



National Centre for Computer Animation

The Victory! Game Engine



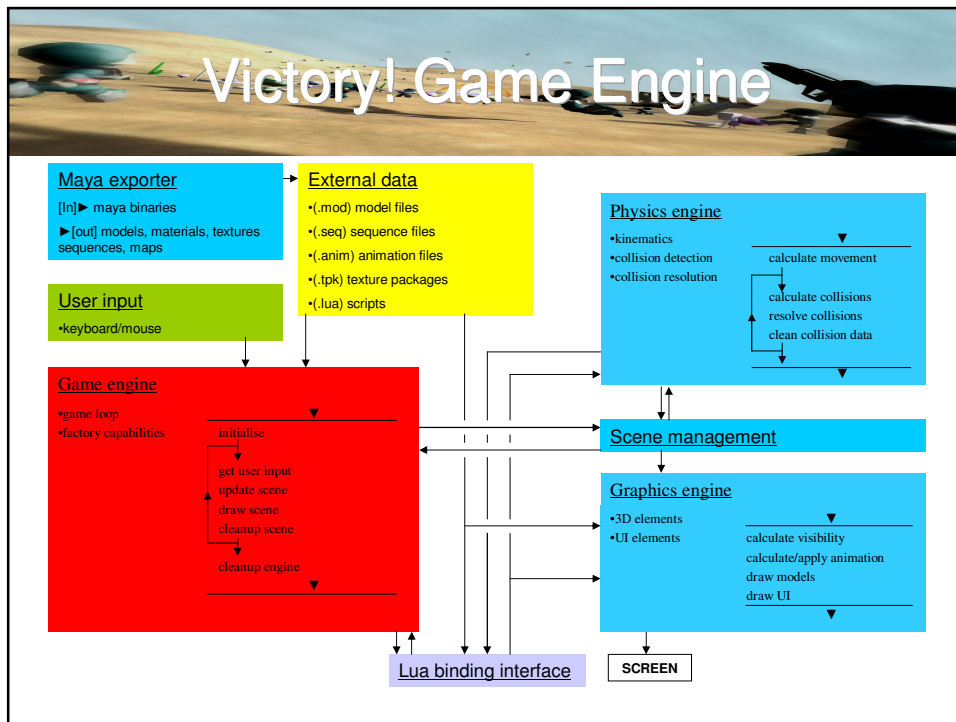
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Features:

- non-linear animation system
- node-based architecture (*runtime inheritance/extendibility*)
- scripting using Lua (*for all aspects of the engine*)
- rendering using OpenGL API and NVIDIA's Cg



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Tools:

- check & correct geometry in Maya
- generate collision primitives in Maya
- command line exporter for Maya (*models, collision primitives, animation sequences, texture packages*)

The screenshot shows a 3D environment with a character model. The character is surrounded by a complex arrangement of white spheres and lines, representing collision primitives used for physics simulation. The interface includes a hierarchy panel on the left and a console/output window on the right.



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download the demo from <http://ncca.bournemouth.ac.uk>