

## **Kuju announces new generation of technology**

12<sup>th</sup> February 2009

Guildford, Surrey, UK.

Kuju Entertainment today announced that it is making a substantial investment in its next generation of game engine technology. Code-named “Fabric”, this engine targets the offerings of all the game platform and technology manufacturers in the next couple of years, as well as supporting the competitive latter part of the cycle for the current top-specification consoles. Particular emphasis will be included for the imminent generation of massively multi-core devices.

Adrian Hawkins, Technical Director of Kuju said: “This is so much more than just building another renderer; we have been developing this engine in a fundamentally different way to previous generations of technology. Fabric enables straightforward scaling based on the number of processor cores available, and ensuring all game code is developed within a framework of granular task modeling. Our studios will make their first use of it in the second half of this year.”

Ian Baverstock, CEO of Kuju added: “Several of our studios have already started looking at the implications of the upcoming many-core technologies and it is great to be able to announce this investment into the central R&D team for the benefit of the whole group. Kuju has been around for long enough to know the importance of preparing well in advance for the major changes that new hardware can bring; we think it’s important to start preparing for the next wave now.”

### **About Kuju Entertainment**

Kuju Entertainment is a leading independent game developer on console, PC and handheld platforms. Kuju already operates seven studios globally; Kuju America, Kuju Manila, NiK NaK, doublesix, Chemistry, Headstrong and Zoë Mode. Kuju Entertainment is part of the Catalis S.E. media services group.

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