Detailed Features

SHADERS
- full shader-based engine
- extreme scalability and compatibily between differrent system
- shaders are used for: Animation Skinning; Recurring Model Instancing; Normal, Glossiness and Texture rendering (for all models); Scene Post-Filtering (bloom, shadows); Self Bump-mapping System on texture models
- Shader Skinning technique can be used to display on screen, simultaneously, more than 100 characters at once (without performance loss)
- well documented technology and fully compatible on supported platforms
- shaders for materials (environment) can be used and previwed, in real time, on 3DSmax

PARTICLES
- add fire, smoke, dirt, trails, explosions in your game
- fully customizable FX: colour, duration, emission number, speed, etc...
- simple or complex particles (complex particles include interactions with i.e. wind and gravity)
- endless particles, for fountains, cars or other
- short-life particles, for explosions or other
- all standard alpha-blending systems are supported

MAPPING
- all objects can have 3 maps: color texture; normal map and gloss map
- Normal Map provides a depth to the texture, while the Gloss Map provides the reflection
- a shader provides a self generated bump (gray-value based) that is applied to materials having only a basic color texture
- ground terrain is based on heightmaps, the surface is multi-material
- vegetation and water distribution in the map is rule-based (rules can be customized using the Editor or simply changing parameters in a XML file)
- the Terrain Creation System (TCS) provides assistance during the creation of model or an entire game scene
- powerful Landscape Advanced Editing (LAE) tool, to easily build up compelling maps, full living words and realistic environments
- complex object come along with LOD models (last LOD can be also a simple facing object)
- Sky Box includes 6 different textures, with possibility to configure the FOV. Lights and Environmental colours influence the effect on the sky
- is always possible to update the ground terrain and landscapes appeal changing used textures
- possibility to define new rules for new tree types
- no modeling needed for tree creation and placement