EMBER**GEN**

REAL-TIME FLUID SIMULATIONS

EARLY ACCESS GUIDE

EARLY ACCESS DISCLAIMER!

EmberGen is nearing the end of its alpha development stage and it is **NOT** production ready yet. EmberGen can generate flipbooks for your games within seconds, but we cannot guarantee that our texture outputs are optimal. With that said, we are sure that you will be more than impressed by the current software. By pre-ordering, you will get instant access to the software and 15% off via the discount code "EARLYBIRD".

The minimum GPU requirement for EmberGen is a GTX 980, or an AMD equivalent, and you must have Windows to run the software at this time. A Linux version will be available in the future.

Any projects that you save within EmberGen may not work once an update is released, due to conflicts within each version. Once the software is deemed production ready, new features should not impact saved projects. Assuming development stays on track, we expect the software to be production ready within the next few months.

We are opening up early access pre-orders for two reasons:
1. To get valuable feedback from our early-adopter customers.
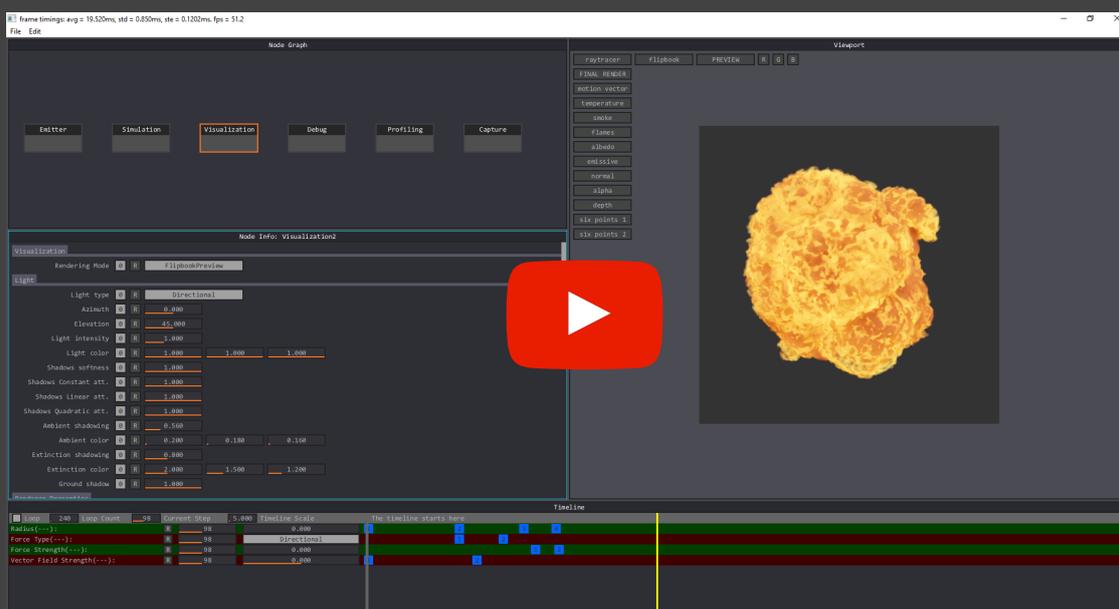2. To continue funding our development and grow our team.

We thank you for your support and look forward to seeing what you create with EmberGen!

Nick Seavert
Founder & CEO
JangaFX Software

PRE-ORDER NOW

WHAT IS EMBERGEN?

EmberGen is a standalone node-based application built for simulating fire, smoke, explosions, and other gaseous phenomena in real-time. EmberGen gives artists the ability to create instant iterations for simulations, renders, and data exports. EmberGen allows artists to create compelling visuals within minutes.
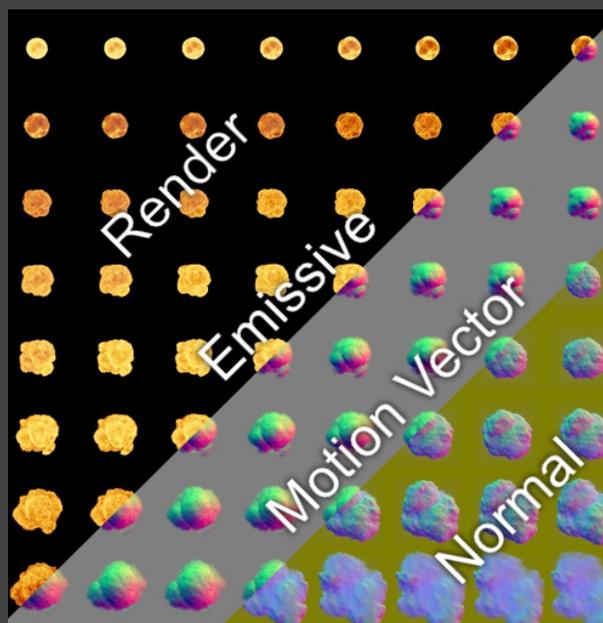

WHY DO I NEED EMBERGEN?

VFX artists are pressed for time, yet they have to spend hours, days, and even weeks to create the perfect flipbook textures for their effects. Simulation tools like Houdini and FumeFX are built for the film industry, not games. Nothing sucks more than having to spend hours waiting on simulations and renders, only to have to change something, and do it all over again. EmberGen is the only fluid simulation software that runs in real-time. It's also the only tool that has a simulation workflow built specifically for your needs as a real-time VFX artist.

WHAT DATA CAN EMBERGEN EXPORT?

