



**For Trinigy:**

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FOR IMMEDIATE RELEASE

## Trinigy Brings Its Vision Engine 7.6 to Italy's IVDC

### Trinigy to show its latest game engine technology at the Italian Videogame Developers Conference

**Eningen, Germany - Okt 02, 2009** - Trinigy, an industry leading 3D game engine provider with over 100 licensees and offices in Germany and Austin, TX, today announced that it has selected the Italian Videogame Developers Conference in Milan, Italy (October 8-9) for the European debut of its Vision Engine 7.6. One of the company's founders and a veteran of the middleware space - Fabian Roeken - will be on-hand to demonstrate the Vision Engine's latest workflow and runtime features at Trinigy's Booth in the exhibition area.

"We have received a lot of interest from Italian videogame developers of all sizes and varieties," said Richard Radmacher, director of international sales at Trinigy. "The popularity of the Italian Videogame Developers Conference gives us the perfect opportunity to show how well-suited our latest multi-platform game engine technology, our flexible licensing model and our dedicated support are for the diversity of the Italian market."

Some of the Vision Engine 7.6 features to be shown at the conference include:

#### Tool and Workflow Upgrades:

- Animation Transition Editor: This new editor empowers artists to easily create animation transitions without the aid of programmers
- Component Editing in vForge: Behaviors and properties can easily be applied to objects on-the-fly in vForge
- Upgraded Terrain Editor: An improved Terrain Editor now supports unique maps, such as satellite data
- Deferred Shading Integration: Deferred shading is now fully integrated into vForge

#### Runtime Improvements:

- Deferred Rendering: Highly optimized for each platform, it includes time-of-day, screen-space ambient occlusion, cascaded soft shadows, depth-of-field and rim lighting.
- Extended LUA Scripting Integration: Create/modify particle effects and access/modify object components
- New PlayStation3 Renderer: A new highly optimized renderer for the PS3 platform.
- DX11 Support – Support for DX11-based hardware.

#### New and Upgraded Partner Integrations:

- Natural Motion's Morpheme
- Scaleform Gfx 3.0
- SpeedTree 5
- Kynapse AI

To receive a personal demonstration of the Vision Engine 7.6 at the Italian Videogame Developers Conference, contact [sales@trinigy.net](mailto:sales@trinigy.net).

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**About Trinigy**

Based in Southern Germany, and with an office in Austin, TX, Trinigy is a privately owned company committed to selling groundbreaking game engine technology and first-class support to video game and serious game development studios across the globe. Engineered to provide more creative and technical freedom, the company's Vision Engine is currently in use in more than 100 commercial game productions by well-known companies such as Ubisoft, Take 2, Dreamcatcher, NeoWiz, Spellbound, Nitro Games and more.

The Vision Engine has proven its versatility in a multitude of game genres, including real-time strategy, racing, first-person shooters, role-playing games and massively multiplayer online (MMO) games. It is available and optimized for performance on PC (DX9, DX10, DX11), Xbox360™, PLAYSTATION®3, Nintendo Wii™, XBLA™, PSN™ and WiiWare™.

For more information about Trinigy, its Vision Engine or its technology partners, please visit: [www.trinigy.net](http://www.trinigy.net).