QuadSpinner releases Gaea 1.2: A New Stride in Terrain Generation

Questa, NM - November 26, 2020 — QuadSpinner is thrilled to announce Gaea 1.2, a substantial feature update since Gaea's inception, manifesting a refined user interface, a revolutionary 2.5D heightfield renderer, and remarkable performance improvements. This version stands out with over 200 enhancements including 17 new nodes, advancing the terrain generation domain significantly.

Revamped User Interface and Productivity Tools

Gaea 1.2 boasts a streamlined user interface, enhancing the toolbox management and the introduction of Infinity Graph and Portals 2.0, enabling users to split terrain graph across multiple tabs for better logic visualization and management.

New Nodes Galore

The release introduces 17 new nodes with a spotlight on Geological Primitives and LookDev Nodes, empowering creators with shapes requiring minimal erosion and specific "looks" for terrains with minimal effort.

Rendering and Lighting Excellence

New Render nodes transform height and color data into texture maps, with the 2.5D Renderer ensuring crisper lighting and better detailed lighting across all LODs of a terrain model.

Advanced Terrain Manipulation

The introduction of FractalTerraces' Advanced mode and the Fx node opens up new vistas for creating stratified landscapes and streamlining post-processing, respectively.

Performance Optimization

The optimization focuses on enhancing the performance of over 60 nodes, especially on recent and upcoming generation processors, making Gaea 1.2 faster and more responsive.

User Experience Enhancements

Features like collapsible nodes, quick node menus, and the replace node option, significantly upgrade the user interaction, making the terrain generation process more intuitive and less cumbersome.

Gaea 1.2, with its plethora of new features and improvements, underscores QuadSpinner's unwavering commitment to delivering a robust, user-friendly, and innovative terrain generation solution, broadening the creative canvas for terrain artists and developers.

Official Website

https://quadspinner.com

About QuadSpinner

QuadSpinner has been at the forefront of terrain creation technology since its inception. Our tools, beginning with the game-changing Gaea 1.0, have become industry standards, adopted across sectors ranging from entertainment to scientific research. Committed to innovation and excellence, QuadSpinner continues to elevate digital terrain design to unprecedented heights.

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