

# RenderWare Vision FX

**RenderWare VisionFX** is an advanced visibility technology plugin that's essential if you're developing games with large and dynamic worlds. Genres that specifically benefit from VisionFX are Role-playing games, Action-adventure games, First-person combat games, Massively multi-player online games and Urban / city-based games. **RenderWare VisionFX** works by identifying the visible objects in a world as quickly as possible.

**RenderWare VisionFX** is available as a plugin or standalone product for PC, Xbox and Nintendo GameCube.

## RenderWare VisionFX Features & Benefits

- **Faster Rendering Times**

Once **RenderWare VisionFX** has done its work, you continue by only drawing the visible objects. This can lead into immense savings in rendering time of up to 400%.

- **Faster Development Cycle**

Development cycles become more efficient as **RenderWare VisionFX** calculates visibility in reducing the time required for static visibility calculation, using PVS for example. The artists creative restrictions are reduced and export processes can also become simpler and faster.

- **Increased Scene Richness**

**RenderWare VisionFX** enables more characters and objects, with greater richness in scenes. It removes visibility-based creativity constraints so that you can make your world truly alive with interaction (e.g. deformable environments). New levels of realism can therefore be realistically achieved and larger worlds are handled with much less effort.

- **Increased Freedom in MMO Game Worlds**

As **RenderWare VisionFX** is a real-time visibility solution, developers concerns over initial world size are greatly reduced. Developers can also allow players to introduce their own scenery (for example players' homes and businesses) into the persistent world. And because **RenderWare VisionFX** reduces the pre-processing required for level design, expansion packs can be introduced easier and with a greater focus on the content.

- **Cutting Edge and Feature Rich Technology**

RenderWare VisionFX effectively blends a number of cutting edge visibility technologies including hierarchical view culling frustum, occlusion culling, portal culling and contribution culling. RenderWare VisionFX also supports on-demand loading of scene data using the object visibility information, enabling the application to effectively stream in visibility optimized content. Other techniques such as LODs, multi-resolution geometry and image-based rendering can be used with RenderWare VisionFX for further enhancing performance and content scalability.

### **About RenderWare VisionFX Technology**

**RenderWare VisionFX** is the first efficient general-purpose visibility optimizer that requires no scene pre-processing and works with massive dynamic environments of any topological structure. The visibility queries are output-sensitive, so the amount of time **RenderWare VisionFX** spends in finding the solution is dependent on the number of visible objects rather than the number of objects in the scene. **RenderWare VisionFX** calculates visibility in reducing the time required for static visibility calculation.

**RenderWare VisionFX** is powered by Umbra™ from Hybrid Graphics - The leaders in advanced solutions for real-time computer graphics.