RenderWare

PRODUCT OVERVIEW

RenderWare

The RenderWare Suite Of Tools & Technologies

RenderWare Studio

PC HOST

Game Construction Workspace

Artist Environment

ART EXPORT

CODE EXPORT

Programmer Environment

Asset Management
powered by
alienbrain™

RenderWare Platform

TARGET

Game Application

Graphics   Audio   A.I.   Physics

RenderWare Core

XBOX   PlayStation   GameCube   PC
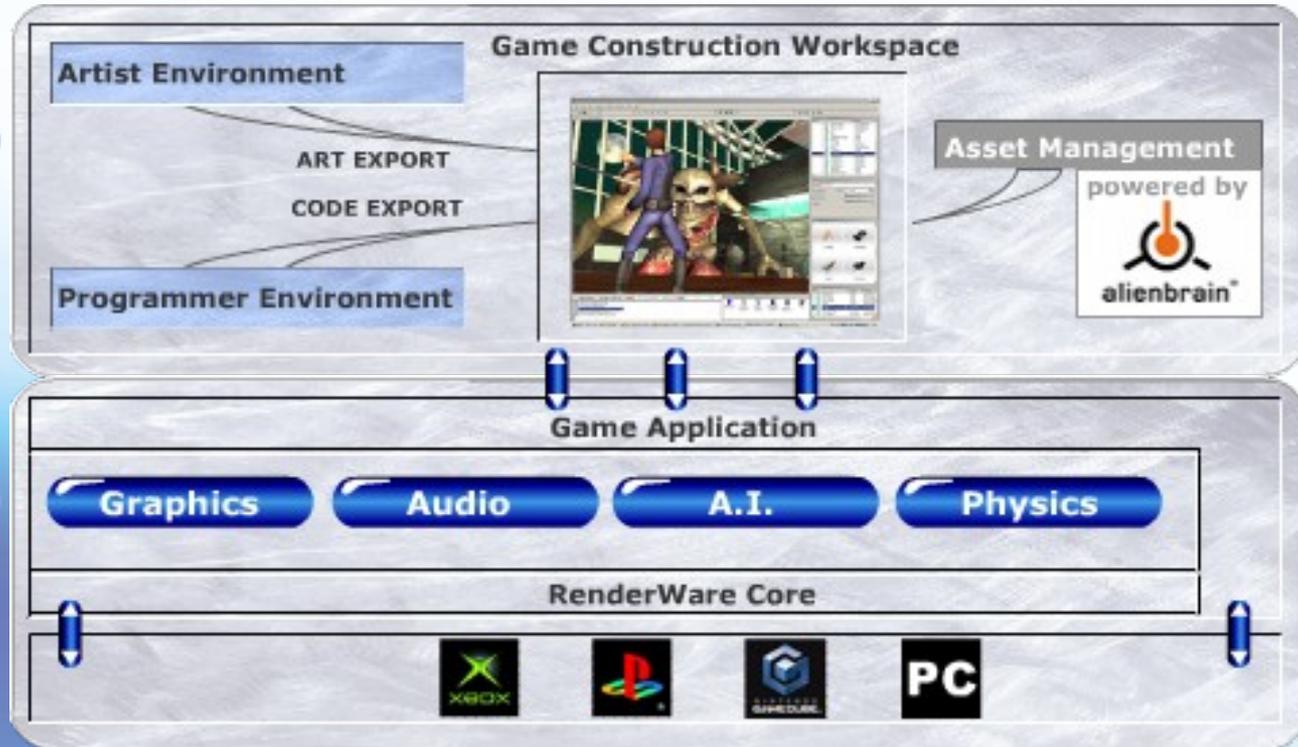
Unrivalled support… 24/7/365

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RenderWare

RenderWare

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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RenderWare Studio

What Is RenderWare Studio?

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

Encompassing the whole development process from pre-production to QA, the collaborative nature of RenderWare Studio enables all team members, even those in remote locations, to share assets and work in parallel on gameplay, engineering and production in real-time, and remove the time-consuming bottlenecks that can occur.

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RenderWare Studio

Benefits Of RenderWare Studio

- Rapid game development
- Reduced risk
- Truly multi-platform
- Earlier game demonstrators
- Open & extensible
- Reduces bottlenecks
- Simplifies development process
- Encourages innovation
- Encourages good development practices
- Improved developer / publisher relations

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RenderWare
Platform

What Is RenderWare Platform?

RenderWare Platform is the
industry's de-facto suite of best-of-
breed game production
technologies, comprising Graphics,
Audio, AI and Physics. The API
offers an open framework that
aligns all the essential components
of game production into one single,
powerful, toolkit.

With RenderWare Graphics
version 3.5, the industry standard
is now even easier to use and
more powerful than ever before,
with unrivalled multi-platform
performance - that's more than
twice the power of other graphics
solutions.

