Stonetrip

Creators of ShiVa 3D

Leading 3D Game and Application Development

About Stonetrip

- Founded in 2003 by Philip Belhassen, network engineer & Nicolas Peri, gaming tech lead at Tiwak (now Ubisoft)

- Based in Sophia-Antipolis, France

- Core team of 14 people

- Focused on delivering a powerful platform for creators that makes it easier to achieve high quality in less time with the greatest compatibility

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Vision

Play anywhere at anytime with anyone with any platform

- ShiVa Editor
  - Faster production pipeline
  - Easier workflow
  - Higher quality games
  - Less people needed
  - Adaptative pipeline: full ShiVa cross-platform pipeline to full native language development

  ➢ShiVa is the glue between artist and developper
 ➢ShiVa helps to reduce the risk & cost of the production

ShiVa Engine

– Most cross-platform engine ever

  • Web browser or exectuable (Windows, Mac, Linux),
    Facebook, Wii, iPhone, iPad, Android, Palm & PSP (TBA)

– Extensible engine with SSL secure plugins

– Lightest & most compatible

  • More than 85% of all PCs) with single click plug-in

  • Demo link : http://www.youtube.com/

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Shiva engine

➢ShiVa Increases Market Potential & Adds Revenue
Streams

Increased Revenue Potential

■ Web browser ■ Wii ■ iPhone ■ iPad ■ Android ■ Palm ■ PSP

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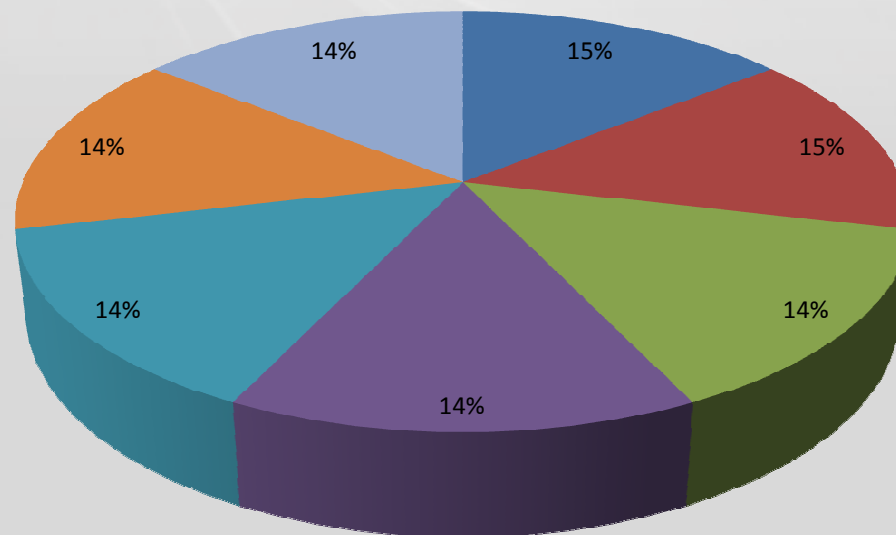
ShiVa Server

➢ Internet is multi-user

– Cross platform server

– Native inter-communication between players

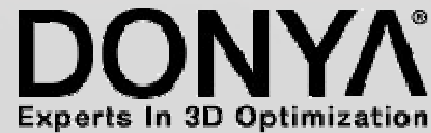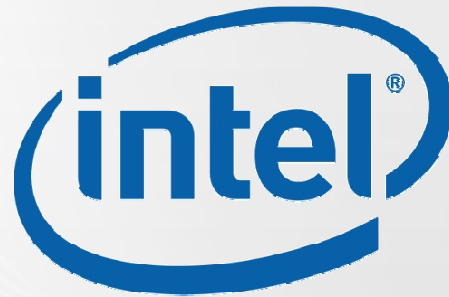– High performance & security

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ShiVa Facts

- More than 25,000 users (+12 % since March 10)

- More than 7,700 applications & 300 games have been created on the platform

- More than 100 iPhone titles

- 65% of users based in North America

- 12 M web players installed (+15% since March 10)

