

Intel to Acquire Havok. Leader in Physics for Gaming and VFXs

Havok Technology was Used in Movies as the Matrix, Troy or Games as Lost Planet

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Intel Corporation announced it has signed a definitive agreement to acquire Havok Inc., a leader provider of interactive software and services used by digital media creators in the game and movie industries. Havok will become a wholly owned subsidiary of Intel.

The acquisition will enable developers in the digital animation and game communities to take advantage of Intel's innovation and technology leadership in the creation of digital media.

"Havok is a proven leader in physics technology for gaming and digital content, and will become a key element of Intel's visual computing and graphics efforts," said Renee J. James, vice president and general manager of Intel's Software and Solutions Group. "Havok will operate its business as usual, which will allow them to continue developing products that are offered across all platforms in the industry."

Havok's modular suite of software development tools is used by game and digital animation creators to build realistic video games for all types of hardware and digitally animated movies. The company's combination of superior technology and dedication to customers has led to its technology being used in more than 150 of the world's best-known game titles, including "BioShock," "Stranglehold," "Halo 2," "Half Life 2," "The Elder Scrolls IV: Oblivion," "Crackdown," "Lost Planet: Extreme Condition," "MotorStorm" and "Harry Potter and the Order of the Phoenix." In addition, Havok products have been used to create special effects in movies such as "Poseidon," "The Matrix," "Troy," "Kingdom of Heaven" and "Charlie and the Chocolate Factory."

"This is a great fit for Havok products, customers and employees," said Havok CEO David O'Meara. "Intel's scale of technology investment and customer reach enable Havok with opportunities to grow more quickly into new market segments with new products than we could have done organically. We believe the winning combination is Havok's technology and customer know-how with Intel's scale. I am excited to be part of this next phase of Havok's growth."

More Information at: www.intel.com and www.havok.com. Images Courtesy of Warner Bros. and Capcom.