



Trinigy® Vision Game Engine – Feature List Overview

Engine Features

- Customizable architecture
 - Customizable simulation loop
 - Customizable visibility and render loop
 - Many effects are implemented as samples instead of hard-coded in the engine
- Multi platform
 - Windows® PC, Xbox360™, Playstation®3
 - Wii® upcoming (2nd half 2008)
- Dynamic per-pixel lighting
 - Customizable attenuation curve
 - Normal maps
 - Specular color and exponent maps
 - Virtual displacement
- Static lighting
 - Lightmapping
 - Radiosity lightmapping
 - Fresnel fall-off (rim lights)
 - Light grid lighting for ambient and specular lighting of moving objects
- Dynamic shadows
 - Stencil buffer
 - Smooth shadows using Variance Shadow Mapping
 - Volumetric shadows
- Strong support for multiple-render contexts for effects like:
 - Render to texture
 - Reflective mirror and water effects
 - Shadow buffer rendering
 - Post processing effects (glow, blur, heat distortion)
- Multi-threading/PS3 SPUs used for accelerating:
 - Particle effects
 - Cloth simulation
 - Animation skinning
- Flexible animation system
 - Also easy to integrate 3rd party solutions like physics, HumanIK and Morpheme if desired
- Shader system
 - Multi-platform and pre-compiled shaders
 - Fallbacks for older graphics cards
 - Effect definition with editable parameters

- Misc
 - HDR rendering
 - LUA scripting support
 - Custom mesh and vertex buffers
 - Particle system
 - Visibility system
 - Sky rendering
 - Resource management and resource streaming
 - 2D GUI system
 - Serialization system
 - File manager system
 - Performance profiling system

Tool chain

- Powerful exporter plugins for 3dsmax and Maya
 - For exporting of world geometry, skinning and animation data
- Stand-alone WYSIWYG (What You See Is What You Get) editor
 - Realtime engine display
 - "Play the Game" functionality
 - Multi-user editing
 - Particle editor
 - Shader editor
 - Terrain editor
 - Post-processing
 - Remote Connection with Xbox360/PS3 consoles
 - Designed as a customizable executable and plugins built on reusable C# libraries
 - Fully integrated LUA scripting binding
 - Ideally suited for fast prototyping
- Lightmapping tool for automatically computing lightmaps, shadowmaps, radiosity lightmaps and light grid information
- Model viewer tool for playing back animations
- Scene viewer tool
- Bitmap font generation tool
- Log and resource viewer tool

Integration with 3rd party middleware

- FModEx sound system
- Kynapse AI from Kynogon
- ODE physics
- PhysX physics from Ageia
- ProFX procedural textures
- ScaleFormGfx user-interface rendering
- SpeedTree vegetation rendering
- Quazal Net-Z multiplayer network technology (Q2 2008)



SDK & Support

- Comprehensive API documentation
- More than 50 programming samples
- Various vForge video tutorials

- Dedicated and immediate technical support
- Regular major updates and hot fixes at any time
- Customization service for licensees
- Secure Developer Site with developer forum and knowledge base

Contact

In case of further questions or remarks we'll be glad to be at your disposal at any time.

We are looking forward to hearing from you!

Trinigy GmbH - Headquarters
Arbachtalstr. 6
72800 Eningen
Germany
Tel +49 (7121) 986 - 993
Fax +49 (7121) 986 - 994

Trinigy Inc. - US Office
701 Brazos Street, Suite 500
Austin, Texas 78701
USA
Tel +1 (512) 334 - 6477
Fax +1 (512) 334 - 6001

Email sales@trinigy.net
Web www.trinigy.net

GDC 2008 Trailer: www.trinigy.net/downloads/TRINIGY_GDC2008_HD720_wmv.zip

About Trinigy

Trinigy is an independent company focusing on the development of advanced 3D graphics technology with its headquarters based in Southern Germany and US offices in Austin, TX. In the field of 3D game engines, Trinigy is one of the world's leading companies.

Vision Game Engine

Trinigy's cutting-edge Vision Game Engine forms the basis of numerous game titles, helping game creators to bring more immersive graphics onto the screen while at the same time drastically reducing development time and effort. Well-known game companies like Firefly, Take 2, Neowiz, Zed Group, dtp and Spellbound rely on Vision to develop their innovative games. More than 70 titles for Windows® PC, Xbox360™ and Playstation3® in Europe, Asia, North- and South America in various genres are based on the Vision Engine. More information at www.trinigy.net

