

Nvidia Provides Physics Technology for PS3 and Wii

Mirrors Edge Video Game Trailer from EA uses PhysX

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Nvidia announced that it has signed a tools and middleware license agreement for Playstation®3 with Sony and Wii™ with Nintendo. As a result, the binary version of the Nvidia® PhysX® technology software development kit (SDK) is now available to registered PS3 developers for free download and use on the SCEI Developer Network.

The Nvidia PhysX technology software development kit SDK consists of a full featured API and robust physics engine, designed to give developers, animators, level designers, and artists unprecedented creative control over character and object physical interactions by allowing them to author and preview physics effects in real time. The continued adoption of Nvidia PhysX technology by the world's leading content developers is resulting in games that not only look as realistic as possible, but also provides gaming experiences where the world's literally come to life: environments become highly interactive with effects such as persistent debris, including shattered glass and weapons ammunition, trees that bend in the wind, and water that flows with body and force.

More Information at www.nvidia.com. Image and Video Courtesy of Electronic Arts Inc. and Nvidia Corp.