



## Company Background

### Company

Fork Particle provides advanced real-time visual effects simulation software development kit and authoring solution to video games and visual simulator software developers. Our solution streamlines the effects production pipeline and enables developers to create next generation visual FX to enhance graphics quality of their products. Fork Particle Visual FX Tool & SDK is used in multi-platform video games, online games, virtual world social networks, and visual simulation software products.

### Product

Fork Particle Visual FX Tool & SDK enables spectacular advanced visual effects in real-time 3d graphics software applications. For example it can simulate smoke, fire, rain, explosions, and other fantastic effects. Users author special effects in the Fork authoring tool and use Fork's runtime component to simulate them in their products. The underlying technology used in Fork is called Particle Systems which is a component of computer graphics used in most real-time video games and graphics software.

### Client Perspective

*"Fork Particle has been instrumental to the effective implementation of visual effects in our upcoming release of Empire Earth III. This breakthrough software tool has helped our particle effects artists achieve breathtaking and cutting edge results."*

Joe Jobst  
Lead Visual Effects, Mad Doc Software

### Management

Noor Khawaja, CEO and Founder: has 15 years of professional video game software development experience. He held engineering and management positions at Electronic Arts, Konami, and Acclaim Entertainment. He has a B.S. degree in Computer Sciences from University of Texas at Austin.

Tajwar Khawaja, VP Operations: has 11 years of professional experience in finance and international business development. He manages the offshore branch in Pakistan. He has a B.A. degree in Finance from Arizona State University.

### Team

Fork Particle team is made up of talented individuals who ensure delivery of quality software development product and services to clients. They are dedicated to release cutting edge and practical features for Fork Particle products. Our company goal is to empower developers to streamline their production pipeline for particle systems and create spectacular special effects with reduced time and effort.

Fork Particle, Inc  
2743 Trevor Parkway  
Pleasanton, CA 94588  
Tel: (925) 417-1785  
Fax: (270) 477 4896

Email: [info@forkparticle.com](mailto:info@forkparticle.com)  
Website: [www.forkparticle.com](http://www.forkparticle.com)

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2743 Trevor Parkway, Pleasanton, CA 94588 Tel: (925) 417-1785 Fax: (270) 477-4896