

## **Illuminate Labs™ Announces a New, Easy-to-use Integration Between World Leading Lighting Solution, Beast™, and Emergent™'s Gamebryo® LightSpeed™**

**Gothenberg, Sweden – August 10, 2009** –Illuminate Labs™, creators of world leading lighting solutions for the games industry, today announced the availability of a ready to use integration between Emergent™ Game Technologies' Gamebryo® LightSpeed™ and Beast.

Developers who license both Beast and Emergent's LightSpeed will be able to create high-quality global illumination lightmaps directly within the game editor. Artists automatically get natural effects such as color bounces, realistic nuances in the shadows and soft shadows from the light sources, while still having great control over the end result. Emissive surfaces automatically affect the lighting in the scene and HDR environments can be used to get very natural-looking lighting without even having to place a single light source.

"Developers now have access to a seamless integration between Beast and LightSpeed's World Builder tool. This not only gives games built on LightSpeed outstanding lighting, but it also makes it very easy for artists and designers to add global illumination to their scenes and to quickly see the results in the editor and in their games simultaneously," said John Austin, Vice President, Technical and Academic Partnerships of Emergent Game Technologies.

"LightSpeed provides game developers with a flexible and robust environment that made it a pleasure to put this integration in place together with the Emergent team," said Magnus Wennerholm, chief executive officer of Illuminate Labs.

For more information about Illuminate Labs and Beast, please contact [sales@illuminatelabs.com](mailto:sales@illuminatelabs.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 *The Elder Scrolls IV: Oblivion*, as well as critically acclaimed titles like *Warhammer Online: Age of Reckoning*, *Civilization Revolution* and *Bully*. Emergent is driving "The New Face of AAA," 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; Austin, Texas; London; Tokyo; China and Korea. To learn more, please visit [www.emergent.net](http://www.emergent.net)

**About Illuminate Labs**

Illuminate Labs' lighting solutions, based on the proprietary LiquidLight® technology, are used in many of the most exciting game titles like America's Army 3 (U.S. Army), Gran Turismo (Polyphony Digital), Killzone 2 (Guerrilla), Mirror's Edge (EA Dice), Tomb Raider Underworld (Crystal Dynamics) and WET (A2M). The solutions combine state of the art global illumination with an efficient workflow to shorten production time and to reduce cost. For additional information about Illuminate Labs, visit [www.illuminatelabs.com](http://www.illuminatelabs.com).

**About Beast**

Beast™ is a content pipeline tool used for advanced global illumination and dynamic relighting of characters. Beast has been successfully integrated with Unreal Engine, Gamebryo, Gamebryo LightSpeed, Evolution Engine and several in-house game engines.

Emergent, LightSpeed, Gamebryo and related logos are trademarks or registered trademarks of Emergent Game Technologies, Inc., or its affiliates in the U.S. and other countries. Other names may be trademarks of their respective owners.  
Copyright © 2009 Emergent Game Technologies, Inc.

Illuminate Labs, LiquidLight, Beast and Turtle are trademarks or registered trademarks of Illuminate Labs AB, in Sweden and elsewhere. All other trademarks are the property of their respective owners.

© Copyright 2009 Illuminate Labs. All rights reserved