

# VISION ENGINE

## Engineered for Your Needs

Available and optimized for major platforms, Havok Vision Engine supports most major platforms: Windows® (DX9, DX11, and upcoming Windows 8 devices,) PlayStation®3, Xbox360®, Wii™, Wii U™, PS®Vita, iOS, Android, and most browsers. It is also an ideal solution for online distribution via XBLA™, PSN™, and WiiWare™.

### Flexible Workflow. Modular Architecture.

Quickly explore, integrate and iterate new creative ideas with Vision's WYSIWYG editor, exporters for the latest versions of Max and Maya, numerous built-in editing tools, and fully integrated middleware technologies. Or, easily extend vision with your own tools using C++/C# plug-ins, and visualize it all with superior run-time rendering.



© 2012. Orcs Must Die! 2 - Robot Entertainment

### Havok Vision Engine

[havok.com/products/vision-engine](http://havok.com/products/vision-engine)

### Professional Services

Havok offers dedicated on-site professional services that provide focused assistance to help studios meet the ever-evolving demands of their development cycles.

## Latest Updates

### Havok Middleware Integration

Full integration with advanced Havok middleware technologies. Havok Destruction, Havok Cloth and Havok Behavior join Havok Physics and Havok AI to further enhance the believability of large-scale, dynamic worlds.

### Advanced Rendering

New rendering features include adaptive tone mapping, local and layered fog, improved terrain texturing for steep slopes, atmospheric light scattering, light clipping volumes, and improved shadow maps.

### Real-Time Model Customization

Perfect for MMO character customization. Merge multiple models into a single new one at run-time.

### Enhanced Workflow & Performance

Workflow enhancements for the vForge scene editor, the exporter plugins, and the iOS/Android platform versions of Havok Vision Engine. Advanced CPU and memory optimizations further amplify performance.

### Out-of-the-Box Third-Party Integrations

Tight integrations with Autodesk® Beast™, Autodesk® Scaleform™, and FMod®, with full support for FMod Designer gives further freedom to developers to work with familiar tools and powerful solutions.

### Networking Infrastructure

Havok Vision Engine includes a completely new infrastructure for game networking.

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© 2011. Stronghold 3 - Firefly Studios



© 2010. Settlers 7 - Ubisoft / Blue Byte

## What Our Customers Are Saying

“Throughout our evaluation of the industry’s premium engines, the Vision Engine consistently stood out in terms of performance and how quickly our developers could see their ideas running in game. The stellar level of support, integration of 3rd party technologies and robust architecture made choosing the Vision Engine an easy decision for our studio.”

**Vijay Thakkar, Lead Programmer at Robot Entertainment**

“We have been evaluating multiple technologies. Havok’s Vision Engine and their outstanding support are a perfect fit for us.”

**Dietmar Meschede, Head of Programming at Ubisoft Studio Blue Byte**

“We are delighted with the Vision Engine and with the excellent support we are receiving from Havok.”

**Simon Bradbury, Founder of Firefly Studios**

## World-Class Service

From responsive and competent support via e-mail and telephone, to training sessions, detailed documentation and more, Havok is committed to ensuring your experience with Havok Vision Engine is exemplary.

All licensees will also receive regular product updates as well as new major engine versions during the production cycle of your game.

## Get Started Today

### Havok Strike Program

Havok offers licensing models specifically tailored to the differing needs of your game development project, whether it’s a AAA title, value game, online-distributed production, or mobile game. Programs are also available for prototyping and evaluating Havok products to give your teams creative freedom with minimal risk.

### Contact Havok Sales

Havok’s has an experienced, global sales teams and offices all over the world to ensure each project gets supported throughout the development cycle.

**Online: [www.havok.com/sales](http://www.havok.com/sales)**

**E-Mail: [salesteam@havok.com](mailto:salesteam@havok.com)**



© 2012. Combat Wings: The Great Battles of World War II

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