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Partners

www.stonetrip.com

How ShiVa 3D Works

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Stonetrip Global Solution

Developers

Users

Developers Network

Documentation
Support
Learn
Teach

ShiVa Resources

Download
Upload
Buy
Sell

IndyMotion

Share
Exchange
Show

ShiVa Editor

STK File

ShiVa Player

Service

Image

Music

Video

Game

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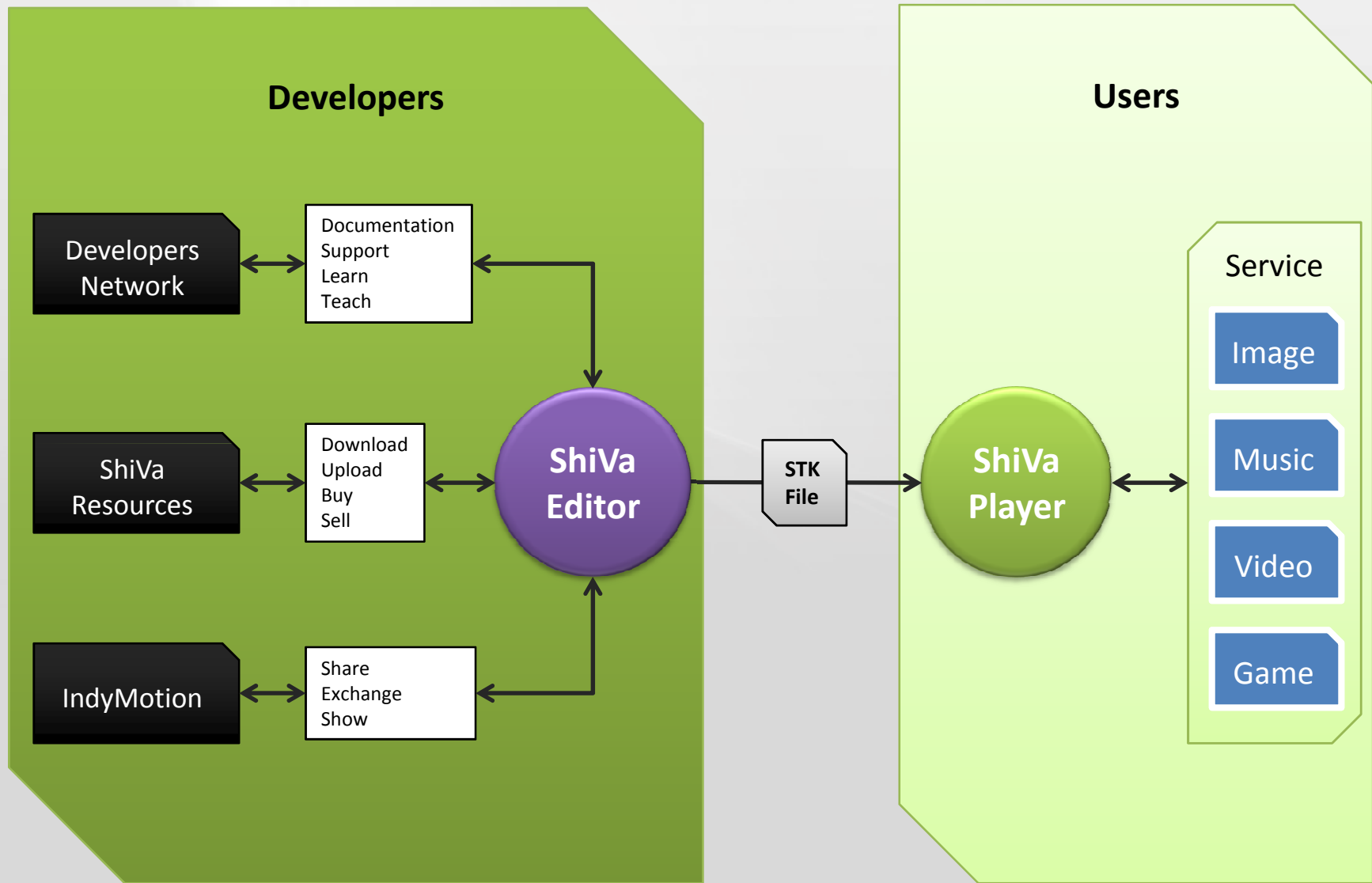
Publishing Description

StoneTrip Global Solution

ShiVa Editor

STK file

All Web Browsers
Executable
Installer
Compressed
Encrypted
Secured
Hardware Independant
Streamable
Packagable

