

**FOR IMMEDIATE RELEASE**

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## **Fork Particle Upgrades Its Particle Effects Technology Integration With Cocos2d-x Version 3.12**

**SAN FRANCISCO — September 19, 2016** — Fork Particle, the leading middleware solution for particle effects technology today announced that it has upgraded its particle effects technology integration with Cocos2d-x Version 3.12

The Fork Particle integration for Cocos enables game developers to use the Fork Particle Effects editor for creating real-time high quality particle effects and simulating them in their games with Fork Particle Runtime engine. Along with support for rich particle effects feature set. The integration is plug and play out of the box and it will support 3D model particles as well. Fork's Cocos2d-x integration package will be made available free to all Fork Particle customers.

Cocos2d-x is a suite of open-source, cross platform game-development tool used by thousands of developers worldwide. It is widely used to build games, apps and other cross platform GUI based interactive programs. Cocos2d-x has been widely used by individuals, enthusiasts as well as big companies. Nowadays, many of Cocos 2dx games dominate the top grossing charts of the Apple Store and Google Play, especially in China, South Korea and Japan. Big companies like Zynga, Wooga, Glu, IGG, Big Fish Games, Konami, Square Enix, Disney Mobile has been used Cocos2d-x to develop their games.

"This integration update with Cocos2d-x will certainly facilitate game developers to enhance their games graphics with awesome particle effects" said Noor Khawaja, CEO at Fork Particle. "Fork Particle will continue to cater the broader game developers by doing persistent updates and nifty features to its particle effects technology" 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 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, 2K and other major game developers. Visit our website [www.forkparticle.com](http://www.forkparticle.com)

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