



## Press Release

### FOR IMMEDIATE RELEASE

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### **Firaxis Uses Fork Particle Toolset to Power Visual Effects for Sid Meier's Civilization® V**

Pleasanton, California, October 06, 2010 – Fork Particle today announced that Sid Meier's Civilization® V, the newest entry from the legendary strategy-based franchise developed by Firaxis Games, a wholly owned 2K Games studio, utilizes Fork Particle effects technology to power the spectacular particle visual effects in the game.

Sid Meier's Civilization V gives new direction to this genre-defining strategy game series with its newly redesigned game engine that delivers more realistic game play and a spectacular visual experience. Empire wars feel impressively large and combat is intensely immersive. The game's lush graphics and visual effects are incredibly creative and ultra realistic.

"Fork Particle effects simulation technology has been a valuable addition to our creative processes," said Todd Bilger, Civilization V Lead Effects Artist at Firaxis Games. He added, "Fork Particle has given our production team the flexibility to author breathtaking and detailed particle effects in Civilization V."

Founder and CEO of Fork Particle, Inc., Noor Khawaja, expressed his appreciation to work with Firaxis Games. "We are excited to have Firaxis Games use Fork Particle technology in Sid Meier's Civilization V. It is the highest compliment." He admired the particle visual effects work performed by the Firaxis Games development team and ensured his commitment to advance particle effects technologies for video games.

Fork Particle technology streamlines particle effects production and simulates real-time effects in-game. It is well suited for effects-heavy games and rapid development. The Particle Studio editor user-friendly interface and live update components reduce iteration time and give artists the freedom to create top quality effects. Fork Particle's real-time technology integrates easily with in-house and commercial game engines so programmers get the best out of particle effects in graphics realism, game-play, and performance.

For more information on *Sid Meier's Civilization V*, please visit [www.civilization5.com](http://www.civilization5.com). For more information on Fork Particle technology please visit [www.forkparticle.com](http://www.forkparticle.com).

### **About Firaxis Games**

Firaxis Games™ is one of the world's premier game development studios, and home of legendary designer Sid Meier. Firaxis has developed some of the most successful and award-winning computer and video games on the market today including: Sid Meier's Civilization® Revolution™ for console, iPhone®, iPod Touch®, iPad® and Nintendo DS, 2005 PC Game of the Year - Sid Meier's Civilization IV®, the expansions Civilization IV: Warlords®, Civilization IV: Beyond The Sword™, and Civilization IV: Colonization™, the blockbuster Sid Meier's Civilization® III series, Sid Meier's Pirates!® (PC, Xbox® and PSP®), Sid Meier's SimGolf™ and Sid Meier's Railroads!™. Firaxis legacy titles include the Sid Meier's Civil War Series!™ (Gettysburg!, Antietam!, and South Mountain), and the Sid Meier's Alpha

Centauri® series. In 2005, Firaxis Games was acquired by Take-Two Interactive Software, Inc., joining its 2K publishing label. The company has just released Sid Meier's Civilization® V for the PC to great critical acclaim and is currently developing Sid Meier's Civilization® Network™ for Facebook.

#### About Fork Particle

Fork Particle is the leading tools and middleware provider of advanced real-time particle effects simulation technology and authoring solutions to video games and virtual simulator software developers. The Fork Particle solution streamlines particle visual 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](http://www.forkparticle.com).

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