ShiVa Player

Multi-platform Solution

PC (exe/web)

Mac (exe/web)

Linux (exe/web)

iPhone/iPod/iPad

Android

Palm

PSP

Wii

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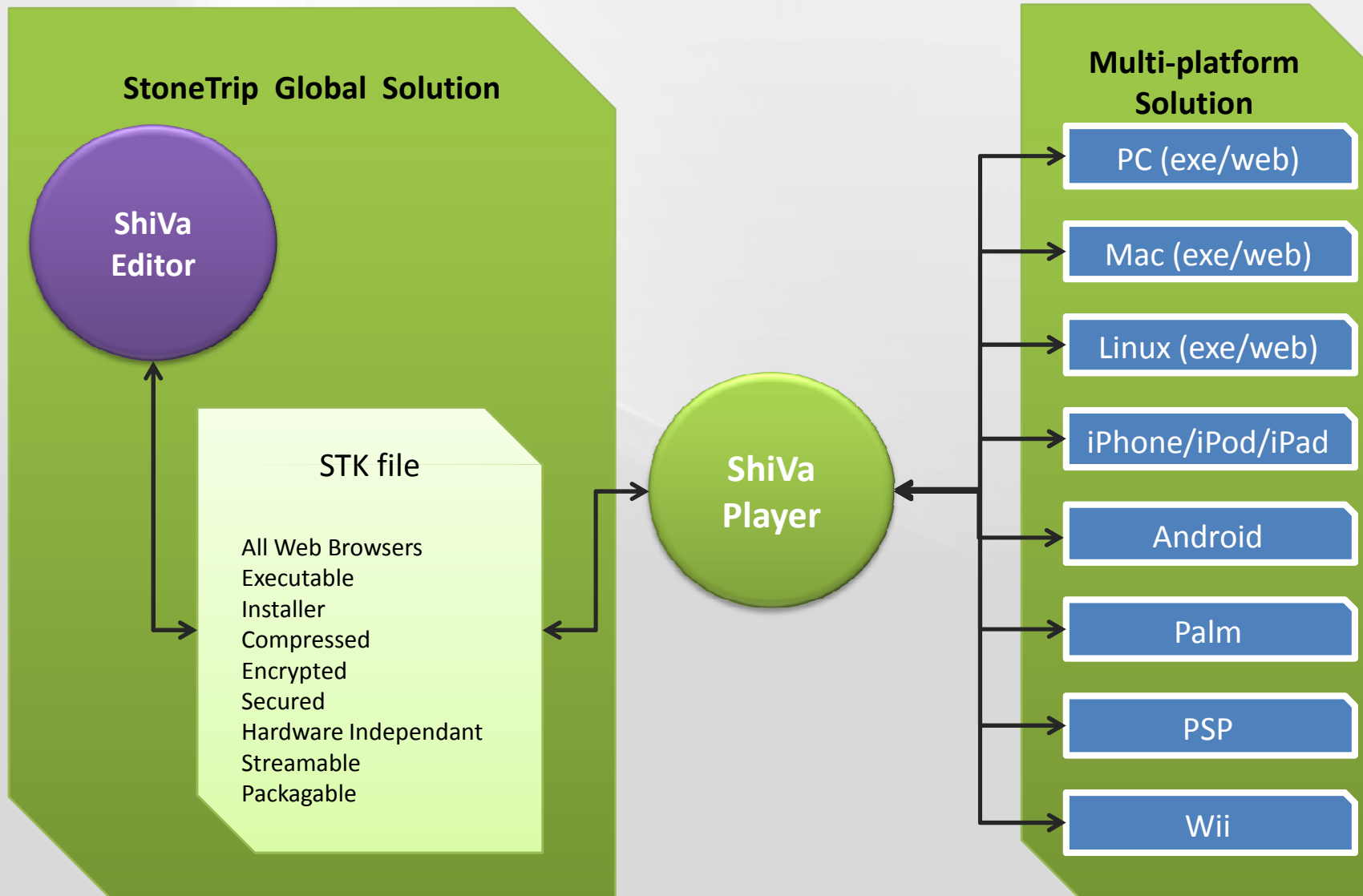
Player Technical Description

Third party

ShiVa Player

Player

Player

Player

Player

Player

Data Exchange XML

Content Stream 3D, 2D, Sound, Video

Binary Stream Internet, Ethernet, TCP/IP

Database

Web Server PHP/ASP/JSP

ShiVa Server

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Editor Description

Scene Explorer

Attribute Editor

Data Explorer

Scene Viewer

Particule Editor

Polytrail Editor

Painting Editor

Materials Editor

Script Editor

AI Model Editor

ShiVa Editor

Attribute Editor

HUD Editor

SoundBank Editor

AnimBank Editor

Exporter

Game Editor

Performance Reporter

Ambiance Editor

Log Reporter

ShiVa Player

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Editor Workflow Description

BMP | JPEG | PNG | TGA | Etc.

