



Press Release

FOR IMMEDIATE RELEASE

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UBISOFT® SELECTS FORK PARTICLE EFFECTS TECHNOLOGY FOR ELECTRIFYING VISUALS IN ROCKSMITH® 2014 EDITION

SAN FRANCISCO GDC — March 5, 2015 — Today, Fork Particle announced that Ubisoft® has incorporated Fork Particle visual effects technology into Rocksmith® 2014 Edition on all platforms including PlayStation®4 computer entertainment system, PlayStation®3 computer entertainment system, Xbox One, the all-in-one games and entertainment system from Microsoft, Xbox 360 games and entertainment system from Microsoft, Mac and Windows PC.

Rocksmith 2014 Edition has proven to be the fastest way to learn guitar* and over three million people have learned to play with the award-winning Rocksmith method. Players can select from over 50 hit tracks spanning a variety of genres and learn their favorite songs note-for-note. Rocksmith 2014 Edition includes a full suite of learning options, including interactive video lessons, a fully customizable Riff Repeater practice tool and over 10 Guitarcade mini-games that train fundamental guitar skills. Additionally, the revolutionary Session mode takes guitar-learning to the next level and allows players to improvise while learning to jam alongside a virtual band that follows their every lead.

Jason Schroeder, senior producer at Ubisoft's San Francisco studio, said, "We needed an efficient particle solution to help us create visual effects associated with every sound made by the player's guitar. Fork Particle delivered."

Noor Khawaja, CEO at Fork Particle, has welcomed Ubisoft for the selection. "We are delighted that Fork Particle meets the expectations of the Ubisoft San Francisco development team. Our ambition has always been to deliver good quality and easy-to-use tools that can produce the best particle effects." He further expressed that the Fork Particle team is committed to release innovative and cutting-edge features in future Fork Particle releases.

Fork Particle technology streamlines particle effects production and simulates in-game effects in real time. Its real-time technology integrates easily with in-house and commercial game engines so that programmers can get the best out of particle effects in graphics realism gameplay and performance. The Fork Particle solution enables game developers to focus creative energies on top-notch special effects to enhance graphics realism.

*Research Strategy Group Inc. – March 2013 – US nationwide in-home placement study

About Ubisoft

Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including Assassin's Creed, Just Dance, Tom Clancy's video game series, Rayman, Far Cry and Watch Dogs. The teams throughout Ubisoft's worldwide network of studios and business offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets and PCs. For the 2013–14 fiscal year Ubisoft generated sales of €1,007 million. To learn more, please visit www.ubisoftgroup.com.

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About Fork Particle

Fork Particle is the leading particle & visual effects technology available worldwide for all platforms and all sorts of video games and simulations. The Fork Particle solutions streamlines particle visual effects production pipeline and enable developers to create next-gen visual effects to enhance the graphics quality of their products. The Fork Particle Technology is licensed by Microsoft, Sony, Ubisoft, Zenimax, Firaxis & other major game developers. Visit our website www.forkparticle.com & follow us on twitter for all the latest updates.

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