



Press Release

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Contact: Tajwar Khawaja
tkhawaja@forkparticle.com

Launching Particle System Special Effects into Another Dimension: Enter Fork Particle Visual FX SDK Complete for PC and Xbox 360 Live Arcade

Pleasanton, CA – October 16, 2008 – Fork Particle, Inc. today launched “Fork Particle Visual Effects SDK Complete” for PC and Xbox 360 Live Arcade developers. Fork’s toolkit raises the game developer communities’ ability to realize advanced particle system special effects and cut down on production time with minimum fuss.

The Fork Particle technology comes equipped with a user-friendly particle visual effects authoring studio and live update for in-game tweaking, all backed by a powerful Run-Time particle simulation engine. In virtually no-time, it enables artists and game developers to streamline production and significantly enhance the quality of their particle system special effects.

“We’re emerging as the leading provider of advanced real-time visual effects simulation middleware solution,” said Noor Khawaja, CEO and founder of Fork Particle, Inc., “simply because the entire Fork team is focused on raising the bar for particles effects technology in video games across the board.”

With this mission in mind, Khawaja developed the Fork Particle technology after working for over a decade with some of the biggest names in the industry, including Electronic Arts, Acclaim and Konami. He said the launch of “Fork Particle Visual FX SDK Complete” represented the stepping-up of the dream.

“Artist teams and game developers at Microsoft, Turbine and other game-development leaders have already powered-up their game graphics with Fork. Launching the Complete version of our middleware for Xbox 360 Live Arcade developers is a big step towards kicking the quality of particle graphics special effects into another dimension.”

About Fork Particle

Fork Particle is the leading tools and middleware provider of advanced real-time visual effects simulation software development studios and authoring solutions to video games and virtual simulator software developers. The Fork Particle solution streamlines the effects production pipeline 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, THQ, Turbine, other major game developers. Visit our website www.forkparticle.com.

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