



## Press Release

**FOR IMMEDIATE RELEASE**

March 11, 2010

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### **Fork Particle integrates Perforce SCM System with Fork Particle Studio Effects Editor**

**Pleasanton, California, March 11, 2010** – Fork Particle, Inc. the leading real time particle effects middleware provider integrates Perforce with their product suite's particle effects editor Fork Particle Studio to streamline workflow and data assets management.

The Perforce SCM system is used at more than 150 companies—including Electronic Arts, Sony Online Entertainment, Nintendo, and Ubisoft—to manage their digital assets during the development of wireless, console, PC, and MMORG games. "Now game developers and artists who choose to use Perforce and Fork Particle can manage their digital assets right from their effects production environment," said John Walker, Partner and Integrations Manager. "Our customers value the ability to customize their development environments with various tools and Fork Particle now offers another seamless option."

The Fork particle cross platform Particle Effects Tool & SDK solution provides artists with the freedom and flexibility they need to create particle effects easily and quickly. Fork Particle's integration with the Perforce SCM system is yet another key factor in reducing iteration time during particle effects content production. Users can check-in and check-out digital assets stored in the Perforce repository right from Fork Particle Studio effects editor. The Fork Particle SDK not only streamlines the particle effects production pipeline, it also enables real-time simulation of effects in-game for top quality graphics.

Founder and CEO of Fork Particle, Inc., Noor Khawaja said "Perforce is a highly reliable and powerful software configuration management system. We are excited to have the integration with Perforce because it makes managing digital assets more efficient and gives the user a simpler workflow. All in all we are committed to provide our users with the best tools so that they can create their best particle effects."

#### About Perforce Software

Founded in 1995, Perforce Software Inc. Develops, markets and supports Perforce, the Fast Software Configuration Management System. Perforce Software is headquartered in Alameda, Calif., and sells worldwide. The company has international operations in Europe, Japan and Australia. In addition to application software companies, Perforce customers represent a broad range of industries including game development, electronics, pharmaceutical and financial services.

#### About Fork Particle

Fork Particle is the leading tools and technology company that provides the most advanced real time particle effects simulation technology and authoring solution to video game and visual simulation developers. The Fork Particle solution streamlines particle effects production and enables developers to create next generation visual effects to enhance the graphics quality of their products. The Fork Particle technology is licensed by Microsoft, Slippgate Ironworks, Turbine, and other major game developers. For more information please visit our website [www.forkparticle.com](http://www.forkparticle.com).

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