

# Introducing Enlighten by Geomerics

Next Generation Lighting. Today



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Geomerics

# Company

- Formed in 2005 and based in Cambridge, UK.
- A Cambridge University spin out company.
- Developing cutting edge graphics technology for the games industry.
- Currently specialising in Realtime in game and Realtime in editor Radiosity Lighting – Enlighten.
- R&D team drawn from among the best in the games industry and academia.
- Strong links to research at Cambridge University and University College London (UCL).
- Strong management team with clear commercial vision and experience of senior management at Take Two, EA and Criterion Games.

# Enlighten

- Realtime radiosity lighting SDK
- Practical real-time global illumination
- Rapid iteration of lighting design
- Use at run-time to dynamically light your game
- Use offline to speed up development and increase productivity
- Full control over mood and atmosphere
- Provides many new gameplay possibilities for designers
- Highly flexible and configurable to suit your memory and performance budgets
- Available for PLAYSTATION®3, XBox 360™, PC (including DX11) and all new appropriate platforms.
- Available as a standalone SDK for integration into in-house game engines or pre-integrated into Unreal Engine 3.



# Demonstration



# Demo

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# Questions



# Thank You for Listening

- Any follow up technical question contact:-

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- Or Geomerics website:-

[www.geomerics.com](http://www.geomerics.com)

# Evaluation or Licensing

- Contact:-

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