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Havok™ and TerraSim Inc. to Provide Essential Link Between Game Technologies and Real-World Geospatial Data

The Collaboration Underscores the Tech Leader's Commitment to Building

Top-Quality Immersive Technologies for the Military and Simulation Industries

ITEC 2011

SAN FRANCISCO--(BUSINESS WIRE)--Havok™, the leading provider of interactive software solutions for simulation and characters in the games industry, is announcing its collaboration with TerraSim Inc., a developer of advanced software solutions for geospatial technologies. The alliance will enable the research and development of new capabilities which will link Havok's industry-leading simulation technologies to TerraSim's rapid generation of correlated virtual, constructive, and serious game environments from geospatial source data.

"We are pleased with the initial results of our collaboration with TerraSim. We are very excited and already seeing compelling results that allow us to connect games technologies to real-world data," said Cory Kumm, Director of Military & Simulation at Havok. "We look forward to continued research and development with TerraSim to provide enhanced technologies for the military and simulation industries."

"It's been a pleasure to work with Havok and we look forward to continuing our joint efforts."

Havok brings the expertise as the leading games technology provider to its recently-launched Military & Simulation division, offering a complete portfolio of simulation technologies including real-time simulation of physics and destruction, tools for character animation, and navigation and scenario scripting. TerraSim's products are a natural complement to Havok's suite, and are widely used to support customers in diverse markets, including defense modeling and simulation, site modeling for intelligence preparation, and civil applications for 3D visualization.

"Our early results are promising as further evidence of the robustness and adaptability of our geospatial technologies," says David M. McKeown, Jr., President at TerraSim. "It's been a pleasure to work with Havok and we look forward to continuing our joint efforts."

Optimized for high performance and scalability, Havok technologies have a proven capability of supporting complex, large-scale simulation environments, while TerraSim continues to support a number of industry standard formats allowing customers to integrate real-world GIS (Geospatial Information System) data with mission rehearsal and training.

Havok will be exhibiting at ITEC, May 10 - 12, 2011 in Köln (Cologne) Germany - stand D143.

TerraSim will be exhibiting at ITEC, May 10 - 12, 2011 in Köln (Cologne) Germany - stand E120.

For further information, please visit www.havok.com/simulation.

About Havok

Havok™, an Intel® company, was founded in Dublin, Ireland in 1998, and is the premier provider of interactive software and services for digital media creators in the games, entertainment, and simulation industries.

Havok works in partnership with the world's best known game developers, including Microsoft Games Studios®, Sony Computer Entertainment Inc., THQ®, Ubisoft®, Bethesda, Bungie, and Naughty Dog. Havok's cross-platform, professionally supported technology is available for the Xbox 360™ video game and entertainment system, PlayStation®3 computer entertainment system, Android™ Gingerbread, iOS, Wii™, PSP® (PlayStation®Portable), PC Games for Windows, Apple Mac OS and Linux.

Havok's combination of superior technology and dedication to delivering industry leading support to its customers has led to the company's technologies being used in over 300 of the world's best known game titles, including Halo Reach, Assassin's Creed Brotherhood, Epic Mickey, Fallout New Vegas, Uncharted 2, Demon's Soul and Bioshock 2. A further 130 games are in development. Havok products have also been used to drive special effects in movies such as Clash of the Titans, Watchmen, Quantum of Solace, Harry Potter and The Order of The Phoenix, and The Matrix. Havok has offices in Dublin, San Francisco, Copenhagen, Calcutta, Munich, and Tokyo, and a dedicated division for military and simulation markets in Quebec.

About TerraSim

TerraSim is a US owned high-technology company that provides software solutions and services for advanced visual simulation and database construction using a variety of geospatial source data.

TerraSim's TerraTools® automates construction of dense urban environments for operations planning and situation assessment as well as produces exercise databases covering hundreds of one degree geocells. TerraSim also provides database construction services and advanced technology development for both civilian and military customers.

TerraSim's source data preparation products cut the key cost drivers in modeling and simulation workflows. TerraSim Xtract™ recovers legacy source data and processes it for reuse in any modeling and simulation product. RoadMAP from TerraSim® seamlessly detects, delineates, and attributes road networks and other linear features from aerial and satellite imagery.

TerraSim's TerraTours® product supports highly interactive geospatial query using 3D visualizations linked to a variety of collateral source data. Using GISLink™ technology, TerraTours automatically georeferences and displays information in any web-enabled document.

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