UNIGINE Launches Community Edition: Create Photorealistic Virtual Worlds for Free

To support creative endeavors of individual enthusiasts and small projects, scientists, students, and non-profit organizations from all over the world, UNIGINE launches a highly anticipated free Community edition of its real-time 3D engine.

Clemency, Luxembourg; May 2, 2020: UNIGINE®, developer of 3D graphics software for simulation, visualization, scientific research, video games, virtual reality systems and more, today announced the general availability of the free UNIGINE 2 Community SDK, featuring plenty of advantages of its software platform for interactive 3D visualization.

The UNIGINE 2 Community SDK makes the same 3D rendering technology used by leading enterprises available to a global community of programmers and digital artists. Individual developers or projects with annual revenue or funding not higher than 100,000 USD, and non-profit organizations can leverage from the main features of the engine, including photorealistic visual quality, VR optimizations, both C++ and C# APIs, a library of ready-to-use high-level objects, and a visual scene editor. This will enable the creation of various applications with 3D graphics: games, animation, architecture visualization, VR apps, product visualization, interactive art, and much more.

The enterprise-grade features, like large world support with virtual scenes as expansive as the solar system, distributed simulation over a network, embedding into proprietary apps, an extended set of GIS/CAD data formats, advanced video output, professional motion capture, and many others are available in the commercial SDK editions—UNIGINE 2 Engineering and UNIGINE 2 Sim.

All three editions share the same core (UNIGINE 2 Engine) and will be developed in parallel, with regular major releases every 3 months.

"We want to support the creative talent of technology enthusiasts and grow the UNIGINE developers community. I believe that more options in tools are always a good thing", said Denis Shergin, founder and CEO of UNIGINE.

UNIGINE 2 Community Edition is now available for free download. For licensing information and more information on UNIGINE 2 SDK, visit unigine.com .

About UNIGINE

Established in 2005, UNIGINE is a global company focused on real-time 3D technologies, delivering powerful B2B and B2C solutions for simulation, visualization, scientific research, video games, virtual reality systems and more. UNIGINE has received worldwide acclaim for developing their proprietary 3D visualization system.

The company is also well-known for a series of GPU benchmarks that can be effectively used to determine the stability and performance of the PC hardware.

More than 200 companies worldwide use UNIGINE technologies to perform a wide variety of business tasks: simulation & training, digital twins, urban planning, scientific research, and engineering. Over 15 years of R&D, UNIGINE launched 170+ SDK releases and delivered its products to millions of users worldwide. The company is headquartered in Luxembourg and can be found online at unigine.com.

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