

BY THE NUMBERS



1997

The project shifts to the simulation of physics in educational games.

2000

The first title with Havok technology is released, *London Racer* utilized Physics technology for collision debris.

JUNE
Havok acquires Ipiion Software, which is licensed by Valve for use in the upcoming *Half-Life 2*.

2004

21 titles are released using Havok technology. *Halo 2*, *Lord of the Rings Online*.

2007

Intel acquires Havok. More than 50 titles are released using Havok Animation, and/or Physics. *BioShock*, *Halo 3*, *Heavenly Sword*, *Assassin's Creed*, *Half-Life 2 (The Orange Box)*.

Half-Life 2 and *BioShock* featured telekinetic abilities, turning the game's powerful physics into a powerful weapon, and both Havok Physics-powered titles became some of the most critically acclaimed games of all time (Coincidence? We think not...)

2009

OCTOBER
Uncharted 2: Among Thieves is released, which uses Havok Animation and Physics, and earns universal critical acclaim - Metacritic score of 96.

2011

Havok Vision Engine was introduced with the acquisition of Trinigy.

JANUARY
Superman's cape in DC Universe Online utilizes Havok Cloth.

APRIL
Valve Software releases *Portal 2*, which utilizes Havok Physics.

JULY
EA releases *Battlefield 3*, utilizing Havok Physics and Destruction.

NOVEMBER
The Elder Scrolls V: Skyrim is released and makes use of Havok Physics, Animation and Behavior. (It was a really good year)
Havok-powered titles include: *Dark Souls*, *Dead Rising 2: Off the Record*, *Tekken Tag Tournament 2*, *Uncharted 3: Drake's Deception*, *Ni no Kuni: Wrath of the White Witch*, *Dead Space 2*, *LA Noire* and *Need for Speed: The Run*.

2013

Next Generation Havok Physics was released with optimizations for next gen consoles. Havok won its fifth Game Developer Front Line awards in a row (6 overall!).

The Last of Us is released, making use of Havok Physics, Animation, and Destruction. More than 55 titles are released using Havok Technology.

DmC: Devil May Cry, *Dead Space 3*, *Saints Row IV*, *Pro Evolution Soccer 2014*, *Beyond: Two Souls*, *Assassin's Creed IV: Black Flag*, *Battlefield 4* and *Killzone: Shadow Fall*.

2015

Havok's 15th anniversary continues at GDC 2015, our 15th year exhibiting at the show!
Havok will continue to change the way games are made with an all new product.

1996

Members of a graphics research group at Trinity College in Dublin, Ireland begin a project to recreate crystal glass rendering.

1999

The group changes their name to "Havok," in part as an ode to one of the team member's favorite superheroes. Later that year, the company makes its commercial debut at GDC 1999.

2003

20 titles are released featuring Havok Physics technology
Max Payne 2: The Fall of Max Payne from Take 2 featuring advanced ragdoll physics. *Second Life* became the first Massively Multiplayer Online game to use Havok Physics, adding further realism into the virtual world.

2006

Havok Behavior was released. More than 45 titles are released using Havok Animation, and/or Physics. *Elder Scrolls IV: Oblivion*, *Just Cause*, *Saints Row*, *Tom Clancy's Splinter Cell Double Agent*, *F.E.A.R.*

2008

The Academy of Television, Arts & Sciences awards Havok the Technology & Engineering prize at the 59th Annual Emmy Awards for the development of advanced physics engines. *Havok Cloth* was released.

OCTOBER
Fallout 3 is released, making use of Havok Physics and Animation. *Dead Space* is released, making use of Havok Physics, with telekinesis as a primary weapon.

2010

Havok Script was introduced with the acquisition of Kore.

StarCraft II: Wings of Liberty is released, utilizing Havok Physics, bringing another level of realism to one of the defining real-time strategy games.

2012

Halo 4 is released, which utilizes Havok Animation, Physics and AI.
Call of Duty: Black Ops 2 is released, which utilizes Havok Script and goes on to become the top selling title of the year.

DECEMBER
Ubisoft releases *Far Cry 3*, utilizing Havok Animation and Physics and features large sandbox environment.

2014

Havok technology appears in some of the biggest titles of the year:
Dark Souls II, *inFamous: Second Son*, *Watch Dogs*, *Destiny*, *Alien: Isolation*, *The Evil Within*, *Sunset Overdrive*, *Assassin's Creed Unity*, *Dragon Age: Inquisition*, *Far Cry 4*.

ON ITS 15TH ANNIVERSARY, THE COMPANY NOW EMPLOYS OVER 100 PEOPLE IN OFFICES IN DUBLIN, SAN FRANCISCO, SEOUL, TOKYO, SHANGHAI AND GERMANY.

London Racer; Max Payne 2: The Fall of Max Payne; Second Life; Halo 2: Lord of the Rings Online; The Elder Scrolls IV: Oblivion; Just Cause; Saints Row; Tom Clancy's Splinter Cell Double Agent; F.E.A.R.; BioShock; Halo 3; Heavenly Sword; Assassin's Creed; Half-Life 2 The Orange Box; Fallout 3; Dead Space; Uncharted 2: Among Thieves; StarCraft II: Wings of Liberty; Portal 2; Battlefield 3; The Elder Scrolls V: Skyrim; Dark Souls; Dead Rising 2: Off the Record; Tekken Tag Tournament 2; Uncharted 3: Drake's Deception; Ni no Kuni: Wrath of the White Witch; Dead Space 2; LA Noire; Need for Speed: The Run; Halo 4; Call of Duty: Black Ops 2; Far Cry 3; The Last of Us; DmC: Devil May Cry; Dead Space 3; Saints Row IV; Pro Evolution Soccer 2014; Beyond: Two Souls; Assassin's Creed IV: Black Flag; Battlefield 4 and Killzone: Shadow Fall; Dark Souls II; inFamous: Second Son; Watch Dogs; Destiny; Alien: Isolation; The Evil Within; Sunset Overdrive; Assassin's Creed Unity; Dragon Age: Inquisition; Far Cry 4 are all property of their respective owners and used with permission. ©Copyright 1999-2014 Havok.com, Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details