



Press Release

FOR IMMEDIATE RELEASE

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Trickstar Games Adopts Particle Effects Middleware Technology by Fork Particle

Pleasanton, California, May 18, 2011 – Trickstar Games, a premier video games developer in Australia, has licensed Fork Particle SDK middleware technology to enable spectacular particle visual effects in their upcoming flying game title in development for a major U.S. Publisher.

Thomas Mayer, Technical Director at Trickstar Games, said, "Fork Particle provides the right tools we need to create impressive particle effects for our game. The Fork run time technology is cross platform and flexible. We are able to make game specific customizations with ease. Our project requires spectacular graphics quality and Fork's particle effects solution delivers the kind of graphics realism we are looking for."

Fork Particle middleware is real-time particle effects technology optimized for PC, Xbox 360, and Playstation 3. Its particle effects editor tool is user-friendly and comes with a live update component for each platform. The complete solution is optimal for rapid content development whilst allowing users to focus their creative efforts on superb quality particle effects.

The Fork particle engine integrates easily with in-house video game engines and commercial technologies. Fork Particle integrations are available for Trinigy Vision Engine, Sony Phyre Engine, Emergent LightSpeed, and physics engines. The Fork particle visual effects technology has been used in multi-platform video game titles, digital download, XBLA, PSN, and MMO games.

Founder and CEO of Fork Particle, Inc., Noor Khawaja, expressed his pleasure on Trickstar's decision to license Fork Particle middleware technology, "We are excited that Trickstar's highly experienced team approve of Fork Particle's technology." He added, "Our product feature set has come a long way and we continually add new nifty features with each major release. We expect that Trickstar's talented team will find the powerful toolset reduce their time and effort to build complex and top quality particle effects."

About Trickstar Games

Trickstar Games is Australia's newest, but most experienced games development studio. Founded in 2009 in Melbourne, Australia, Trickstar Games is a core assembly of some of the best development talent in the country. For more information about Trickstar Games please visit www.trickstargames.com.

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, Take Two Interactive, and other major game developers. www.forkparticle.com.

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