

WildTangent Launches New Web Driver™ 2.0 SDK

Consumers download less than one MB to access leading-edge entertainment content.

Redmond, WA, March 20, 2001 - WildTangent announced today the release of its new Web Driver SDK, version 2.0 to enable developers to create content for the recently released Web Driver 2.0. Web, game and interactive media developers will receive more training, educational tools and additional key features with this SDK than ever before. The Web Driver SDK (software development kit), a powerful creation and editing program, provides everything the developer needs to make interactive 2D and 3D content in a Web browser, and it's free. End users download less than one MB for the Web Driver plug-in, allowing developers to distribute their content across a broad user base. By interfacing directly to DirectX, the Web Driver provides unprecedented performance on a Web page, allowing the creation of faster, richer, more interactive content. All information can be found in WildTangent's Developer Central section at www.wildtangent.com.

"WildTangent's Web Driver SDK, 2.0 enables developers to create a class of applications previously unheard of," said Alex St. John, WildTangent's co-founder and CEO. "By providing a means to create CD-ROM quality content in just a few months, developers have more access to new business and economic models than ever imagined."

Key features

- Optimized 3D hardware support across the full gamut of video cards
- Automatic streaming and management of assets and resources; including but not limited to sound, geometry, animation, textures and custom data
- Comprehensive texture support including animated procedurals, multiple layers and reflection/refraction mapping techniques
- Mirrors and portals
- Smooth skin character animation with animation blending, real time progressive LOD, scriptable access to bone hierarchy
- Import complex characters from multiple packages such as 3dsmax
- Scalable LOD for collision from bounding volume to polygon accuracy
- Efficient resource manager to allow for sharing and instancing
- Today's industry leading developers have announced their support and endorsement for this next generation of WildTangent's technology.

Chris Gibbin, DNA STUDIO "WildTangent gives us the ability to broaden the appeal of online entertainment we create and add a new level of interactivity, that is engaging to our audiences," said Chris Gibbin, COO of DNA Studio.

Willie Marcis, WarCry Corp. "WildTangent's Web Driver 2.0 makes it possible for the independent developer to create high-end online games on a tight budget," said Willie Macris, VP of Development for WarCry Corp. "Not dealing with the monetary constraints of typical game development has allowed us to focus on the fun part...creating and building content."

Wyeth Ridgway, Leviathan Games "The 2.0 SDK improves the Web Driver across the board: performance, compatibility, development tools and features," said Wyeth Ridgway of Leviathan Games. "The WildTangent Web Driver is the best 3D browser technology on the market, hands down."

Tomer Bar-Shlomo, Web Developer for Hilala, Israel "If someone would have told me that I could create 3D games and applications using Java and JavaScript, without having a degree in physics or math, I would have been skeptical, said Web developer Tomer Bar-Shlomo, Web Developer for Hilala. "After using WildTangent for about three months and developing a sophisticated 3D e-commerce application, I know it can be done."

Additional elements of WildTangent's new Web Driver 2.0 SDK include more tutorials, how-to's, templates and a wide range of demonstrations. Tutorials include making a JavaScript game, joysticks and a walk through code. The 'how-to' section dives into sky mapping, terrain with patches, using cookies to store client-side data and heads up displays (HUD). The new SDK integrates with virtually all scripting or programming languages; such as Java, JS, VB, Vbscript, Python, etc. Other features in version 2.0 include scriptable access to mouse, keyboard and joystick inputs, full actor support and BSP levels that provide development of world environments.