



Aristen and Emergent Game Technologies Announce Custom Integration Between FxStudio Special Effects System and Gamebryo LightSpeed

Calabasas, CA – July 7, 2010 – Emergent Game Technologies, a leading provider of 3D game development solutions, and Aristen today announced a custom integration that combines the cross-platform special effects system FxStudio with Emergent's cutting-edge development engine Gamebryo LightSpeed.

LightSpeed customers who also license FxStudio now have seamless access to FxStudio Designer, a unique tool that uses time-based sequencing, enabling artists and designers to quickly create multi-layered special effect sequences including particle systems, sound effect, full screen effects, camera effects and much, much more. The integration also includes Game Framework and Core Runtime based samples that link with the FxStudio runtime to create WYSIWYG special effect editing and easy extendibility.

“From simple particle systems to over-the-top cinematic effects, FxStudio provides LightSpeed customers with the tools and runtime performance to get the job done all utilizing the impressive rapid iteration abilities of this revolutionary engine,” said Aristen founder Andrew Kaplan. “Emergent is a great partner to work with on this integration and they are truly dedicated to delivering partner technologies that enhance the overall development experience.”

Emergent's LightSpeed is the newest leap forward in game development technology delivering the only professional technology for start-to-finish multi-genre/multi-platform game development. Enabling rapid prototyping, rapid iteration and rapid production, LightSpeed simplifies game development through a data driven framework that opens doors to exciting gameplay possibilities.

For more information on Emergent Game Technologies and its development technologies, please visit www.emergent.net

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About Aristen

Aristen, Inc. is a leading developer of creativity enabling tools and middleware for the interactive entertainment software market. Aristen licenses FxStudio, a cross-platform special effects sequencing suite designed and developed to allow game developers to craft world class visual, auditory, and tactile experiences. For more information please visit the Aristen website at www.fxstudio.com.

About Emergent Game Technologies

Best known for its industry-leading 3D game engines, Gamebryo and Gamebryo LightSpeed, Emergent's technologies have been selected by studios around the globe to bring nearly 300 titles across more than

15 genres to market, including Game of the Year award-winning titles like **Fallout 3**, **The Elder Scrolls IV: Oblivion**, as well as critically acclaimed titles like **Warhammer Online: Age of Reckoning**, **Civilization Revolution**, **QQ Speed**, **Divinity II – Ego Draconis** and **Bully**. Emergent's videogame technology is allowing studios to focus on innovative gameplay by enabling rapid prototyping, rapid iteration and rapid production with real-time on-target updates for Xbox 360, PlayStation 3 system, Wii and PC. As part of the international development community, Emergent provides world class support and technologies evolved from deep relationships with its developer partners.

Emergent is headquartered in Calabasas, California, and has offices in Chapel Hill, NC; London; Tokyo; China and Korea. To learn more, please visit www.emergent.net

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