

A stylized, cartoonish illustration of a small, ornate house with a yellow light glowing from a window, set against a dark, green, textured background. The house has a blue and white patterned exterior and a small, pointed roof. A single yellow light emanates from a window on the right side. The background is a dark, green, textured surface, possibly a wall or a large rock. To the right, a vertical white pole with a blue and black patterned design is visible. The overall style is reminiscent of a video game or a stylized animation.

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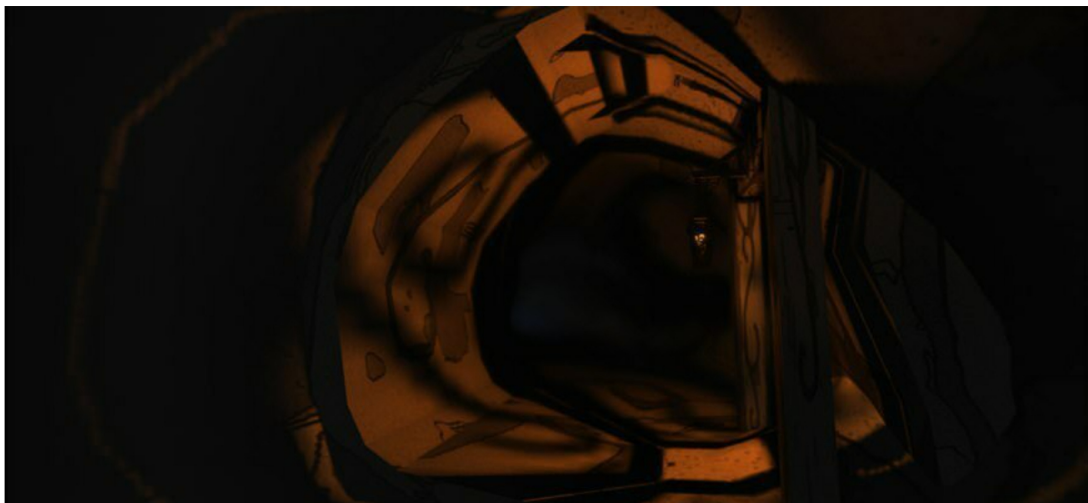
PlaySys develops a Unigine-based 3D adventure game

Mar 25, 2008

PlaySys, an Italian media and entertainment studio, bought Unigine license for its realtime projects. One of them is an adventure game "The Dreamers".



"We were developing our internal engine when we discovered Unigine, which attracted us by its complete material editor and intuitive workflow. Because of our photorealistic approach to design and architecture visualization we decided to use Unigine technologies. The great power of this middleware will let PlaySys express its creativity, thanks to the rich set of features provided by Unigine. Actually we are working not only on photorealistic visualizations, but on a cartoon-style (with sad mood) 3D adventure videogame also. This Unigine-based project is named "The Dreamers", you can find more info on our development website: d3vstudio.com", said Luca Deriu, Creative Director of PlaySys.



"The Dreamers" has great spirit, it's definitely very interesting game. Moreover, PlaySys development team has surprised us by their efficiency and competence, they've created the demo without asking us a single question. We are glad to see that our technologies can drive different types of projects, including unique ones. I suppose that "The Dreamers" will be a good example of what happens when high technology meets creativity", said Denis Shergin, CEO of Unigine Corp.





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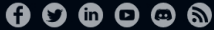
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