Middleware

- Particle system
- Lighting
- Modelling tools
- AI

- Physics
- Game Engine
- Animation

GPU TECHNOLOGY CONFERENCE

EMERGING COMPANIES SUMMIT

PRESENTED BY NVIDIA

IGN.COM
The Enlighten ‘triple play’

- Faster authoring reduces costs
- Better tools drive up visual quality
- New technology enables new gameplay
Faster Authoring Time
Visual Quality

- Hit driven business
- Visual quality key to high review scores
- Cannot afford to get left behind
Gameplay
Geomericzic

- Building the technology for the next generation of games
- Helping the industry deliver a better experience