3DS Max

Maya

XSI

Blender

AutoCAD

Catia

Etc.

2D Content
All images and formats

3D Content
Collada, XML

ShiVa Editor

Publishing
STK file format for ShiVa 3D Player

Edition
STE file format for ShiVa Editor Import

Sound and Video
All Sound format and all Video formats

WAV | MP3 | MPG2 | MPG4 | Etc.

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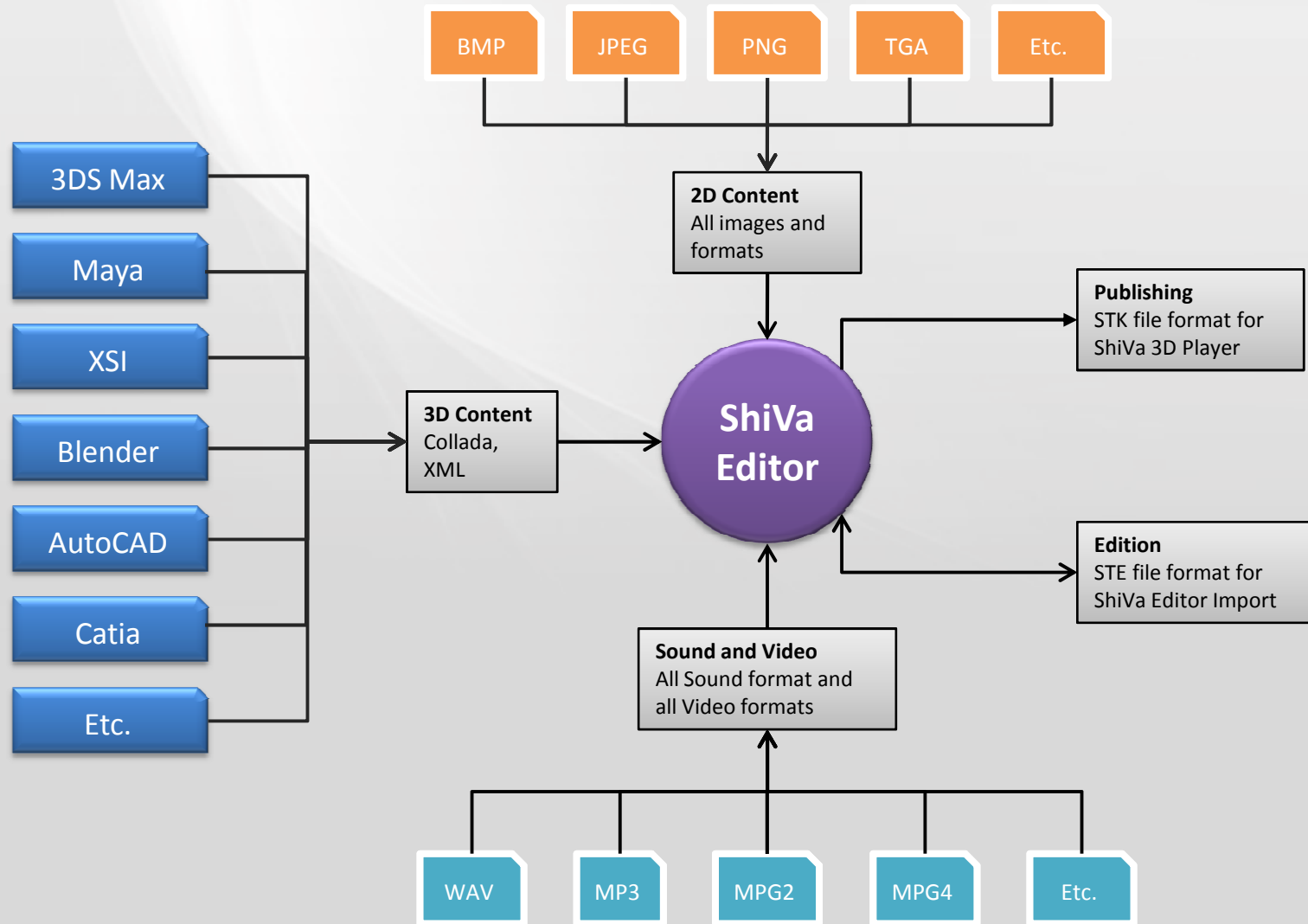
Full ShiVa Internet Publishing

