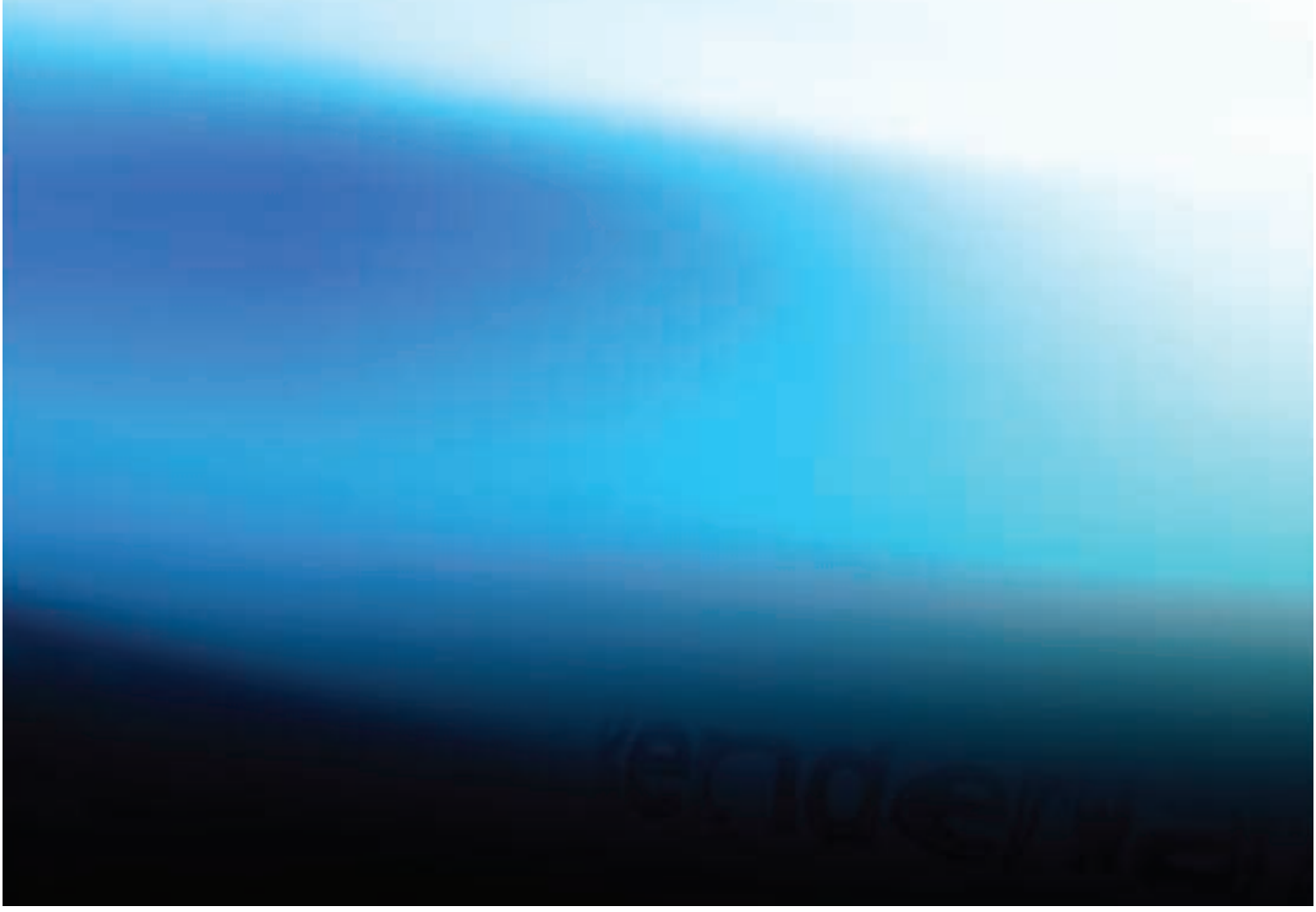
RenderWare

>>Get To The ***Game***



www.renderware.com
Austin Derby Guildford Paris Tokyo

"RenderWare Studio will help us to streamline the production of multi-platform games, and maximize the productivity of our developers. On the other hand it will allow us to continuously enhance the creative and quality aspects of our games, which is what UbiSoft strives to achieve on a daily basis."

Michel Pierfitte
Director of Operations, Worldwide
Production Studios, UbiSoft Entertainment

With over a decade of industry experience, and hundreds of games now powered by RenderWare, we know how publishers and developers deliver chart topping, unique games.

And, with RenderWare being behind many of the past year's hits, it's not surprising that RenderWare, to date, has helped our customers deliver over $2 billion of retail revenue!

Our mission is to help solve the complex technical issues facing the games industry by providing the most advanced, high performance tools and technologies available, and in doing so, give developers the freedom to explore the creative extremes.

With an unrivalled heritage in the industry and established relationships across the world-wide game development community, RenderWare benefits from a profound insight into the entire game production cycle.

And by always listening to our customers, we ensure that our technologies and consultancy services continue to be based on genuine developer and market needs, making sure publishers can match the demands of gamers world-wide both today and tomorrow.

"Criterion's RenderWare Graphics is state-of-the-art middleware technology. Criterion has delivered a powerful, flexible platform that will complement our internal development process and allow us to deliver great games on multiple platforms."

Ken Fedesna
Executive Vice President - Product Development, Midway Games Inc

RenderWare Studio

RenderWare Studio is a unique collaborative game production system that allows the whole team to create, view and tune games in real-time on multiple platforms.

