project anarchy

www.projectanarchy.com

- Middleware leader
  - Bleeding edge technology
  - Regular release schedule
  - Published Roadmaps

- Fully cross-platform

- Over 500 shipped titles

- Offices worldwide
  - San Francisco, USA
  - Dublin, Ireland
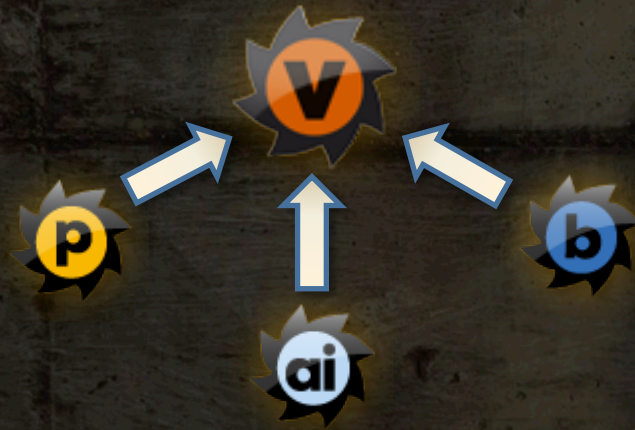 - Eningen, Germany
  - Seoul, Korea
  - Tokyo, Japan

project anarchy - overview

- Introduction
- Why is it free?
- What do you get with it?
- See it in action!

project anarchy - introduction

- Complete end to end game engine for mobile.
    - iOS
    - Android
    - **Tizen**

- Combination of …
    - Havok Vision Engine
    - Havok Physics 2012
    - Havok AI
    - Havok Animation Studio
    - FMOD

project anarchy - introduction

- Completely free for Android, iOS, and Tizen mobile development and deployment
- C++ access for plugin and game code development
- LUA scripting and integrated debugger for rapid prototyping
- Online community support
- Comprehensive documentation, game samples and tutorials
- Upgrades for additional platforms, full source, and support are available

project anarchy – Why is it free?

- Why is it free?

  - To empower indie developers with AAA middleware solutions

  - Allow students to learn industry development standards in an industry relevant toolset.

  - Part of an initiative from our parent company Intel
    - Intel is fully committed to supporting cross-platform development on mobile platforms

project anarchy – vision

- Havok Vision Engine
  - Versatile object oriented C++ API
  - WYSIWYG Level Editor
  - Asset Management System
  - Flexible plugin framework
  - Plugins and samples are shipped with source
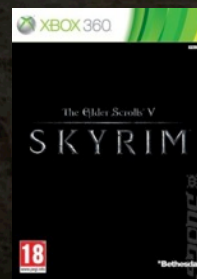 - Fast iteration and multiple user editing
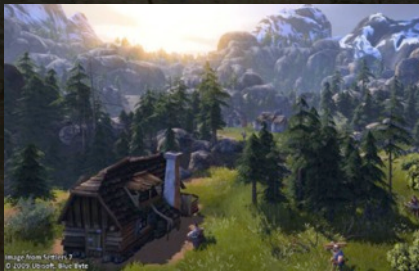
project anarchy – physics

- ## Havok Physics
  - Award winning Physics engine behind over 400 shipped titles
  - Robust dynamics and constraints
  - Battle tested collision detection
  - Extensions such as character controllers, vehicles
  - Visual Debugging

project anarchy – ai

- Havok AI
  - Fully featured pathfinding solution
    - 2D (e.g. terrain, rooms), 3D (e.g. water, sky), and walls
  - Fast nav mesh generation
 - Dynamically update nav meshes at runtime
 - Local steering

