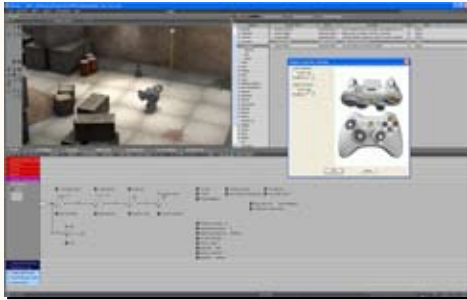


## 3DVIA Virtools for Xbox 360™

### Rapid development for "Xbox Live Arcade"™ and casual retail games



**Inherit from Virtools legacy – rapid development from prototyping to production**

Directly test & play on console anytime during development, using the power of 3DVIA Virtools and its 500 building Blocks.

**Convert from PC to Xbox 360 in one click**

Benefit from a new visual Interface within Virtools to enable game designers as well programmers to export the game from PC to Xbox 360.

**Experience a better gameplay creation**

With 3DVIA Virtools for Xbox 360 at the core of the Virtools authoring platform, developers but also game designers working on the Xbox 360 will now be able to focus on gameplay iteration and fast production, creating games with fantastic graphics and cutting-edge interactivity.

**Access the Software Development Kit (SDK) for enhancements and optimization**

3DVIA Virtools for Xbox 360 for production comes with a complete SDK, allowing programmers to add their custom code and tweak the libraries that come with the software, to deliver highly optimized games.

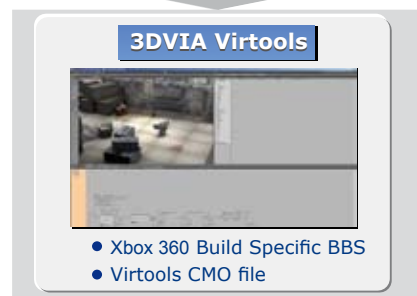
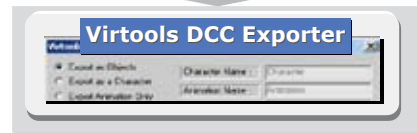
#### Key benefits

- Fast prototyping and full production
- Enjoy the power of 3DVIA Virtools 5 Platform and its 500 ready-to-use building blocks
- Get access to the Xbox 360 remote information from a Virtools application running on PC
- Technical support throughout game development
- Ease TCRs conformance with dedicated building blocks



#### Value

- Play your PC composition on the Xbox 360 in just minutes!
- Productivity, without compromising rendering quality.
- Pass the TRC much faster thanks to bullet proof custom Building Blocks
- Deliver electronically (Xbox Live Arcade) or physically (DVD) with the same tools



## 3DVIA Virtools for Xbox 360™

### Rapid development for “Xbox Live Arcade”™ and casual retail games

3DVIA Virtools for “Xbox 360”™ is available in different forms:

- The **prototyping version** is ideal to test new game play ideas instantly on Xbox 360, check visual quality targets and pad controls directly on the target platform. This version is accessible to game designers and technical artists and anyone who has 3DVIA Virtools experience;
- The **production version** comes with extra source code allowing programmers to customize existing code and add their own code to match their specific needs;

Virtools Xbox 360 Runtime	Prototyping	Production
<b>Optimized Virtools Runtime for Xbox 360</b>		
Behavior engine and BB's libraries	✓	✓
Graphic Engine (coming with partial fixed pipeline emulation)	✓	✓
Animation Engine (with hardware skinning)	✓	✓
Particle Engine	✓	✓
Math Library (using SIMD VMX128 instruction sets)	✓	✓
VSL for Xbox 360 runtime	✓	✓
LUA Scripting	✗	✗
Default Xbox 360 player	✓	✓
<b>Specific New Xbox Features Support</b>		
Xbox Live (Leaderboard, Achievements, Rich presence, etc.)	✗	✓
Pad Support	✓	✓
I/O (supporting Xbox360 unified storage system)	✓	✓
In-game Avatars	✗	✓

SDK	Prototyping	Production
Xbox 360 player source code	✗	✓
Xbox 360 specific BB's source code	✗	✓
Sample of a 3rd party library sound integration	✗	✓

Documentation	Prototyping	Production
	✓	✓

#### Virtools Tools for Xbox360

Virtools Tools for Xbox360	Prototyping	Production
Texture Converter	✓	✓
Sound Converter	✓	✓



#### Technical Requirements

The development PC must meet the 3DVIA Virtools 5 minimal requirements.

##### Hardware:

- Pentium IV or equivalent, 1Gigabyte (GB) of main memory for the development host platform.
- An Xbox 360 Development Kit



##### Software:

- Windows XP SP2 +DirectX 9.0 capable accelerated graphic card with at least 256 Mb RAM.
- DirectX 9.0c Runtime, with latest available video card drivers.

Game studios interested in using 3DVIA Virtools technology on the Xbox 360 must be authorized by Microsoft prior to any evaluation or purchase of the solution. Should you be interested in prototyping component please fill in the form on the following URL: <http://www.virttools.com/contact>