



## Press Release

### **FOR IMMEDIATE RELEASE**

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### **Fork Particle Integrates Real Time Particle Effects Solution with Trinigy's Vision™ Engine**

*New Fork Particle integration speeds the creation of superior real time particle effects for users of Trinigy's game engine.*

**Pleasanton, California, January 27, 2010** - Trinigy, an industry leading 3D game engine provider with over 125 licensees and offices in Germany and Austin, TX, and Fork Particle, Inc. the real time particle effects middleware provider, announced today they have tightly integrated Fork Particle SDK with Vision Engine's high performance run-time technology and scene editor, VForge. The integration will be available as part of the Vision SDK in Feb 2010.

"Fork Particle provides a superb particle effects technology and particle editor solution for video game developers," said Dag Frommhold, managing partner at Trinigy. "Game developers using our Vision Engine with Fork Particle can now enjoy even more creative freedom in the creation of real time graphics by authoring spectacular particle effects out-of-the-box."

Fork Particle's cross-platform Visual Effects Tool & SDK solution puts the power back into the hands of the artists who now enjoy reduced iteration time with instant feedback during particle effects content creation. The SDK streamlines the particle effects production pipeline and enables real-time simulation of effects in-game. The authoring tool's interface enables artists to focus their creative energies on developing high quality special effects by foregoing programming considerations, which result in superior graphics of their product.

Founder and CEO of Fork Particle, Inc., Noor Khawaja, expressed his commitment to Trinigy users: "Trinigy's Vision Engine is one of the best 3D games engines on the market. We are excited about this product integration with Vision's run-time engine and VForge, Vision's built-in scene editor. Trinigy users will find Fork Particle a powerful tool for quickly creating and iterating fantastic particle effects."

For more information about the new integration, please visit [www.forkparticle.com](http://www.forkparticle.com) or [www.trinigy.net](http://www.trinigy.net).

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#### About Trinigy

Based in Southern Germany, and with an office in Austin, TX, Trinigy is a privately owned company committed to selling groundbreaking game engine technology and first-class support to video game and serious game development studios across the globe. Engineered to provide more creative and technical freedom, the company's Vision Engine is currently in use in more than 125 commercial game productions by well-known companies such as Ubisoft, Take 2, TimeGateStudios, Dreamcatcher, NeoWiz, Spellbound, Nitro Games and more.

The Vision Engine has proven its versatility in a multitude of game genres, including real-time strategy, racing, first-person shooters, role-playing games and massively multiplayer online (MMO) games. It is available and optimized for performance on PC (DX9, DX10, DX11), Xbox360™, PLAYSTATION®3, Nintendo Wii™, XBLA™, PSN™ and WiiWare™.

For more information about Trinigy, it's Vision Engine or its technology partners, please visit: [www.trinigy.net](http://www.trinigy.net).

#### 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).