



## QuadSpinner Unveils Gaea 1.3: A Blend of Performance and New Features

**Questa, NM - November 22, 2022 – QuadSpinner is pleased to announce the release of Gaea 1.3, marking a significant milestone in the evolution of terrain generation.** These versions embody the epitome of performance, stability, and innovative features, designed to empower artists and developers to create more intricate and realistic terrains with ease.

### Unmatched Performance and Stability

Gaea 1.3 takes performance to a new pinnacle, being up to 30% faster than its predecessor Gaea 1.2. The version shines with enhanced responsiveness and dramatically faster startups, especially on medium and high-end configurations. Notably, previews at higher resolutions like 2K or 4K are more responsive with a smaller memory footprint, although a minimum of 64GB RAM is recommended for crafting complex worlds in 2K or higher resolutions.

### Innovative New Nodes

Gaea 1.3 introduces a slew of new nodes including Canyon, Craterfield, Sea, Seamless, Rugged, Rocky, Rivers, and many more. These nodes are engineered to add a new dimension of realism and detail to the terrains. Particularly, the Rivers node stands out by creating vast, intricate river networks with minimal effort. Even in terrains not conducive to rivers, this node intelligently adapts the terrain to allow river formations while preserving the overall landscape's shape and character.

### Sophisticated Mesh Optimization

The introduction of the Sophia Engine in Gaea 1.3 opens the doors to highly optimized meshes. Through a cutting-edge algorithm, it synthesizes meshes matching an arbitrary polygon count while maintaining the complexity of local shapes. The Mesher node now defaults to Optimized geometry, saving up to 60% polygons based on terrain shape, especially beneficial in flat or smooth areas. This feature is invaluable for virtual production, games, real-time scenarios, and offline renders as it significantly saves render resources.

### RockNoise and Obj2Heightfield

Gaea 1.3 brings the RockNoise tool, generating a field of rocks with size variations and controllable density, ideal for any surface application. On the other hand, the Obj2Heightfield tool allows effortless conversion of OBJ files into terrains, broadening the horizon for object import and terrain generation.

## **Enhanced Screenshot Capabilities**

The upgraded screenshot feature in Gaea 1.3 is a game-changer. A new dedicated Screenshot button in the Status Bar facilitates auto-screenshot of the viewport, with a right-click offering more options. The Supersampling option doubles or quadruples screenshot resolutions in real-time on the GPU, providing maximum fidelity to showcase your terrains.

## **Houdini-Gaea Bridge**

The update in SideFx Labs tools has optimized the Houdini-Gaea Bridge, ensuring smooth interaction between the platforms. Gaea's automation mode now produces detailed logs for every build, aiding in debugging Houdini Bridge issues.

These releases underscore QuadSpinner's unwavering commitment to deliver a robust, user-friendly, and innovative terrain generation solution. The additions and improvements in Gaea 1.3 significantly upgrade the user experience and broaden the creative horizons 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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