

I.S. ENGINE

Full Title: Indie ShaderWare Engine

Platform: Multi

Main Features: shader based,
high-portability, high-performances

License: Worldwide

Demo: 30 days trial

Package: basic engine with 2 demo
included. Plugins, additional tools
and features, assistance to be
purchased separately



Create powerful 3D Indie Games!

I.S. Engine is a powerful 3D videogame engine, initially created using HLSL, and specifically created for Indie console gaming development.

I.S. Engine is a fully SHADER-BASED engine: each landscape, scene, animation, collision or physical interaction is managed using shaders. This has a huge impact on performances! And you don't need a "monster" gaming console. A shader-based engine allows extreme portability without loss of performances in almost any available gaming platform (smartphones included!)

Before, there's was no similar and so powerful engine in Indie Gaming scene.

The I.S. Engine initially developed for Xbox360 Indie game creation, so originally developed using Visual C# 2010 Express with XNA 4.0 (Official Updated Microsoft Development Kit).

All the geometries are rendered through shaders. Multiple objects are passed as instances (using transformation matrix) to shaders. Animation blending and skinning are made by shaders.

Using the editor is possible to create maps and upload models or textures that are used to render scenes (real-time rendering).

The Engine was used to create a commercial third/first person Action Adventure game for Xbox360 and a tech demo.

