

## Press Release

### **Artificial Technology Presents “EKI One® 2.6” at GDC 2011 in San Francisco**

**Puchheim developers team with Unity Technologies on extension of EKI One® middleware**

**Puchheim, 18 February 2011: Artificial Technology GmbH is consistently moving forward with the ongoing development of its middleware for artificial intelligence, EKI One®. The Bavarian software studio will showcase EKI One® 2.6, the latest version of its groundbreaking technology, to a professional audience at the Game Developers Conference (GDC) in San Francisco from 2 to 4 March. For the new version, Artificial Technology integrated its EKI One® middleware into the Unity 3D development platform for games and interactive 3D on the web, mobile and consoles made by US-based developer Unity Technologies. The Bavarians will present the whole palette of innovative features implemented in EKI One® 2.6 at the Unity Technologies booth (Kiosk 2, Booth 1416).**

Artificial Technology GmbH CEO Frank Gwosdz comments on the new release: “Making virtual worlds come to life – here, this vision is becoming reality. We are proud of the successful integration with Unity Technologies’ extraordinary technology. It has never been this easy to create complex, authentic worlds so fast, intuitively and cost-efficiently.”

EKI One® 2.6 seamlessly connects with Unity in the runtime environment as well as in the game design workflow. This allows developers to implement changes which are automatically applied both when running the game (runtime) and while designing in Unity (workflow). Any extensions will directly benefit Unity users, with EKI One® immediately delivering enhanced functionality for editor, web player or stand-alone applications, and for the development of server-based online worlds. In addition, Artificial Technology has improved user-friendliness in the EKI One® Configurator environment and offers wide-ranging extensions for EKI One® Server, the NPC behavior solution for online games. Like its predecessors, EKI One® 2.6 consists of four components: EKI One® Engine, the technological core of the system, EKI One® Server, the extension specifically suited for online games, and the graphical interface, EKI One® Configurator. The comprehensive services provided by EKI One® Support round out the package.

Appearing at the Game Developers Conference, Artificial Technology has chosen the world’s largest professionals-only game industry event, where the

Puchheim-based company will showcase its new product at the booth of its partner Unity Technologies (Kiosk 2, Booth 1416). Attendees can also experience EKI One<sup>®</sup> hands-on in “Albae Online”, the latest release from online game developer Hellscreen, which features Artificial’s new technology.

More details on the functionality of EKI One<sup>®</sup> 2.6 and its integration in Unity are provided in a brand-new trailer which can be viewed online at [www.youtube.com/user/ArtificialTechnology](http://www.youtube.com/user/ArtificialTechnology).

(Characters: 2,718)

#### **Information**

Additional information on EKI One<sup>®</sup> middleware and Artificial Technology GmbH is available online at [www.ekione.com](http://www.ekione.com) and [www.artificial-technology.com](http://www.artificial-technology.com).

#### **About EKI One<sup>®</sup>**

Artificial Technology GmbH is the developer and distributor of EKI One<sup>®</sup> middleware, the one-stop solution for implementing non-player character behavior in online, computer and video games. EKI One<sup>®</sup>’s modules include movement & pathfinding, perception, decision-making and planning, and fully cover the essentials of behavior control. One-of-a-kind functionality gives computer-generated characters unprecedented emotional and social intelligence. The system’s components, EKI One<sup>®</sup> Engine, EKI One<sup>®</sup> Server and the intuitive EKI One<sup>®</sup> Configurator environment, constitute a truly unique package that cuts down on costs and development time and reduces the risk and maintenance effort associated with creating a digital game.

#### **About Artificial Technology GmbH**

We bring bytes alive! Making virtual worlds bristle with artificial and emotional intelligence is Artificial Technology GmbH’s motto and fundamental vision. Established in 2007 in Puchheim (Bavaria, Germany), the company is on the cutting edge of the digital entertainment industry with its ground-breaking EKI One<sup>®</sup> technology for artificial and emotional intelligence. Artificial Technology gives developers around the world a one-stop solution to implement advanced computer game character behavior.

#### **Contact**

Artificial Technology GmbH  
Frank Gwosdz  
Dornierstraße 2  
82178 Puchheim  
Phone: +49 / 89 / 800 76 - 124  
Fax: +49 / 89 / 800 76 - 125  
[f.gwosdz@artificial-technology.com](mailto:f.gwosdz@artificial-technology.com)  
[www.artificial-technology.com](http://www.artificial-technology.com)

#### **Press Contact**

Quinke Networks  
Achim Quinke  
Bei den Mühren 70  
20457 Hamburg  
Phone: +49 / 40 / 43 09 39 49  
Fax: +49 / 40 / 43 09 39 97  
[mail@quinke.com](mailto:mail@quinke.com)  
[www.quinke.com](http://www.quinke.com)