



**G A M E E N G I N E**

# [ Agenda ]

- Engine features and usage
- Pros
- Cons
- Future
- Questions?



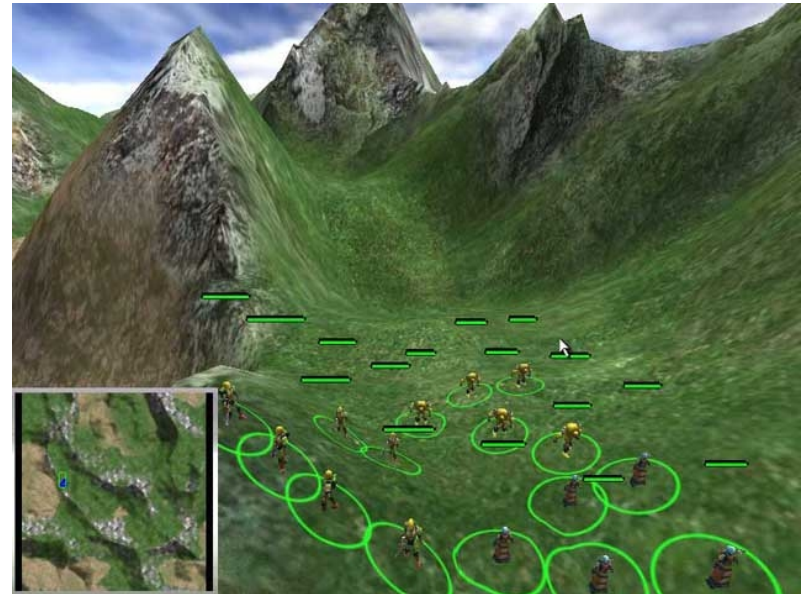
# [ Engine Features ]

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- C-like scripting
- Award winning multi-player networking
- In game editor
- Multiple platforms
- And much, much more

# [ What can I do? ]

- FPS
- RTS
- Puzzles
- MMORG
- 2D or 3D Platform



# [ Pros ]

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- Field tested
- Feature rich
- License includes complete source code
- Exporter plugins for many tools
  - 3ds max, Maya, Milkshape and more
  - Quark, Hammer and more

# [ Cons ]

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- Soon outdated
  - Limited terrain
  - No shaders
- Steep learning curve
- Non-uniform work flow

# [ Future of Torque ]

- The future of Torque is called TSE (Torque Shader engine)
  - Updated terrain
  - Vertex/Pixel Shaders
    - Procedural and your own
  - Many more improvements

# [ Why choose Torque ]

- Indie License costs \$100 USD
- Commercial license costs \$495 USD
- Large and helpful community
  - Lots of code examples
  - Many improvements and additions available at the community website
- Major improvements in the near future



# [ More information ]

- <http://www.garagegames.com>



- 3D Game Programming All in One

[ Questions ?

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Questions ?