

1 September 2005

By: Andrei Boghiu, Video and PC Games Editor



Omikron 2 Will Use Quantic Dream's AGEIA PhysX Processor

The sequel to the game will be released in 2007

Quantic Dream finalised the initial design and documents for Omikron 2, and announced that they will take maximum advantage of the AGEIA PhysX Processor. The first two companies that used this modern next generation technology were Mythic and Digital Jesters. One famous game taking advantage of it is Indigo Prophecy."Real-time interactive physics enabled by the AGEIA PhysX processor provides a whole new dimension to the entirely real-time 3D world that we are developing for KARMA" says Guillaume de Fondaumière, COO Quantic Dream"The AGEIA PhysX SDK has enabled us to add pervasive physical interactivity to environments, effects and even gameplay for players of KARMA, especially those who have PCs equipped with the AGEIA PhysX processor" So, as a bottom line, using PCs equipped with the AGEIA PhysX processor, players will experience intense hyper-realism as they interact with the environment, fight with hands or feet, use weapons, drive air-cushion vehicles and reincarnate.