



Press Release

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Contact: Cindy Smith

cindy@forkparticle.com

Fork Particle Effects SDK Version 6 Released with Character Animation Effects Director Feature

SAN FRANCISCO — March 25, 2015 — Fork Particle, the leading maker of the effects technology that appears as brilliant, realistic effects in games and simulations, has announced Fork Particle version 6.0 is now available for game developers. This new version introduces a major feature, Character Animation Effects Director, a technology that allows artists to create and view particle effects on their 3D animated characters.

"We strive for innovation so our customers are always on the cutting edge of particle effects tools and technology. In version 6.0, our new major feature, Character Animation Effects Director, is an exciting new addition which is based on the feedback of our loyal community of Fork Particle users. We are thrilled about this launch," said Noor Khawaja, founder & CEO of Fork Particle.

Character Animation Effects Director feature allows you to play your character model animations in Fork Particle Studio. In the Particle Studio's classic Director mode, the artist can attach particle effects with the FBX Model. Enhanced user friendliness of Fork Particle Studio includes user control of such details as the length of the effects segments, control over FBX animation start/stop, and attaching effects to desired skeletal animation bone nodes such as head, wrists, and fingers. Artists associate characters' animations with the effects they create. For example, a character sword swipe can have a sword trail or a heavy punch animation can have a fire ball.

Fork Particle specializes in advanced real-time particle effects tools and technology. The technology enables many types of visual effects including fire, explosion, smoke, rain, fountain, fog and fireworks effects. The particle effects system is optimized for high performance and includes a powerful, feature-rich particle editor. Thanks to Fork Particle's solution adaptability and effectiveness in enabling top quality particle effects, it is a component of many commercial games and simulation products.

About Fork Particle

Fork Particle is the leader of particle effects technology in the games industry, providing breathtaking advanced real-time particle effects solutions to video game and simulation developers. By streamlining particle effects production, the Fork Particle solution enables developers to create next generation visual effects that enhance the graphics quality of their products. Fork Particle customers include Microsoft, Sony, Ubisoft, Zenimax and numerous other major game developers.

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