games and audiences. The Unity Asset Store digital content marketplace supports developer efforts by providing time and money saving solutions to tough production, design, and art challenges. New integrated services such as Unity Cloud Build extend the platform for greater productivity in creating, testing, and deploying, while Unity Everyplay and Unity Ads help developers connect with their audiences and acquire users through the sharing of game replays on social networks and offering a high-quality advertising network.

Unity Technologies serves over 600,000 monthly active developers including large publishers, indie studios, students, and hobbyists around the globe. For more information, visit: [http://unity3d.com](http://unity3d.com).

**SpeedTree for Games**, winner of a Front Line Award for middleware, delivers amazingly natural real-time trees and plants with seamless LOD transitions, an array of lighting, physics and wind effects, as well as an SDK that can be programmed to support any level of engine integration. SpeedTree includes SpeedTree Modeler, which offers a unique hybrid of hand and procedural modeling options and has been used in countless games and a growing list of movies, including *Iron Man 3, Star Trek Into Darkness, The Lone Ranger* and *World War Z*. SpeedTree was created by Interactive Data Visualization, Inc. (IDV), founded in 1999 to develop graphic and visualization tools for a wide variety of industries. For more information, visit [www.speedtree.com](http://www.speedtree.com) and follow [@SpeedTreeInc](https://twitter.com/SpeedTreeInc).

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