

VISION ENGINE

Engineered for Your Needs

Available and optimized for major platforms, Havok Vision Engine supports most major platforms: Windows® (DX9, DX10, DX11), PlayStation®3, Xbox360®, Wii™, most browsers, PS®Vita, iOS and Android (coming soon). It is also an ideal solution for online distribution via XBLA™, PSN™, and WiiWare™.

Flexible Workflow. Modular Architecture.

Quickly explore, integrate and iterate new creative ideas with Vision's WYSIWYG editor, exporters for the latest versions of Max and Maya, numerous built-in editing tools, and fully integrated middleware technologies. Or, easily extend Vision with your own tools using C++/C# plug-ins, and visualize it all with superior run-time rendering.

Flexible Pricing. Unparalleled Support.

Havok Vision Engine comes with personalized support, tutorials, documentation, continuous software updates and access to our secure Havok Developer's Site.

Latest Updates

Mobile and Handheld Support

Havok now brings all of Vision's power and flexibility to PS®Vita, iOS and Android (coming soon).

FMOD Bundle for Audio

The award-winning audio solution FMOD EX is now bundled with the Vision SDK for free.

RakNet Bundle for Networking

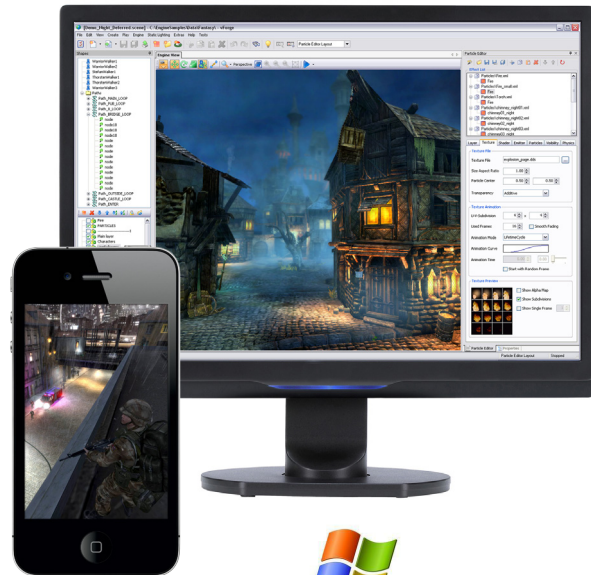
The networking engine RakNet is now included with the Vision SDK free-of-charge.

Paint Vegetation on Static Meshes

Vegetation can now be painted on static meshes that are located on the terrain.

Component-Based Shadow Mapping

Quickly include shadows as components and attach them to light sources.



Time-of-Day Components

Artists can now easily create different lighting conditions based on the time-of-day.

64-Bit Engine and Tools

Improve performance with the new 64-Bit version of the Vision Engine and its tools.

Real-Time Model Customization

Perfect for MMO character customization. Merge multiple models into a single new one at run-time.

Dynamic Meshes

Manage meshes faster and far more flexibly.

New Networking Infrastructure

Vision now includes a completely new infrastructure for game networking.

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© 2011. Stronghold 3 - Firefly Studios



© 2010. Settlers 7 - Ubisoft / Blue Byte

What Our Customers Are Saying

"Throughout our evaluation of the industry's premium engines, the Vision Engine consistently stood out in terms of performance and how quickly our developers could see their ideas running in game. The stellar level of support, integration of 3rd party technologies and robust architecture made choosing the Vision Engine an easy decision for our studio."

[Vijay Thakkar, Lead Programmer at Robot Entertainment](#)

"We have been evaluating multiple technologies. Havok's Vision Engine and their outstanding support are a perfect fit for us."

[Dietmar Meschede, Head of Programming at Ubisoft Studio Blue Byte](#)

"We are delighted with the Vision Engine and with the excellent support we are receiving from Havok."

[Simon Bradbury, Founder of Firefly Studios](#)

World-Class Service

From responsive and competent support via e-mail and telephone, to training sessions, detailed documentation and more, Trinigy is committed to ensuring your experience with the Vision Game Engine is exemplary.

All licensees will also receive regular product updates as well as new major engine versions during the production cycle of your game.

Get Started Today

Attractive Licensing

Havok offers competitive, royalty-free 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.

Free Trials

Try the Vision Engine free for 30 days, or ask about our Vision Prototyping Program (VPP), which gives promising developers access to the latest Vision Engine to help build a prototype and secure a publishing deal. Contact us for more details.

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