System :
Windows, Mac, Linux

Web Browser :
Firefox, Chrome, Internet Explorer, Safari, Opera, etc.

Javascript event communication

Web Plugin
(xpi, ocx, dll)

ShiVa Engine

Plugins

Full ShiVa Executable Publishing

System :
Windows, Mac, Linux, Wii, PSP, iPhone/iPad, Android,Palm

Standalone executable
(exe, app, zip)

ShiVa Engine

Plugins

Custom ShiVa Publishing (SDK)

System :
Windows, Mac, Linux, Wii, PSP, iPhone/iPad, Android, Palm

Your own executable :
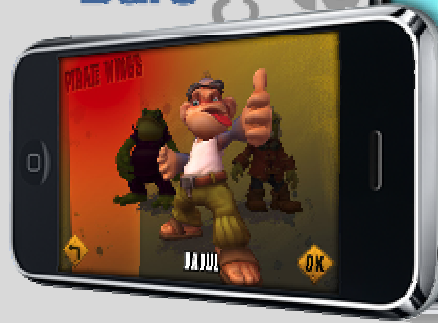Including your libraries, source code and dll.

API event communication

SDK
(dll,dylib)

ShiVa Engine

Plugins

STK File Exported from ShiVa

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ShiVa Roadmap

Current Short-term and long-term goals for ShiVa technology

3D engine development, new server features, player updates and more

- **Q3 2010**
  - PSP support announcement
  - Physics engine improvements
  - Augmented Reality
  - ~~Plugins added: physX, fmod, substance, simplygone, and others~~
- **Q4 2010**
  - Dynamic omni-directional shadows
  - Particle engine improvements
  - Dynamic sky
  - ShiVa Engine terrain dynamic layers
  - ShiVa Editor 2.0, Mac OS X and Linux editors
- **Q1 2011**
  - ShiVa Server improvement
  - ShiVa Server Graphical Administration
- **Q2 2011**
  - ShiVa Server Advanced Tools
  - More samples and frameworks
  - Dedicated module for specific runtime and editor plugins

Business Model

- ShiVa Personal Learning Edition: Free

- ShiVa Unlimited: 169€

- ShiVa Advanced: 1499€

  ➔ Per seat, for all platforms, as many titles as you want. No royalties.

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Case Study Tegra

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Embracing a New Platform

- Stonetrip met NVIDIA team and assessed the opportunity
- Tegra is powering a new generation of tablet PCs that are more powerful than iPad
- This would give ShiVa 3D developers the ability to harness the power of the processor and get more on screen
- Titles can be ported from any supported platform PC, Linux, PSP, Wii, iPhone, iPad, Android, Palm webOS

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Porting from Android to Tegra

- Minimal effort required - Tegra behaves like a desktop/laptop class GPU:
  - Support for DXT compressed textures
  - Efficient VBO support
  - Rendering is NOT tile based, and contains both early Z and early stencil rejection
  - Shader compiler works as expected

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Porting from Android to Tegra

- Time to port is really a matter of the art and ensuring the graphics look good when upscaled

- Geometry stays the same, so planning for vector graphics and larger textures is important for quality

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Stable Drivers Make Porting Easy

- As always with NVIDIA, there are no surprises
  - The drivers respect the OpenGL specifications
  - No strange behaviors
  - No unfinished/untested features
- Our engine already supported the OpenGL ES 2.0 codepath
- ShiVa 3D worked with no modifications from the very first launch of the games

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Advantages Over iPad

- One of the biggest advantages for developers is that they will have the same behavior on their computer as on the device.
  - Alpha primitives sorting will behave identically
  - Textures will use the same compression algorithm

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![ShiVa logo]

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