FORK PARTICLE

Press Release

Fork Particle Effects Technology Enhances Its Support With Autodesk FBX

SAN FRANCISCO — March 28th, 2017 — Fork Particle, the leading middleware solution for particle effects technology today announced that it has upgraded its particle effects technology support with Autodesk FBX for VFX.

With the Integration of Autodesk FBX in Fork Particle Studio, the Fork Particle effects editor will now allow artists to easily load their game character models and animation and associate particle effects sequences to the skeletal animation timeline. For example you can put together an entire magic particle effects sequence and tie it to the character animation track in the particle effects editor and export the cut-scene like sequence to play in your game in real time.

Autodesk FBX is an adaptable file format for 3D animation software. FBX® data exchange technology is a 3D asset exchange format that facilitates higher-fidelity data exchange between 3ds Max, Maya, MotionBuilder, Mudbox and other propriety and third-party software. Autodesk FBX possesses single-step interoperability, more efficient workflow and easier data exchange.

"We are very pleased with this latest integration with Autodesk FBX SDK. Autodesk FBX SDK nifty features made us decide to enhance this support. Artists can bring in 3D models and animations into Fork Particle Studio and work on their particle effects sequences completely timed with the skeletal animation," said Noor Khawaja, CEO at Fork Particle. "We will continue to cater to the broader game developers community with technology updates to its particle effects solution," he added.

Fork Particle SDK streamlines advanced particle effects production and simulates real-time effects in-game. The particle effects system is fully equipped with a powerful, feature-rich particle editor for high performance. It integrates easily with all in-house and commercial game engines. The Fork Particle Effects Technology promises to deliver high-quality special effects to enhance graphics realism in the games worldwide.

About Fork Particle

Fork Particle is the leading particle 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 and other major game developers. Visit our website www.forkparticle.com

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