

Notice of Agni-Flare to begin development of real-time VFX engine GANDIVA FX

Agni-Flare Co., Ltd. today we are able to celebrate 7th anniversary since its establishment on December 21, 2017.

Thanks to the extraordinary patronage and support of many people, including our clients. We will continue to work hard to provide high-speed, high-quality design.

In terms of the production environment of real-time VFX, I feel that there is need to be more innovation.

Therefore, Agni-Flare announces that we are promoting the development of VFX engine aiming at consistent real-time VFX production environment corresponding to various platforms in order to give one solution in this situation.



Name 【GANDIVA FX】

In order to facilitate expert designers, we aim to have a VFX engine that has excellent performance and can be integrated into various game engines. In addition, we are targeting not only to facilitate game FX designers but also FX designers in various visual field.

As a company with this GANDIVA FX and strength in creating quality VFX, we will strive to contribute more to your project and the industry as a whole.

■ Type of contract
Not decided

■ Release time
Around the fall of 2018

AGNI-FLARE CO., LTD.
Representative Director Takeshi Inaba

Features of GANDIVA FX

- “Native response”

- Flexible design to makes it possible to respond finely to the rendering pipeline of each company’s engine.
- SDK for Unreal Engine 4 in advance (2018).
- SDK for incorporation into Unity® in-house game engine is also available as needed.

- “Proactive effect creation environment to respond to creators’ needs”

- High scalability, full customization and node base.
- Stressless, quick confirmation, and real-time editing is possible.
- Efficient iteration and the production environment that can demonstrate the imagination of designers unlimitedly.

- “Asset library”

- Significant reduction of initial learning cost of node-based tool by providing extensive preset library.

- “Multi-platform, and corresponding to multi OS”

- The engine supports various console, mobile, PC platform.
- The tool is compatible with major OS widely used current CG production.

- “Responding to other fields such as video image production”

- After Effects® and plug-in for DCC tool will be developed.
- It will support major vertex cache and HDR image format in video image production.
- It will support each company’s physical engine (collision determination, fluid, etc.)



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GANDIVA FX
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