



---

## Press Release: Gugila Releases GroundWiz RTS Version 2.2

---

Slovenia, Europe June 20th, 2012 - Gugila has released **GroundWiz RTS Version 2.2**, which is used for their first upcoming game, **Altitude0** – Arcade Plane Racing at Height 0.

GroundWiz RTS is a set of procedural shaders for rendering nature in real-time applications, optimized for parallel computing using multiple CPUs and GPU shaders to achieve real-time performance.

The new version of GroundWiz RTS brings the following improvements:

- Terrain generation and vegetation planting were **optimized for optimal performance** by using multi level caching. Main GPU and CPU procedural algorithms use data caching via textures and data arrays.
- Terrain displacement detail is added via **projected grid** that avoids massive hardware tessellation (previous version was exclusively dependent on hardware tessellation that used more GPU resources)
- New algorithms for **realistic ground textures & displacement** (rock, dirt, sand). New procedural ground shaders combine artist created & real-time procedural detail to bring high resolution grounds and also non-repetative far views at the same time.

At the same time, Gugila is releasing a teaser trailer of Altitude0, an upcoming game that uses GroundWiz RTS technology.

Here is Altitude0 teaser trailer:

<http://youtu.be/nlSnODIJELU>

GroundWiz RTS technology uses graphics card (GPU) to speed up procedural planting (shader version 3.0 and higher). All of GroundWiz RTS settings are compatible with GroundWiz plug-in for 3ds Max.

To get more information about GroundWiz RTS and Altitude0, visit <http://www.gugila.com>

---

About Gugila:

Based in Slovenia, Europe, Gugila specializes in the development of 3D graphics tools and computer games.