



LAUBWERK

Laubwerk supports new versions of Maya, Cinema 4D & Houdini

Laubwerk Plants now support Autodesk Maya 2017 & 2016.5, MAXON Cinema 4D R18, and SideFX Houdini 14-15.5.

Potsdam (Germany), August 9, 2016: German digital botany software company Laubwerk today announces release 1.0.21 of their successful Plants Kits, a collection of render-ready, realistic 3D trees designed specifically for architects, CG and VFX artists. The updates of Plants Kits 1-8 and of the Plants Kit Freebie are available immediately for Maya, 3ds Max, Cinema 4D, Houdini, and Python (Windows).

Highlights of the **Plants Kit 1.0.21** update are:

- Improved the translation of specular highlight size and intensity for mental ray/iray
- Added support for Autodesk Maya 2017 and 2016.5 (Win & Mac, Linux download on request)
- Many improvements and bug fixes for the Laubwerk Player plugin for Maya
- Added support for MAXON Cinema 4D R18 (Win & Mac)
- Added support for Houdini 14-15.5 for Windows (Linux download on request)

Read the full list of improvements and fixes here: <http://www.laubwerk.com/products/release-notes>. To get the updates, sign in to your [Laubwerk Account Page](#) and download a fresh installer of your Plants Kits. Windows users are advised to uninstall previous versions of the Laubwerk Player plugin before running the new installer.

Purchase your Laubwerk Plants Kit for 149 Euro (w/o VAT) per user at for 149 Euro (w/o VAT) at laubwerk.com/store, and selected [resellers](#). Multi-user and EDU discounts available. The fully-functional Plants Kit Freebie is available for download at the [Laubwerk online store](#), too.

Laubwerk Plants Kits allow architects, CG artists, and VFX specialists to insert photorealistic tree and shrubs models into their 3D scenes quickly and easily, without the usual slow downs due to overly complicated parameters or excess memory usage. Laubwerk accomplishes this goal by giving users just the right amount of variation in their 3D plants models, without overwhelming the user or their computer. Each tree and shrub species comes in 3 shapes, with 3 ages, and 4 seasons per shape. Adjustable level of detail settings means that each tree looks great without slow navigation or long rendering times.

About Laubwerk GmbH

Founded in 2010, Laubwerk is a Berlin-born, Potsdam-based CG software company that offers fast and fluent solutions for architects, CG artists, and VFX experts requiring 3D plant models while working with popular 3D software platforms. Laubwerk sets new technical and quality standards with authentic-looking plants that require minimal time and effort while offering maximum detail and control. Laubwerk has customers in more than 100 countries, from small businesses, universities to VFX and architecture corporations such as Foster+Partners, David Chipperfield Architects, The Boundary, Ronen Bekerman, Double Negative, National University of Singapore, and ETH Zurich. (www.laubwerk.com)

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