

RenderWare

CORPORATE OVERVIEW

RenderWare

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RenderWare

Criterion Software

- Established in 1993
- Global offices in Austin (USA), Derby & Guildford (UK), Paris (France) and Tokyo (Japan)
- Managed by 3 founders: David Lau-Kee, Adam Billyard & Mike King
- Over 200 employees in technology and game development divisions
- Company comprises two divisions:

RenderWare

Delivers a suite of tailored, multi-platform middleware solutions for the games development market

Criterion Games

Develops and produces games for next generation consoles and is now a well-respected studio developing hit videogames for a worldwide audience

Key Market Trends

- Increased consumer demand for higher quality, more creative, immersive games - more competitive landscape
- Uptake of next-gen platforms and their decreasing lifecycles - developers and publishers under even more time pressure
- Short term technology strategies and engines for single SKUs no longer feasible business models
- Technology issues dominate developer time and so creative and R&D input can be limited
- Not commercially viable to throw unlimited funds at every project to get the one 'box-office hit'. Ratio of misses-to-hits increasing
- Publishers less willing to take risk on highly creative projects - sequel licenses dominate
- Industry as a whole lacks standardized procedures

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What Can Middleware Do?

- Solves the complex technical issues surrounding multi-platform development
- Provides a complete tool chain so developers do not have to reinvent the wheel creating their own technology from scratch
- Frees up time so developers can focus on the critical creative elements of the game
- Delivers standardized technologies and processes for more streamlined team activity
- Can deliver game demonstrators substantially earlier in the development process
- Ensures that deadlines are met and games are delivered to market on time

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The RenderWare Suite Of Tools & Technologies

RenderWare
Studio

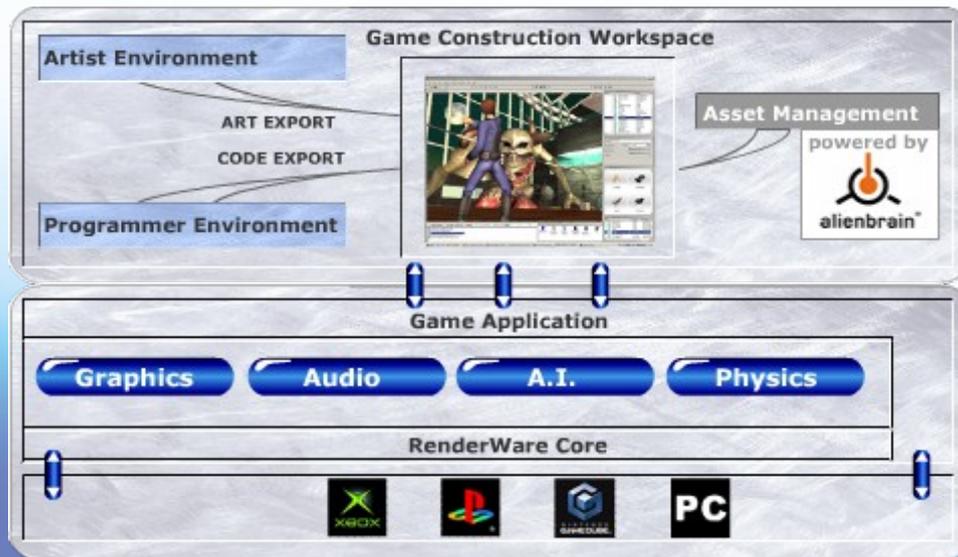


PC HOST

RenderWare
Platform



TARGET



- » Open & extensible to suit individual developer needs
- » Powerful API & libraries offers an open framework that aligns all the essential components of game production into one single, powerful, toolkit
- » Can be integrated with existing developer tool-chains
- » Genre independent
- » Unique collaborative features enables teams to refine and change game features in real-time
- » Supported by a global support & consultancy network, 24/7/365

WHAT CAN RENDERWARE DO FOR YOU?

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What RenderWare Does For Developers...

- RenderWare provides the framework to minimize time spent on technology issues - across any platform
- All key components (Graphics, Audio, AI, Physics) can be seamlessly managed using a single API
- RenderWare frees up repetitive development time to spend on creative gameplay
- RenderWare can be customized to suit individual needs
- Hassle-free integration into existing tool-chains
- Collaborative features enable developers to view gameplay in real-time to see if concepts 'work' - across any target platform
- Don't have to re-invent the wheel for each platform
- RenderWare breaks the back of the learning curve for teams creating games for existing and emerging platforms and formats
- The quality of support gives confidence to push boundaries
- Provides instant multi-platform and multi-genre creditibility

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What RenderWare Does For Publishers...

- Tighter control - game's progress is visible at any given point in the development process
- Can 'pull' projects early that are not working and manage titles on a more commercial level
- Overall improved management of financial risk
- Increases the chance of games being delivered to market within given time scales
- The architecture is truly multi-platform & multi-genre - publishers can release games across all platforms simultaneously
- Can react quickly to changing consumer demands as their developer teams can work with feedback and alter gameplay
- Allows for more immediate focus testing. Provides access to marketing assets earlier in the process
- Human resources can be managed without major impact to critical path
-

Unrivalled support...

...24/7/365

In licensing RenderWare, you not only buy the best tools and technologies in the world, but you unlock the door to a developer relations operation that puts you on a traffic-free route to a finished game, giving you peace of mind and guaranteeing the timely delivery of your game.

Developer Relations



- >> Over 30 dedicated professional engineers, with over 100 man-years of industry experience
- >> Global support and consultancy operating 24/7/365
- >> Specialist skills for every element of game development from audio, physics, 3D programming, AI and art paths, to genre specific guidance
- >> Support starts as soon as you pick up the phone for an evaluation, right up to when your game hits the shelves
- >> Tailored training provided
- >> Fully Managed Support System (FMSS) - online support system comprising the world's

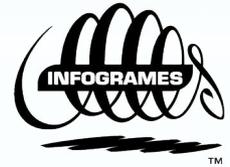
most extensive knowledge base - guaranteed response within 24 hrs (usually much less)

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**The de-facto middleware
solution for the game
development community**

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Global Customers



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RenderWare is now being used in over 400 games and has helped generate \$2 billion+ of retail revenue from released titles, including the following...

Grand Theft Auto III

Grand Theft Auto: Vice City

Tony Hawk's Pro Skater 3

Burnout 2

Run Like Hell

RedCard 20-03

NFL Blitz 20-03

World Series Baseball

MLB Slugfest 20-03

Mortal Kombat 5: Deadly Alliance

Genso Suikoden III

Italian Job

Pro Evolution Soccer 2

Driven

Monsters Inc.

Scooby Doo! – Night of 100 Frights

Broken Sword: The Sleeping Dragon

Everquest: The Shadows of Luclin

MX Superfly



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>> Get To
The *Game*