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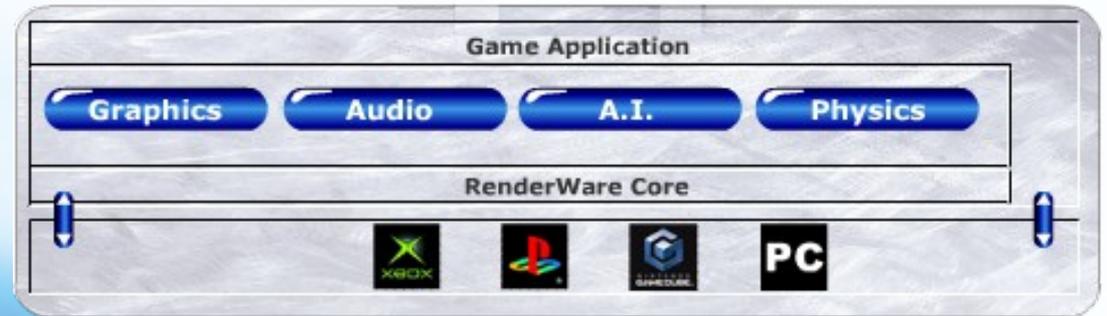
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RenderWare Graphics

Version 3.5

RenderWare Graphics is the world-leading, high performance, open & extensible, truly multi-platform, 2D/3D graphics toolkit, empowering developers like never before to focus their talents on creating great content and gameplay.

The focus of the latest release has been to make the art path even more intuitive, flexible, feature-rich and powerful. The underlying technology has been strengthened and optimized even further, alongside improved multi-platform performance.

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RenderWare Graphics

Benefits Of RenderWare Graphics

- Multi-platform, portable API
- Intuitive, powerful art path tool chain
- Powerful Exporter Framework
- Range of fast graphics capabilities
- Advanced multi-texturing capability
- Optimized skinning
- Component based approach

- Configurable pixel format descriptor
- Native geometry support
- Hardware programming available
- Genre-specific FX plugins available
- Stability proven in over 160 shipped SKU's
- World-class support
- Thorough documentation

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RenderWare Graphics

Benefits On PlayStation®2

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RenderWare

RenderWare Graphics

Benefits On NINTENDO GAMECUBE™

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RenderWare

Graphics

Benefits On Xbox™

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RenderWare Graphics

Benefits On PC

PC

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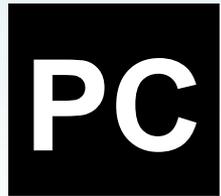
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RenderWare Audio

What Is RenderWare Audio?

RenderWare Audio is the only comprehensive solution developers need to deliver outstanding real-time audio for multi-platform titles.

It simplifies the process of generating rich, immersive multi-channel audio and further enables developers to invest greater resources in the crucial creative elements of the game, ensuring that the entire experience for the player is as close to reality as possible.

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RenderWare Audio

Benefits Of RenderWare Audio

- >> Dolby Digital 5.1 & interactive Prologic 1 & 2

- >> Multi-platform

- >> Feature rich

- >> Totally integrated with RenderWare Platform

- >> Very efficient

- >> Voices in 2D / 3D

- >> High performance audio streaming

- >> Comprehensive sound bank management

- >> Wave conversions

- >> Virtual voice management

- >> DSP effects / reverb

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A.I.

What Is RenderWare A.I.?

RenderWare AI enables developers to have direct, customizable access to the most innovative AI tools to help them populate game worlds and deliver extremely high levels of life-like behavior and intelligent interaction between characters and game environments.

RenderWare AI uses a four-layered solution for the API, consisting of:

- ▸▸ Architecture - The 'foundation' layer
- ▸▸ Services - The 'management' layer
- ▸▸ Agents - The 'actions' layer
- ▸▸ Brains - The 'thinking' layer

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RenderWare A.I.

Benefits Of RenderWare AI

- ▶ Powerful, multi-genre core capabilities

- ▶ Core Agents

- ▶ Custom Agent and Brain scripting

- ▶ Architecture configuration mechanism

- ▶ Path data calculation tool

- ▶ Time-slicing

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Physics

What Is RenderWare Physics?

RenderWare Physics provides fast, realistic, multi-platform physics modeling that's suitable for use in every genre of game.

RenderWare Physics provides the ability to add real-time dynamic behavior to your game objects. Now your characters can roll down a set of stairs, your vehicles smash into each other and into pieces and your structures collapse.

RenderWare Physics adds realism to your environments and introduces a new dimension of exciting gameplay opportunities. Everyday objects can move, fall and even break in reaction to the player, furniture can be pushed over and doors can be blown off their hinges!

RenderWare Physics

Benefits Of RenderWare Physics?

- ▶▶ Character Physics

- ▶▶ Rigid Body Dynamics

- ▶▶ Flexible architecture & customizable pipeline

- ▶▶ Fully configurable joints

- ▶▶ Flexible primitive & terrain collisions

- ▶▶ Comprehensive range of collision primitives

- ▶▶ Optimized multi-platform solver

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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 programing, 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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>> Get To The Game