



REVISTRONIC New Gen Technology

REVISTRONIC New Gen Technology is a game development framework for creating next generation games for the latest consoles and PCs.

Strengths

- Multiplatform
- Cross Media
- Integrated with mainstream 3d editors, like 3ds MAX.
- Fast learning curve
- Real time lighting and cinematography render
- Real-time physics
- 50% Production time reduction by the cross platform compatibility.
- Flexible and adaptable to any game genre

Features

Platforms

" PCs, X360 & PS3.

Graphics API

" OpenGL, DirectX

Program language

" C/C++

General Features

" Object-Oriented Design

" Plug-in Architecture

" Save/Load System

Scripting

" Revistronic object-oriented script

Built-in Editors

" Autodesk 3Dstudio MAX

Physics

" Raytrace

" Collision detect Sphere, Capsule, Box, Convex, Mesh

" Joint Constreing (Hingle, Ball, RagDoll, Point, Spring)

" Vehicle system

" Character system & ragdolls

Lighting

" Direct, Spot & Omni

" Projective & environment Maps

- " Lightmapping to static lights & global illumination autogenerated
- " Animate Light
- " Per Pixel Light

Shadows

- " Shadow Mapping:
 - Soft & Hard full scene
 - Project planar & cube.
- " Shadow volume

Texturing

- " HDR
- " Ambient
- " Diffuse
- " Specular (Color, Level, Glossiness)
- " Self-Illumination
- " Opacity
- " NormalBump
- " ParallaxBump
- " Reflection
- " SubSurface
- " DisplaceMaps
- " Configurable material and shader reader

Shaders

- " Vertex, Pixel,
- " High Level LOD

Scene Management

- " Octree/BSP/Occlusion Culling
- " Level Of Detail
- " Open Architecture for self-developed types
- " Mirrors & Portal Render

Animation

- " Position, Orientation, Scale
- " Blending & layers
- " Skeletal Bones
- " Muscle Bones
- " Inverse Kinematics
- " Morph
- " Facial Animation
- " Complete Scene2Scene
- " Camera (fov, dof, motion blur)
- " Light (range, colour, falloff, etc)
- " Objets

Meshes

- " Mesh Loading,
- " Skinning,
- " Progressive,
- " Tessellation, & programmable deformation in Render2Vertex Shader

Sound

- " 2D Sound, 3D Sound
- " WAV & MP3 format

Special Effects

- " Particle System (fire, smoke, explosion, blood, etc)

Rendering

- " Fixed-function, Render-to-Texture, Fonts, GUI

Networking System

Network Support:

- Peer to peer

- Client-Server

Secured communications

Secured server

User load-balancing

Up to 15 000 users per server.

Item Economy

- Item selling

- Item trading

In-game advertising

- Dynamic advertising (segmentation)

- Certification of impacts with external ad networks (e.g DoubleClick)

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If you're interested in a commercial license for the REVISTRONIC New Gen Engine, please contact us at licensing@revistronic.com

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