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[Unreal Engine 3 Deals and New IPP Member](#)

New game and new IPP made by Epic

The **Unreal** Engine 3 is one of the most wanted engines by the game developers, if not top of the list. One of the reasons is that Epic keeps improving it and adds sweet **features** to make games built on the engine more enjoyable. For instance, they have signed a deal with Natural Motion to incorporate "morpheme", an animation engine that builds on the existing UE3 character system by offering unique features for constructing very complex animation setups. Like other components of UE3, morpheme's existing animation nodes can be extended to provide game-specific functions and the future feature sets developed by NaturalMotion will be incorporated into UE3 according to the deal. "Unreal Engine 3 is already an inspired game design platform, offering much of the bleeding edge technology developers need," said Torsten Reil, CEO of NaturalMotion. "By adding morpheme to Epic's suite, more studios will be able to take advantage of NaturalMotion's pioneering animation technology, allowing for a whole new generation of games with astonishingly realistic characters and animations." One of the first companies to take advantage of this newly implemented morpheme will be Devroot Studio, since it has just licensed the Unreal Engine 3 from Epic for an unannounced title codenamed "BK Project". It will most likely be a MMO game, since the company is a dedicated online game developer, known in the Korean market for its massively multiplayer online role-playing game (MMORPG) "Shaiya: Light and Darkness". Still, these are nothing but assumptions, but we are sure some official infos will pop up soon. "Over the past six months, we have researched lots of game engines for our next project," said Jeon Min-Uk, product director of Devroot Studio and chief technical officer of SONOV. "And now, we proudly announce that Unreal Engine 3 is the most flexible and capable engine, and we believe it will enable us to fully harness our creativity while developing BK Project."