

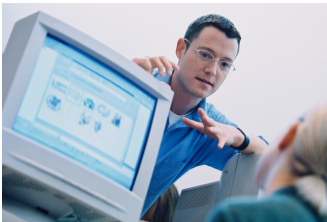


indie technologies

The Java FX Company

www.indietechnologies.com

Building the next killer Java Game? You'll need eye candy



The cool games have special effects like clouds, smoke, fire, and life-like physics. You need to focus on your game, not the special effects. We specialize in special effects components for Java game developers. Our flagship product is the Genesis FX™ particle system.

Blow away your competition with Genesis FX. State of the art procedural techniques puts real-time smoke, clouds and flames into your game. The infinite particle possibilities of Genesis FX enables your Java objects to be particles. Built to support Java from the ground up, the Genesis FX particle system offers a fast learning curve to get your games smoking.



The newest version of Genesis FX offers you twenty ready to use special effects, built-in physics, XML configuration of effects, and Groovy scripting.

Genesis FX™ Particle System

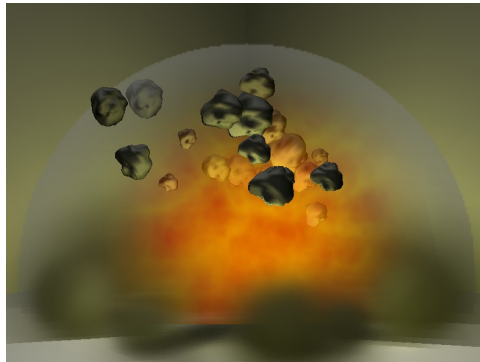
Ready to Use Effects

Genesis FX includes many ready to use special effects that you can customize. The effects allow you to easily add flames, rain, smoke, steam, debris, snow and tornados to your game. Make minor adjustments to the effects or use the components to create truly unique effects.

Genesis FX components control the direction, speed, and rotation of particles. You control every aspect of particle creation and how external forces called influences affect the particles. Genesis FX takes care of mixing things up to keep your special effects looking cool.

Particle Emitters

Particle emitters control the particles. Particle emitters use generation shapes to initialize the position, velocity, and rotation of particles. Particle emitters take care of the attributes of particles through out their life span. Genesis FX includes point, line, circle, radial, custom and manual generation shapes.



Particle Systems

Particle systems render the particles. You have a large range of choices for particles:

Effects – Use a ready to use effect object as a particle.

Pixels - Both plain and motion blurred pixels can be particles.

Shapes - Any Java 3D shape or group including 3-D model objects and the Java 3D primitives. Genesis FX includes shapes for you to use and your shapes can easily be used as particles.

Particle Systems - Any Genesis FX particle system can also be a particle. For example, a particle system of flames can be used as the tail of the meteors in a meteor storm.

Influences - Genesis FX includes a rich library of external forces called influences. Many influences can be particles.

Combinations - Any combination of shapes, particle systems or influences can be combined to form a new particle type.

Influences

Influence objects change the way particles look or behave. You add influences to particle systems to control which particles are affected by the influences. Some influences can be particles allowing you to launch turbulent effects like a Venturi into a crowd of other particles.

Genesis FX includes a large library of influences including:

AlignShape, Attract, Bounce, BounceShape, ChangePointColor, ChangeShapeColor, ChangeShapeEmissiveColor, EmitShapeLight, FadePoint, FadeShape, Flow, Follow, Gravity, Kill, KillCollidingShapes, Repulse, Scale, Slow, Venturi, Vortex, and Wind.

You can create your own influences too.

Prerequisites

You will need a Java IDE like Eclipse or NetBeans, a Java runtime environment (Java 5 or later), the Adobe Acrobat reader, and Java 3D (1.5.1 or later).

Licensing

Genesis FX Personal Edition is free for personal use. If you distribute your game, then you need a Genesis FX Developer Edition license. The Enterprise Edition is for teams that need access to the product source code and an unlimited number of developers.

For current prices, visit our web site at www.indietechnologies.com and get your copy of Genesis FX.