



## SEGA SATURN STAR FLEET

Merging the talents of the industry's top visual, audio and technical visionaries, Sega has enlisted the best of the best to stand behind its revolutionary Sega Saturn™ next-generation video game machine, the ultimate in-home entertainment system. The Sega Saturn "Star Fleet" has embarked on a mission to collectively help software developers create the best looking, best playing games that will define and articulate a powerful, exciting and completely immersive future for consumers.

### ALIAS

Alias Research, Inc., the leading supplier of high-end software creation tools for video games and interactive multimedia, brings its world-renowned 3D graphics and imaging expertise to Sega Saturn. By utilizing its complex modeling tools, game programmers can create spectacular environments, realistic characters and thrilling special effects that set a new benchmark for next-generation video games on Sega Saturn. For example, with Alias technology, 3D characters now -- for the first time -- can have realistic, soft and supple hair, never before seen on videogame characters. Other lifelike behavior in animated characters, such as smiling, speaking, running and realistic muscular control deliver the full-on gaming impact that consumers demand and expect from Sega Saturn.

### CROSS PRODUCTS/SNASM

This fast and powerful assembler written specifically for the games industry, SNASM™ gives Sega Saturn game developers more versatility in creating software on multiple platforms. For example, a PC game written in the common SNASM2 development environment can be easily reformatted for the Sega Saturn system, opening up the possibilities for cross-platform programming. SNASM2 also provides the industry standard for debugging, taking much of the guess work for programmers. Features from PC games can be transferred to video and open up the programming and graphics potential for Sega Saturn games, saving both time and money and delivering the highest quality gameplay.

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### **DUCK**

Sega Saturn's sophisticated video processors take advantage of the Duck Corporation's TrueMotion™ technology which provides unparalleled true-television quality video images. TrueMotion allows developers to incorporate high-quality video and animations without requiring consumers to buy an expensive video adapter board. Duck technology employs the industry's highest-quality video algorithm, working hand-in-hand with Sega Saturn's two Video Digital Processors (VDP) to generate character and background images simultaneously, bringing tremendous depth and perspective to gameplay.

### **HITACHI**

The foundation for Sega Saturn's revolutionary hardware, Hitachi's three microprocessors supply the "brain" of the Sega's next generation system with its advanced RISC technology. The Sega Saturn's dual Hitachi SH-2 32-bit RISC processors double the potential processing power and work in concert with the system's more specialized chips. The Hitachi SH-1 microprocessor controls Sega Saturn's CD-ROM subsystem. The Hitachi chip combination increases the speed of the game, moving software from level to level for non-stop action.

### **QSOUND**

QSound from Archer Communications takes the action beyond the screen, providing new frontiers for gameplay. Supported by Sega Saturn's powerful and sophisticated audio engine, QSound is a proprietary, patented spacial audio technology that can be best described as "electronic ventriloquism." The apparent location of sound elements (musical instruments, sound effects) can be programmed to appear anywhere in a 180 degree arc in front of the listener. The result is a far more realistic soundscape that envelops the listener in an immersive audio environment. Off-screen cues (e.g. the sounds of approaching but yet unseen enemies) add a new level of gameplay sophistication, while the creation of spectacular ambient sound effects brings the theater surround-sound experience into the home environment. QSound is readily accessible to the game designer through the advanced software creation toolkit. In gameplay, multiple individual sound elements can be interactively placed under the control of program directives and user input. The passing car in a race game can now literally roar up beside the player, the sound tracking the car forward as it appears on the screen ahead.

### **SOFTIMAGE 3D**

The official 3D development tool for Sega Saturn, Microsoft's SOFTIMAGE 3D animation software has been enhanced specifically for Sega's revolutionary new gaming platform. A collection of intuitive, integrated tools for creating, animating and rendering three-dimensional imagery, SOFTIMAGE 3D is recognized by game developers around the world for its ease of use, time-saving preview features and industry-leading motion capture technology. The motion action module lets animators capture and reproduce closely the natural motions of people and other live-action models as well as generate rich and sophisticated images -- a key requirement for Sega Saturn software. SOFTIMAGE 3D's revolutionary technology provides a creative environment in which graphics capabilities stretch beyond imagination, enabling Sega Saturn game developers to realize -- on screen -- what they visualize. Case in point -- Sega used Softimage 3D to develop games such as "Virtua Fighter™", "Daytona USA™," and more.

### **WAVEFRONT GAMEWARE**

Sega Saturn is raising the bar with graphics capabilities that take visual experiences to the next dimension. The graphics tool of choice among game developers, Gameware has tailored its software specifically for the game-authoring process, providing the special effects that set Sega Saturn software apart from the competition. Realistic 3D objects and terrain and synthetic actors with natural motion are among the stunning special effects that envelop the player in an immersive gameplay experience. With Gameware, Sega Saturn game developers can capture fluid human motion, real-time performance and high-end rendering, bringing game characters and personalities to life. Gameware allows complete control of motion by integrating forward and inverse kinematics; bringing characters to life with incredible animation technology. To animate a natural form as a character skeleton moves, Gameware incorporates a behavioral model called "Smart Skin" that can be instructed to behave according to skeletal position; clothes can be programmed to bunch up as a character flexes its arm, for example. Special effects add that extra element to a title that help it stand out from the crowd -- powerful animation tool for interactively creating realistic, natural images of physical events.

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