- Final Renders
- Emissive
- Motion Vectors
- Normal Maps
- 6 Point Lighting Data
- Smoke Channel
- Fire Channel
- Alpha
- Depth
- Albedo
- Temperature
- OpenVDB
- And more to come!

All data can be computed and exported within seconds. No need to create complex export setups, as all data exports are automated.

WILL EMBERGEN WORK WITH MY ENGINE?

Yes! EmberGen is compatible with any game engine. EmberGen exports sprite sheets and image sequences (coming soon), which every engine supports.

WHAT IS EMBERGEN MISSING?

Full Transparency: We're missing quite a few essential features for production, and this is why we're still in alpha/early-access. Despite not having the features listed below (yet), we're confident that our simulations and rendering will still prove useful in a game development setting. By pre-ordering, you will get updated builds as we add new features.

Major missing features in the Alpha version include:
- A node graph with the following features:
  - Multiple emitters
  - Animated cameras/multiple cameras
  - Multiple lights
  - Texture packing channels for exports
  - Color gradients & curve editing.
- Mesh Imports
  - Meshes as emitters
  - Meshes as colliders
- Separation of bounding box size vs voxel resolution
- Unit based sizes instead of parameters being percentage based
- Undo/Redo
- Preset Library/Manager/Viewer
- UI polish pass with icons & tool tips
- Preferences menus
- Caching simulations for use within the timeline.
- Better timeline controls
- And other minor quality of life things

We need your support to grow our team, so pre-order today by going to https://jangafx.com/software/pricing/

PRICING & LICENSES

DISCOUNT CODE FOR 15% OFF PRE-ORDERS:
>>> *EARLYBIRD* <<<
USE THIS CODE DURING CHECKOUT
SEE NEXT PAGE FOR PERPETUAL LICENSING INFO!

INDIE/PERSONAL: REVENUE UNDER $1,000,000 USD

EMBERGEN

Indie Monthly - $24.99

Indie Annual - $239.99
Year 2 - $191.99
Year 3 - $143.99

JANGAFX SUITE

Indie Monthly - $29.99

Indie Annual - $279.99
Year 2 - $223.99
Year 3 - $167.99

STUDIO: REVENUE BETWEEN $1M AND $100M USD*
FLOATING LICENSES HAVE A MINIMUM ORDER QUANTITY OF THREE (3).

EMBERGEN

Studio Monthly (Node) - $119.99
Studio Floating Monthly - $199.99

Studio Annual (Node) - $1,399.99
Year 2 - $1,119.99
Year 3 - $839.99
Studio Floating Annual - $2,299.99
Year 2 - $1,839.99
Year 3 - $1,379.99

JANGAFX SUITE

Studio Monthly (Node) - $179.99
Studio Floating Monthly - $289.99

Studio Annual (Node) - $1,699.99
Year 2 - $1,359.99
Year 3 - $1,019.99
Studio Floating Annual - $2,799.99
Year 2 - $2,239.99
Year 3 - $1,679.99

*Pricing here is for studios with revenue between $1m and $100 million USD
If your studio makes more than $100m in revenue, please contact
sales@jangafx.com for enterprise pricing and services.

EMBERGEN VS SUITE LICENSING

An EmberGen license gives you access solely to our fluid simulation software, EmberGen. If you purchase a Suite license, you will get access to EmberGen and VectorayGen, our real-time vector field generator, plus any other tools that we release in the future as long as you are still subscribed. VectorayGen complements EmberGen as it allows you to create custom vector fields for velocity injection inside of simulations.

If you're actively subscribed to our suite, and we release a new standalone tool, you will automatically get access to it. For instance, we plan to release tools that aid in the creation of liquids and other VFX assets. By subscribing to our suite, you will be supporting the development of these future tools.

WHAT ABOUT PERPETUAL LICENSES? HOW DOES YOUR LICENSING WORK?

We use a hybrid licensing model that allows you the flexibility of a subscription, and the freedom of a perpetual license similar to a rent-to-own model. Once you subscribe and pay for 12 consecutive months (12 monthly payments in a row or 1 annual payment) you will get a perpetual license. If you want to keep this perpetual license updated, you have to stay subscribed. If you cancel your subscription, you can no longer update that perpetual license. Perpetual licenses allow you to use the software at its current version indefinitely. If a bug makes the software unusable and you no longer have updates, we will up date your license to a software version that fixes this bug on a case-by-case basis.

For example, if you pay for 15 months consecutively and then cancel, your perpetual license will be updated until the end of your last payment period. If you pay for less than 12 months, and then cancel, you will not get a perpetual license. If you buy the suite, your perpetual license will work across all tools within it.

For annual subscriptions, each consecutive year gets cheaper up until year 3 as you can see in our charts above. After year 3, that is the price you are locked into for the rest of your subscription duration. Monthly licenses do not get this discount.

CAN I SHARE MY LICENSE KEY/USE THE SOFTWARE ON MULTIPLE COMPUTERS?

Not if you have a node locked license (all licenses unless they are explicitly a floating license). Your license key is locked to your specific machine hardware upon activation, but may be deactivated and moved to another machine if needed. If you need the ability to use EmberGen across multiple PC's, look into a floating license (for studios) or purchase a license for each workstation.

Floating licenses have a minimum order quantity of three (3).

WHERE CAN I LEARN HOW TO USE THE SOFTWARE?

We have minimal documentation at this time, but we will have proper documentation when the software is production ready. In the meantime, you can follow this link to view the documentation that we do have.

VIEW DOCUMENTATION

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JOIN OUR DISCORD SERVER