

CAVRNUS AWARDED EPIC MEGAGRANT TO BRING UNREAL ENGINE TO ENTERPRISE GRADE SPATIAL IMMERSION AND COLLABORATION

Unreal Engine integration will couple real-time photorealistic rendering quality and massive visualization scale with the industry's most scalable and immersive collaboration platform.

San Diego, CA -- Sept 25, 2020 -- Cavnus (www.cavrn.us) today announced it received an Epic MegaGrant from Epic Games to extend its platform with advanced rendering capabilities via Unreal Engine. The Cavnus Spaces spatial collaboration software platform is the industry's most intuitive and comprehensive for enterprise XR immersion and collaboration for training, engineering, operations, planning, and selling across a wide variety of markets. Now with the incorporation of the Unreal Engine, the bar will be raised significantly in terms of the amount of data in a scene, rendering quality, and delivering true representations at any scale.



The grant will support the development and extension of the Cavnus platform into the Unreal Engine ecosystem. Cavnus, combined with the power of Unreal Engine Real-Time Ray Tracing (RTRT), will enable interactive experiences with subtle lighting effects comparable with many offline renderers including soft shadowing for area lights, true reflections and refraction, accurate self-shadowing, and interactive global illumination.

Demanding customers in markets such as Design and Engineering, Product Styling and Industrial Design, Consumer Goods, Architecture and Engineering, Content Creation and TV/Film Production will be able to collaborate with their teams using the most photorealistic and physically-correct visuals, enabling them to make better decisions, more quickly, in a context approaching reality.

“Our collaboration with Epic will deliver the immersive spatial collaboration customers have come to know from CAVRNUS, combined with the advanced rendering capabilities of Unreal Engine,” *said Anthony Duca, Founder/CEO of Cavnus.* “We’re thrilled with the amazing support and endorsement from the Epic team and can’t wait to deliver this world-class, game-changing experience to the industry in early 2021.”

“FIX8Group and our customers have come to recognize Cavnus as the premiere platform for enabling incredibly productive and immersive collaborative experiences,” *said Neil Trenell, Founder and Creative Director, FIX8Group.* “With the addition of the Unreal Engine version of Cavnus, our customers in product development and live-event marketing will greatly benefit from making key decisions, or communicating important product benefits, from within a live, photorealistic virtual world.”

Cavnus Spaces features include many-user co-presence across any device with workspace persistence and the ability to communicate with everyone in the space using built in audio and video conferencing, streaming your desktop or application into the space, using whiteboards to draw, type, or dictate text (with automatic translation), and making annotations onto 3D objects, documents, videos, and images. Users in the space can load 35+ different 3D and media file types, making this data available to more people inside and outside of an organization than ever before. Make design-change suggestions or use the powerful scripting engine to simulate products or enable real-time digital-twins in a persistent, collaborative space.

Use Cavnus APIs and SDK to automate processes and build custom solutions with your own data and software. Every action is journaled, enabling new paths to be quickly explored and pushing responsibility to the fore with a record of approvals and changes. Enterprise level security and encryption are built into the core of Cavnus Spaces.

For more about Cavnus, please visit www.cavrn.us

About Cavnus

Cavnus is the world's easiest and most intuitive spatial immersion and collaboration platform -- a complete 3D solution for training and education, operations, planning and engineering, and sales. The software enables customers to build and share immersive and interactive 3D environments such as virtual conference rooms, virtual workshops, virtual stores, virtual classrooms and any other reproduction of a 3D space real or imagined.

About Epic Games

Founded in 1991, Epic Games is the creator of Fortnite, Battle Breakers, Unreal, Gears of War, Shadow Complex, and the Infinity Blade series of games. Epic’s Unreal Engine technology, the world’s most open and advanced real-time 3D platform, is freely available at unrealengine.com. The Epic Games Store offers a handpicked library of games, available at epicgames.com. Follow [@EpicGames](https://twitter.com/EpicGames) for updates.