

**OctaveEngine™** is an interactive reality engine brand, these products are the results of improvements made by Prometech Software, Inc. to simulation and computer graphics technologies developed at the University of Tokyo.

It currently contains

**OctaveEngine™ Nature:**

A natural environment engine

**OctaveEngine™ Casual:**

A 2D multi-physics engine

**OctaveEngine™ Hongo:**

A 3D multi-physics engine

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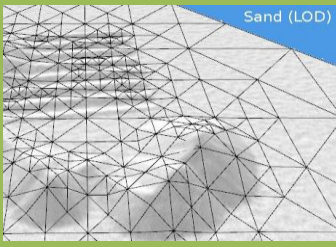
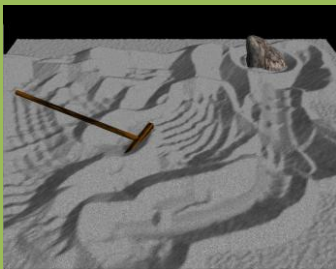
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## OctaveEngine™ Nature

OctaveEngine™ Nature is a “Natural Environment Engine” for PC and next-generation game consoles that is designed to create extremely realistic natural environment in game scenes. The engine is also designed to coordinate with Multiprocessor, GPU and next generation game consoles(PS3,SPU) to dramatically increase the speed of simulations and reality in representing natural environments. The engine has three essential features:

1. Water engine: It enables the dynamic representation of water far surpassing the current water movement in games. Moreover, our engine can generate a variety of water-related phenomena, such as splashes, sprays, foaming, water flows that take into account submerged topography, objects floating on the surface of the water, drifting objects in water, etc...
2. Sand and snow engine: It depicts building and leveling sand and snow mound. It can also simulate real time influence of other environmental elements, such as wind ripple or water erosion, and this makes multiple complicated renderings possible.
3. Sky engine: It provides seamless representations of the sky over time (dawn, during the day, and at sunset). These calculations take atmospheric scattering in account.

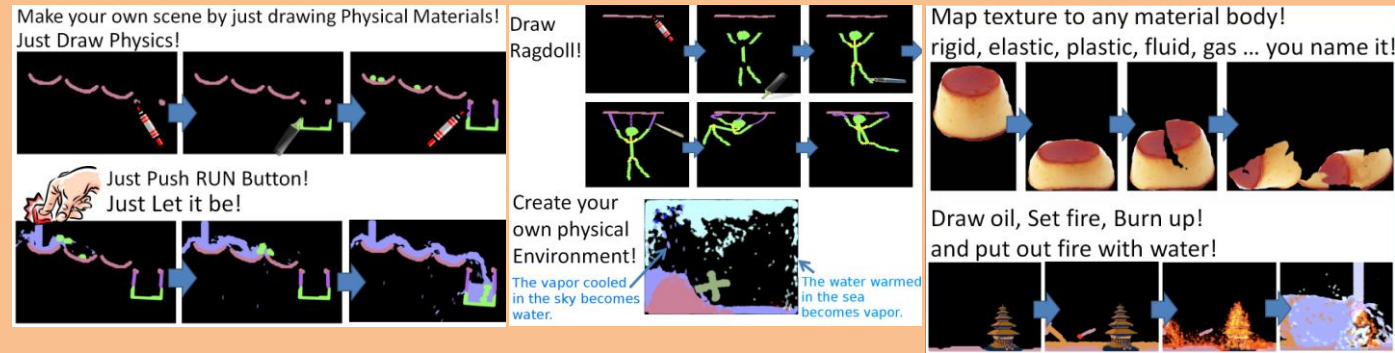


## OctaveEngine™ Casual

OctaveEngine™ Casual is a 2D-based multi-physics engine for casual games.

This engine uses a particle-based physics model that has few restrictions. It can calculate almost any type objects, not only solid materials which 2D engines normally deal with, but also elastic body, plastic body, fluid, and gas.

You can create various shapes of objects with these particles and interactive actions of objects such as crashing, fragmenting, combining, and erasing. Even while performing such actions, physical properties of objects can be instantaneously changed from solids to liquids to elastics to breakable jellies, or even to sticky materials like rice-cake. You can also map any texture to these objects. (OctaveEngine™ Casual is now under development.)



## OctaveEngine™ Hongo

OctaveEngine™ Hongo is a particle-based physics engine not only for game developers, but also designers and Computed Aided Design engineers. "Hongo" is designed to run on multiple GPUs and archives unprecedented performance. In this GDC, you can see "Hongo" realizing a 1,000,000 particles simulation in real-time on 4 GPUs. The performance of "Hongo" is a break through to games, designs and CAE simulation.

Our engine enriches your game contents and accelerates your physics simulation contents.

(OctaveEngine™ Hongo is now under development and will be released in the summer 2008.)

