



To create the dynamic, interactive characters in the latest installment of the legendary Prince of Persia® series, Red Orb Entertainment™ turned to the Motivate 3D game development system. "Motivate delivers the tools we need to create detailed, realtime character motion and sophisticated character logic," says Senior Producer Andrew Pedersen. "Now we can create more in less time."

Motivate's powerful runtime engines integrate seamlessly with your current technologies, providing Game AI, Motion Planning, Collision Avoidance, and Realtime "Smart" IK – features that free you to focus on character interaction and game play. From prototype to development to runtime, Motivate is your best choice for creating games that rule.

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