

# VirtualCinema

VirtualCinema® is a fast, robust, multi-platform and multimedia delivery tool developed by Greg Roach and HyperBole Studios, award-winning developers of interactive entertainment. The engine supports full-screen video, simultaneous video and audio playback, a wide variety of graphic effects, graphic animation, color cursors, and intelligent hot spots. VirtualCinema runs on Macs and Windows platforms, as well as the Sony Playstation. It is designed with an eye to the future of computer technology, and is portable to many developing brands of set-top delivery. VirtualCinema is patented and protected by both a service mark and trademark.

At its core, VirtualCinema is a proprietary software playback engine that was originally designed for interactive movies, allowing the player to become the protagonist experiencing the movie through the eyes and the mind of the central character. Now the high-performance engine is integrated with a production methodology designed around it, a seamless interface design, and a layered narrative structure. Together, they create an intuitive and immersive user-controlled "storyworld" that embraces the dramatic and emotional language of film, married with the structure of a role-playing game.

VirtualCinema has three interactive products to its credit; the latest is *The X-Files Game*, for Fox Interactive. In its fifth year of commercial use, VirtualCinema has demonstrated its flexibility as a development environment and its reliability as a delivery mechanism, offering easy installation, strong inter-operability and minimal need for technical support.

VirtualCinema is ideal for the following applications:

- Game titles with either video or 3-D
- Interactive movies
- Corporate applications
- Computer based training

VirtualCinema is extremely well-developed, designed for ease of use by a variety of skill levels and styles of product. It can lend itself to a small presentation or a full-blown commercial title. Its long-term potential is as a standard for creating interactive games and other commercial titles. A powerful development platform for both games and interactive movies, VirtualCinema is flexible enough to meet the needs of each individual product.

The 3.14 version of VirtualCinema is now available for license. The 4.0 streaming client/server version is currently in beta.

