



# Unreal® Technology News

by Mark Rein, Epic Games, Inc.

Canadian-born Mark Rein is Vice President and Co-Founder of Epic Games based in Cary, North Carolina. Epic's Unreal Engine 3 has won Game Developer Magazine's Frontline Award for Best Game Engine for the past three years and Epic was recently awarded Best Studio at the Spike TV Video Game Awards. Epic's Gears of War, won Gamespot's overall Game of the Year and sold over 4,000,000 units on Xbox 360. Epic is currently working on the Unreal Tournament 3 for publisher Midway and a PC version of Gears of War for publisher Microsoft Game Studios.

## Upcoming Epic Attended Events:

**Lyon GDC Game Connection**  
Le Palais des Congrès de Lyon  
December 4-6, 2007

**GDC 2008**  
San Francisco, CA  
February 18-22, 2008

Please email: [mrein@epicgames.com](mailto:mrein@epicgames.com) for appointments.



## CUSTOMER PROFILE: VIRTUAL HEROES ARE SERIOUS ABOUT GAMES

The Serious Games Initiative ([www.seriousgames.org](http://www.seriousgames.org)), a Washington based effort that works to develop and track the field of serious games, currently estimates that the market for serious games is \$100M and predicts that it will grow to be a billion dollar market within the next decade.

Virtual Heroes recently lured famous videogame creator Takayoshi Sato to their offices in North Carolina from Electronic Arts Los Angeles studio, where he was producing an original game. The creator of Konami classics like Silent Hill said he enjoys working with Unreal Engine 3.

"As the director of visual design, I'm pushing what we can do with art using the Unreal Engine 3," said Sato. "This technology allows a relatively small company like ours to create these types of large projects. It gives us a very solid foundation to build upon. In the past, a small developer would have to create everything from scratch. We'd need an engineer for the particle engine and all those types of details. Now we don't have to worry about that."

Sato is working on one of Virtual Heroes' premiere initiatives. This project is a new online game, in the same vein as America's Army, that has been commissioned by the United States Department of Homeland Security to teach emergency rescue workers how to react to an assortment of natural and terrorist-related disasters. The game will allow 64 players to work together in any one of five scenarios set across a fictitious U.S. city that's actually an amalgamation of New York, San Francisco and Los Angeles.

"What we're doing has social messages and themes," said Takayoshi. "This could be the closest thing to pure art that a game company has ever done."

Sato said there are similarities between his work in the consumer gaming industry and his new foray into serious games. He said authentic virtual humans are still the focus and serious games still need to be entertaining. What it adds is an emotional element, especially with the disaster scenarios that this game offers, which includes everything from earthquakes to biological incidents and chemical agent releases.

Heneghan said the power of Unreal Engine 3 has allowed his small team of developers, which includes scientists, Hollywood veterans, educators, instructional designers, and game makers, to focus on the other aspects of the game.

"There are a lot of things are going on in this game, including vehicle physics with component damage, ballistics, and voice-over-internet- protocol (VOIP) where we track all the voice channels for up to 64 players in real-time," said Heneghan. "The efficiency and robustness of Unreal allowed us to build all of this on top of it. We have other problems to solve besides rendering, networking, dual core GPU usage, user interface and level scripting. Unreal enables us to focus on linking learning objectives to demonstrable performance parameters in the context of 3D learning scenarios while providing a meaningful assessment on the learner's proficiency.

In addition to its Homeland Security project, which is slated to go live in summer 2008, Virtual Heroes is working with a variety of different health industry clients, including Duke University Medical Center, George Washington University Medical Center, National Institute of Health, Agency for Healthcare Research and Quality, Durham Veteran's Administration Hospital, and nContact Surgical.



Virtual Heroes uses Unreal Engine 3 to teach emergency rescue workers how to react to natural and terrorist-related disasters.

For more information on Virtual Heroes visit: <http://www.virtualheroes.com>

## FARAMIX ENTERPRISES LICENSES UE3

Up and coming California game developer, Faramix Enterprises, announced last week that it has licensed Unreal Engine 3 in conjunction with the development of their next-generation first-person shooter. The CEO of Faramix stated that Unreal Engine 3 "would enable our development team to effectively produce the ground breaking quality we've always envisioned".



For UE3 licensing inquiries email: [licensing@epicgames.com](mailto:licensing@epicgames.com)

For Epic job information visit: [www.epicgames.com/epic\\_jobs.html](http://www.epicgames.com/epic_jobs.html)

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