

**CMP'S GAME DEVELOPER MAGAZINE NAMES  
2007 FRONT LINE AWARD FINALISTS**

*Tenth Annual Awards for the Year's Best Video Game Creation Tools  
Announces Top Five Finalists in Six Categories*

SAN FRANCISCO—Nov. 28, 2007—The editors of CMP's *Game Developer* Magazine have named the finalists for the 2007 Front Line Awards, the magazine's tenth annual evaluation of the year's best game-making tools in the categories of programming, art, audio, game engine, middleware, and books.

The final award winners, plus one inductee to the Front Line Awards Hall of Fame chosen for its outstanding contribution to the game development industry for five years or more, will be announced in the January 2008 issue of *Game Developer*, available to subscribers in early January.

*Game Developer's* mission for more than ten years has been to provide game developers with information, news, and articles that pertain directly to them. The Front Line Awards are an official way of recognizing one specific aspect of the industry: the tools that developers need to do their jobs.

Each year, *Game Developer* looks at the powerful lineup of new products and new releases of favorite tools, from game engines to books, and selects the top five in six different categories. After a comprehensive judging process, one winner is chosen in each category. Front Line Award recipients represent the most innovative, user-friendly, and useful products from behind the scenes of the world's best video games.

"In a year in which the industry has taken such large strides and each of the community's innovations have been so impressive, it was particularly difficult to narrow the field down to the five leaders in each category," said Simon Carless, publisher and editorial director of *Game Developer*. "*Game Developer* heartily congratulates all of the deserving finalists for the Front Line Awards."

The finalists for the 2007 *Game Developer* Front Line Awards are:

### **ENGINES**

CryEngine 2, Crytek  
Gamebryo 2.3, Emergent  
Hero Engine, Simutronics Corporation  
Unreal Engine 3, Epic  
Vision Game Engine, Trinigy GmbH

### **BOOKS**

Game Design: From Blue Sky to Green Light, Deborah Todd, AK Peters  
Game Writing Handbook, Rafael Chandler, Charles River Media  
GPU Gems 3, ed. Hubert Nguyen, Addison-Wesley Professional  
Second Person, ed. Pat Harrigan and Noah Wardrip-Fruin, MIT Press  
XNA Unleashed, Chad Carter, Sams

### **MIDDLEWARE**

Euphoria, Natural Motion  
Gameface Studio, Anark  
Havok Complete, Havok  
Kynapse, Kynogon  
PathEngine SDK, PathEngine

### **PROGRAMMING/PRODUCTION**

Hansoft 5.0, Hansoft AB  
NVIDIA PerfHUD 5, NVIDIA Corporation  
Perforce 2007.2, Perforce Software  
ReplayDIRECTOR, Replay Solutions  
XNA Game Studio Express, Microsoft

### **ART**

3ds Max 9, Autodesk  
modo 301, Luxology  
Mudbox 1.06, Autodesk/Skymatter  
Softimage XSI 6.01, Softimage  
Zbrush 3.1, Pixologic

### **AUDIO**

Fmod, Firelight Technologies Pty, Ltd.  
Miles Sound System, RAD Game Tools, Inc.  
Vivox Precision Audio, Vivox, Inc.  
Voice-O-Matic, Di-O-Matic, Inc.  
Wwise 2007.2, Audiokinetic

### **About *Game Developer* ([www.gdmag.com](http://www.gdmag.com))**

*Game Developer*, the print publication written specifically for creators of entertainment software, provides technical and industry information to over 35,000 professional game developers. Each month, industry leaders and game development experts share technical solutions, review new products, and discuss strategies for creating innovative, successful games. *Game Developer*

features articles written by professional game developers on cutting-edge game development techniques in the areas of graphics and AI programming, audio design and engineering, art and animation, QA/testing, game design, and project management.

**About the CMP Game Group ([www.cmpgame.com](http://www.cmpgame.com))**

The CMP Game Group, a division of CMP ([www.cmp.com](http://www.cmp.com)), delivers essential information and enables community within the game industry through events, services, and media. The group's flagship products include the world-leading Game Developers Conference® and the Webby Award-winning Gamasutra.com. For more information, please visit [www.cmpgame.com](http://www.cmpgame.com).

**About CMP**

CMP (<http://www.cmp.com/>) is a media and marketing solutions company serving the technology industry. With the leading online, event and print brands in all technology market categories, and with services and tools that reach beyond traditional advertising, CMP shapes and influences the technology industry worldwide. CMP publishes highly respected media brands such as TechWeb, InformationWeek, ChannelWeb, CRN, EE Times and TechOnline; produces major industry events such as Interop, Web 2.0 Expo, XChange, Game Developer Conference and the Embedded Systems Conferences; and provides business information and marketing services such as the International Customer Management Institute, Semiconductor Insights and Second Life consulting for technology marketers. CMP is a subsidiary of United Business Media (<http://www.unitedbusinessmedia.com/>), a global provider of news distribution and specialist information services with a market capitalization of more than \$3 billion. For more CMP news, go to [cmp.com/news](http://cmp.com/news)

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