

3dNature Artist of the Month

Written by Administrator

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La [3dNature LLC](#) has selected Marco Gualdrini of GEOgrafica as November Artist of the Month 2008, for his renderings realized with Visual Nature Studio 3

The presentation page is available [here](#), while a larger gallery of our works is presented [here](#).

The presented renderings are some of the latest applications of Visual Nature Studio 3 to environmental impact analysis and to photorealistic terrain visualization. The **new VNS 3 render engine**

allowed to obtain the virtual views with great simplicity and quickness.

Phong shading

Ecosystem Mixing

and the possibility to work at a Fractal Depth of 0, while managing high resolution graphical effects, are fundamental elements to optimize the productivity of 3dNature software, that every day is showing to be a basical tool for the production of our services.

We want to thank 3dNature for selecting and put in evidence once more our work!