

Havok On the Go

Enhancements in mobile technologies and the emergence of available portals are driving demand for high-quality games for the leading mobile platforms. Havok's middleware technologies allow developers to easily port and optimize technology to mobile platforms and create cinematic, rich 3-D immersive games. Now available with full support for Playstation® Vita, iOS and Android™ operating systems.



A History of Powerful Solutions

With over 12 years of experience and over 500 titles released across major platforms, Havok's robust technology brings a history of powerful middleware solutions directly to mobile developers.

Uniquely Scaled for Mobile

When hardware resources are limited, Havok's platform optimized runtime technology enables faster development and increased productivity for mobile development pipelines. As mobile technologies begin to scale in number of cores, Havok's proven multithreading architecture will allow developers to effortlessly scale, fully leveraging available hardware resources.

Havok Online, All the Time

A Powerful Foundation for MMO Development

Havok arms MMO developers with powerful tools for prototyping and streamlined development such as dynamic time of day, lighting and shadows, forward and deferred rendering, a powerful animation system, as well as samples for character customization and other popular MMO features.

Streaming Technology

Virtually any type of data can be streamed dynamically with Havok Vision Engine, allowing the creation of seamless, expansive scenes.

RakNet Bundle for Networking

RakNet is fully integrated as Vision Engine's network engine, making networking fully supported out of the box, with built-in and custom game object properties that can be conveniently synchronized.

WebVision

Web-enable your games with this seamless workflow solution to bring the best games to browsers. Free of charge with any Vision Engine license, WebVision enables developers to extend their project across multiple browsers, providing rich graphics without heavy latency, and continue streaming your massive, dynamic worlds without long initial download times.



Guild Wars 2 - Courtesy of ArenaNet

Lego Universe - Courtesy of NetDevil

DC Universe Online - Courtesy of Sony Online Entertainment

Havok Product Family

Havok's modular suite of middleware puts the power in the hands of creators, making sure they can reach new standards of believability and interactivity, while mitigating the overall cost and risks associated with creating today's leading video games.

All Havok products include access to a powerful and flexible set of art tools tailored to work within your particular production pipeline and assistance from the most experienced support team in the industry.



Warhammer 40,000: Space Marine - Courtesy of THQ



Assassins Creed Brotherhood - Courtesy of Ubisoft

Havok Vision Engine

Havok Vision Engine provides a complete and powerful tool suite and versatile multi-platform runtime technology ideally suited for all levels of game development.

Havok Physics

Havok Physics offers the fastest, most robust collision detection and physical simulation technology available, which is how it became the gold standard physics engine within major game publishers and small studios alike.

Havok Cloth

Havok Cloth allows character designers to add believable, physically-based motion to garments, deformable objects and environmental cloth.

Havok Destruction

Havok Destruction simulates rigid body destruction, reducing the production time and cost of creating large multiple believable destructible game objects.

Get Started Today

Havok Strike Program

Havok offers licensing models specifically tailored to the differing needs of your game development project, whether it's a AAA title, value game, online-distributed production, or mobile game. Programs are also available for prototyping and evaluating Havok products to give your teams creative freedom with minimal risk.

Havok Script

Havok Script is a LUA compatible Virtual Machine that includes an integrated environment for Microsoft Visual Studio, on-target profiler, and script debugger.

Havok AI

Havok AI performs navigation mesh generation, pathfinding and path following for highly dynamic and destructible game environments.

Havok Animation

Havok Animation provides optimized playback and real-time blending, animation data compression, pose retargeting, and inverse kinematics.

Havok Behavior

Havok Behavior is an animation tool set built for game character development. Its graphical authoring allows designers to prototype their characters and refine them with fast, simple iterations.

World-Class Support & Services

Havok's dedicated support team has stood behind the success of over 550 leading game titles worldwide. Additionally, Havok offers a range of onsite professional services for times when an issue becomes critical, a deadline is approaching quickly, or you simply want to ensure your pipeline integration is optimized.

For more information: www.havok.com/sales