

press release

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Ubisoft® Adopts SpeedTree® Worldwide

LEXINGTON, SC – Ubisoft®, a leader in the gaming industry with studios on five continents, has closed a global partnership deal with SpeedTree for Games to ensure that all development teams have access to the game industry’s most popular vegetation modeling and rendering software.

“Ubisoft® has a long-standing partnership with IDV and is now proud to make available SpeedTree to its talented teams across the globe, enabling them to create immersive worlds with even more high quality vegetation,” said Chadi Lebbos, Technology Group Director, Tools and Middleware, Ubisoft®.

The global license continues a relationship that has brought SpeedTree-generated vegetation to a broad array of Ubisoft® titles from franchises including *Assassin’s Creed®*, *Far Cry®*, *Tom Clancy’s Ghost Recon®* and *Tom Clancy’s Rainbow Six®*.

“Ubisoft® has already created some of the industry’s richest open-world game environments with the help of SpeedTree,” said IDV CEO Chris King. “We look forward to continuing to support visual and gameplay excellence in many more Ubisoft® titles.”

About Ubisoft

Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including *Assassin’s Creed*, *Just Dance*, *Watch_Dogs*, *Tom Clancy’s* video game series, *Rayman* and *Far Cry*. The teams throughout Ubisoft’s worldwide network of studios and business offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets and PCs. For its 2015-16 fiscal year Ubisoft generated sales of €1,394 million. To learn more, please visit www.ubisoftgroup.com.

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SpeedTree, used in more than 1,000 video games of every budget and genre, and dozens of cinematic blockbusters, is the world’s most popular, most awarded vegetation software. **SpeedTree for Games**, the real-time member of the SpeedTree line, delivers amazingly natural real-time trees and plants with seamless LOD transitions, an array of lighting, physics and wind effects, and an SDK that can be programmed to support any level of engine integration. The SpeedTree Modeler, part of all SpeedTree products, offers a virtually limitless design palette through an intuitive hybrid of hand and procedural modeling options. SpeedTree’s extensive recognition includes a 2015 Scientific and Technical Academy Award®, a 2015 Engineering Emmy®, a Develop Award and a Front Line Award for middleware. For more information, visit www.speedtree.com.