TOTAL TITLES

USING HAVOK TECHNOLOGY





RELEASED IN 2000



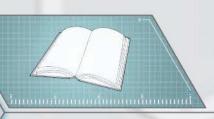




PLATFORMS THAT USE

TOTAL PUBLISHERS WHO HAVE HAVOK TECHNOLOGY USED HAVOK TECHNOLOGY





RELEASED IN 2014

1997 ..

The project shifts to the simulation

of physics in educational games.

The first title with Havok technology is released, London Racer utilized Physics

Havok acquires Ipion Software, which is

licensed by Valve for use in the upcoming

technology for collision debris.

21 titles are released using Havok technology.

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

•• 1999

.. 2005

More than 45 titles are released using Havok

Elder Scrolls IV: Oblivion, Just Cause, Saints Row,

Tom Clancy's Splinter Cell Double Agent, F.E.A.R.

.. 1996







2000 ..

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.



havisk





Halo 2, Lord of the Rings Online.

Half-Life 2.

JUNE

2004 ..

.. 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



OBLIVION

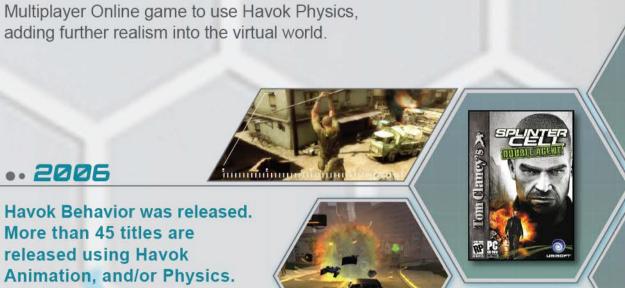




2007 ..

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...)







Falleut 3





2009 ..

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



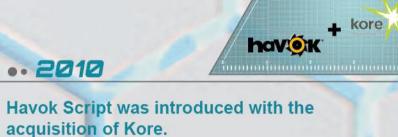
Emmy Awards for the development of advanced physics engines. Havok Cloth was released. OCTOBER

telekinesis as a primary weapon.



Fallout 3 is released, making use of Havok Physics and Animation.

Dead Space is released, making use of Havok Physics, with



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





NETTO KUNI WANTE TO WHITE WITE



gamedeveloper

havok'

TRINIGY

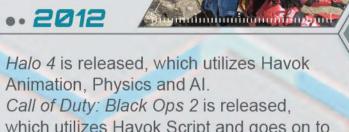
Havok Vision Engine was introduced with the acquisition of Trinigy. JANUARY Superman's cape in DC Universe Online utilizes Havok Cloth.

2011 ..

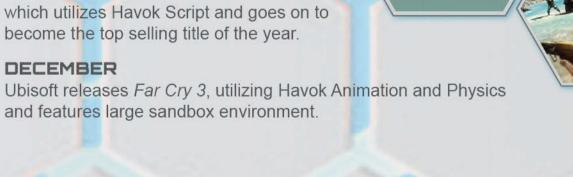
Valve Software releases Portal 2, which utilizes Havok Physics. JULY

EA releases Battlefield 3, utilizing Havok Physics and Destruction. NOVEMBER The Elder Scrolls V: Skyrim is released and Behavior. (It was a really good year)

makes use of Havok Physics, Animation and 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.



which utilizes Havok Script and goes on to become the top selling title of the year. DECEMBER







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,

2013 ..

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,

Black Flag, Battlefield 4 and

Beyond: Two Souls, Assassin's Creed IV:

Killzone: Shadow Fall.

.. 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.



INQUISITION





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.



THE COMPANY NOW EMPLOYS OVER 100 PEOPLE IN OFFICES IN DUBLIN, SAN FRANCISCO, SEOUL, TOKYO, SHANGHAI AND GERMANY.

ON ITS 15TH ANNIVERSARY,



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