

Gaming company Havok collaborates with TerraSim

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Gaming industry interactive software provider Havok announced its collaboration with geospatial software developer TerraSim.

Havok, based in Dublin, Ireland, recently launched its Military & Simulation division in Quebec, Canada, offers real-time simulation of physics and destruction, tools for character animation, and navigation and scenario scripting. Pittsburgh-based TerraSim's products are widely used to support customers in defense modeling and simulation, site modeling for intelligence preparation and civil applications for 3-D visualization.

One of Havok's specialties is the ability to take real-world information and impose visual effects on top of it — notably, the ability to destroy simulated structures in a convincing visual manner, said Cory Kumm, Havok's director of Military & Simulation.

"The aspect that's not taken care of by a lot of simulators is that the environments are static," he said. For example, sometimes the best way for troops to move is to break down a fence between them and their objective, but if the virtual environment is static, they are unable to do so.

Havok's technology enables users to dynamically alter simulated structures in complex environments, and the company anticipates leveraging this technology with TerraSim's geospatial data for mission rehearsal and training.