RenderWare Studio encompasses the entire development process from pre-production to QA, allowing all team members to work in parallel and remove time-consuming bottlenecks.

PC Host

Game Construction Workspace

Art tools & modelers such as 3ds max, Maya, Softimage

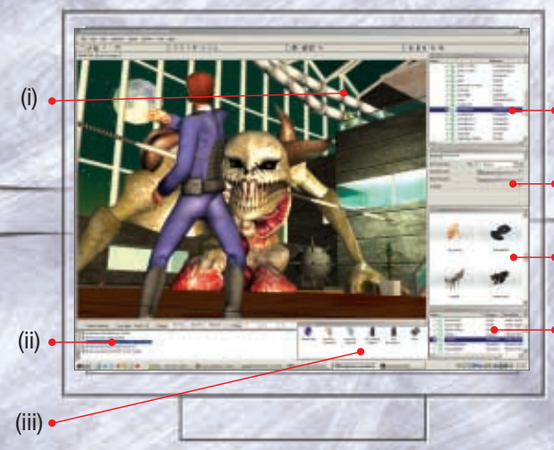
Artist Environment

ART EXPORT

CODE EXPORT

Programmer Environment

Compilers and debug tools, such as CodeWarrior, Visual Studio, SN ProDG, plus custom tools from RenderWare Studio SDK



>>Powerful, Intuitive, Fast…

Asset Management

Powered by

(i) Game View
(ii) Output Window
(iii) Target Link
(iv) Game Database
(v) Attribute Editor
(vi) Assets View
(vii) Behaviour Lister

1 The level designer downloads and executes the actual game to the target console using RenderWare Studio. A dynamic link is maintained for full interaction.

2 Source Code is parsed by RenderWare Studio to generate the UI that controls game parameters exposed by the programmer.

3 Objects can be drag 'n' dropped from the asset view into the game view. Behaviors can then be dropped onto these objects.

4 Object/behavior combinations are then instantly available for tuning gameplay in the attribute editor.

RenderWare Platform

RenderWare Platform is the most comprehensive suite of development tools and technologies available, seamlessly integrating Graphics, Audio, AI and Physics.

The industry standard in middleware is now more powerful than ever before, offering unrivalled performance – *more than twice the power of other graphics solutions.*

Target

Game Code

Graphics

- High performance, low footprint, easily customized libraries with PowerPipe™ API
- Comprehensive art-path tool chain
- Collision detection
- Cutting edge, genre specific FX Packs
- Target-specific enhancements
- VisionFX advanced occlusion plug-in

Audio

- Dolby Digital & Pro Logic 1 & 2
- Outstanding multi-platform real-time audio
- Comprehensive sound bank management
- Virtual voice management

A.I.

- Powerful character & racing behaviors
- Multi-genre core capabilities
- Custom agent & brain scripting
- Powerful 3D pathfinding
- Time-slicing

Physics

- Character physics
- Rigid body dynamics
- Flexible architecture & cutomizable pipeline
- Fully configurable joints (hinge, ball and socket, universal and skeletal)
- Vehicle optimizations (Q2)

RenderWare Core

XBOX · PlayStation 2 · GameCube · PC

"We decided to use RenderWare Studio because of its ability to update the game in real-time. And to be able to start building levels immediately was a big plus."

Carl Mey
Technical Director, Namco Hometek Inc.

RenderWare supports both publishers and developers in efficiently delivering higher quality, more immersive games to the consumer, and, by helping eliminate development risks, maximizes the commercial opportunities.

By licensing RenderWare, our customers not only have access to the best tools and technologies available to help them achieve their goals, but they also unlock the door to a developer relations operation that puts them on a traffic-free route to a finished game, giving peace of mind throughout the game production cycle and guaranteeing the timely delivery of the game.

With dozens of dedicated support engineers available on every continent, RenderWare developers get access to a global support and consultancy operation 24/7/365, which provides specialist skills for every element of the game development process.
Our customers also have access to RenderWare's Fully Managed Support System (FMSS) – an online support system comprising the world's most extensive knowledge base.

"We selected RenderWare because of its unrivalled performance, open and flexible architecture and comprehensive multi-platform support. In addition, the support we received from Criterion Software during development has been second to none."

Toru Hagihara
M.D., Konami Computer Entertainment Tokyo Inc.

>>Get To The ***Game***

Criterion Software Inc.
103 East 5th Street, Suite 100, Austin,
Texas 78701, USA

Tel: 512 478 5605
Fax: 512 478 7710
Email: rw-info@csl.com

Criterion Software Ltd.
Westbury Court, Buryfields
Guildford , Surrey
GU2 4YZ, UK

Tel: +44 (0) 1483 406 237
Fax: +44 (0) 1483 406 255
Email: rw-info@csl.com

KK Criterion Software
Nakameguro IT Bldg.
1-8-1 Nakameguro, Meguro-ku
Tokyo, 153-0061, Japan

Tel: +81 3 5725 7675
Fax: +81 3 5725 7672
Email: info@criterion.co.jp

Criterion Software France
126, rue du Faubourg Saint-Denis
75010, Paris,
France

Tel: +33 155 269 510
Fax: +33 155 269 518
Email: rw-info@csl.com

www.renderware.com

© 2003 Criterion Software Inc.
Criterion and RenderWare are registered trademarks of Canon Inc. All other trademarks mentioned herein are the property of their respective companies.