project anarchy – animation studio

- ## Havok Animation Studio

  - Optimized animation system for blending skeletal animations

  - Advanced animation compression algorithms

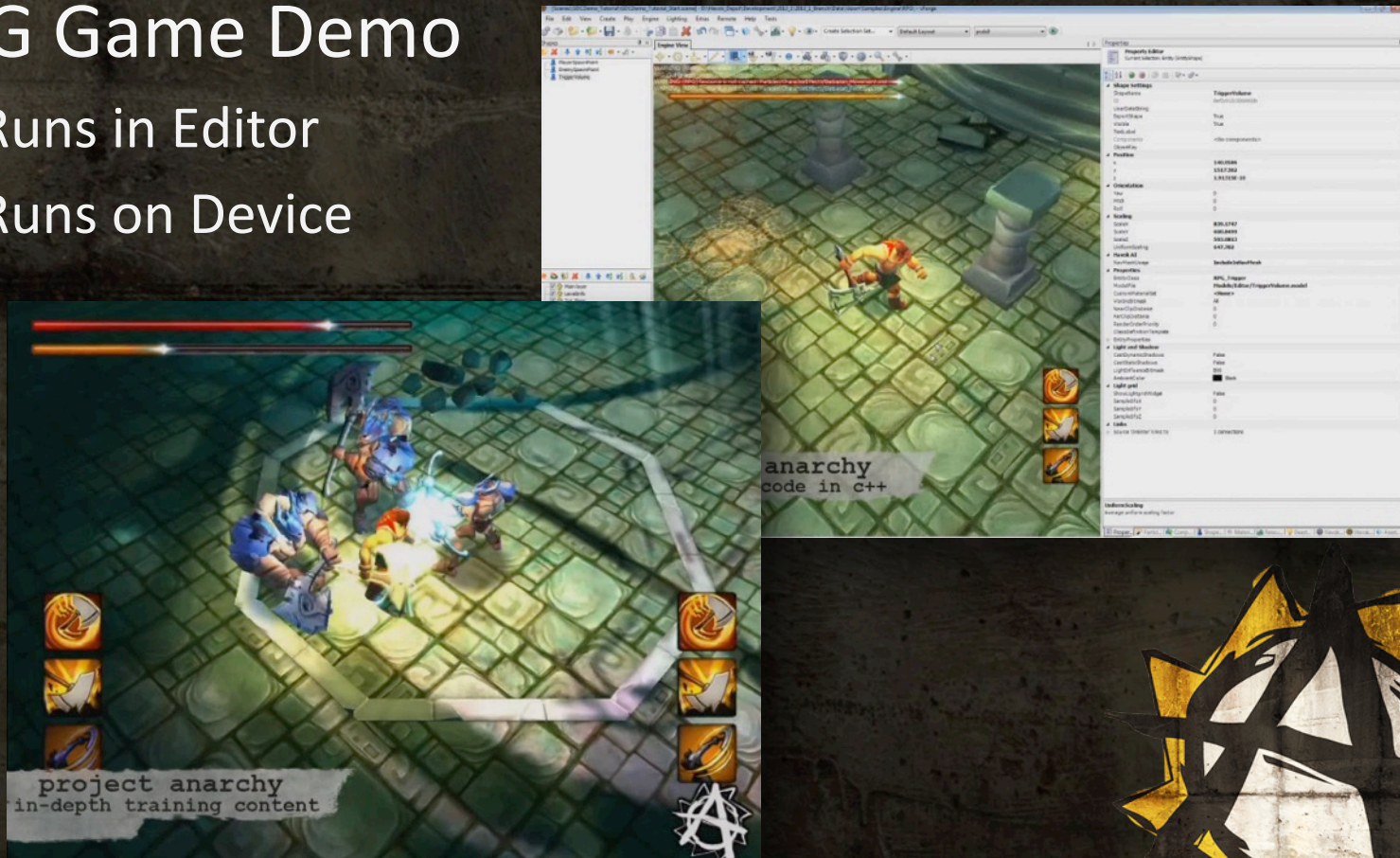 - Graphical authoring tool to create animation state machines

project anarchy – in action

- Our WYSIWYG Level Editor: vForge
  - Scene Creation
  - Remote Input
  - File Server
    - Real-time asset updating on device

- Visual Debugging
  - Physics
  - Animation Studio
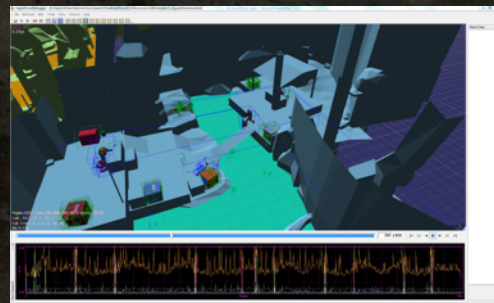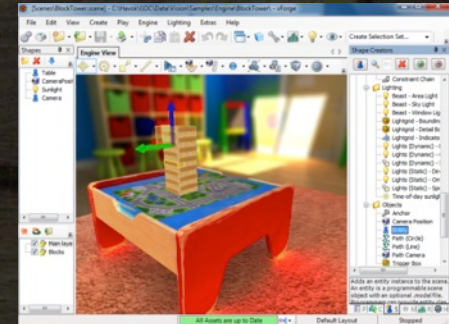
- RPG Game Demo
  - Runs in Editor
  - Runs on Device

project anarchy
in-depth training content

project anarchy – in action

questions?

info@projectanarchy.com