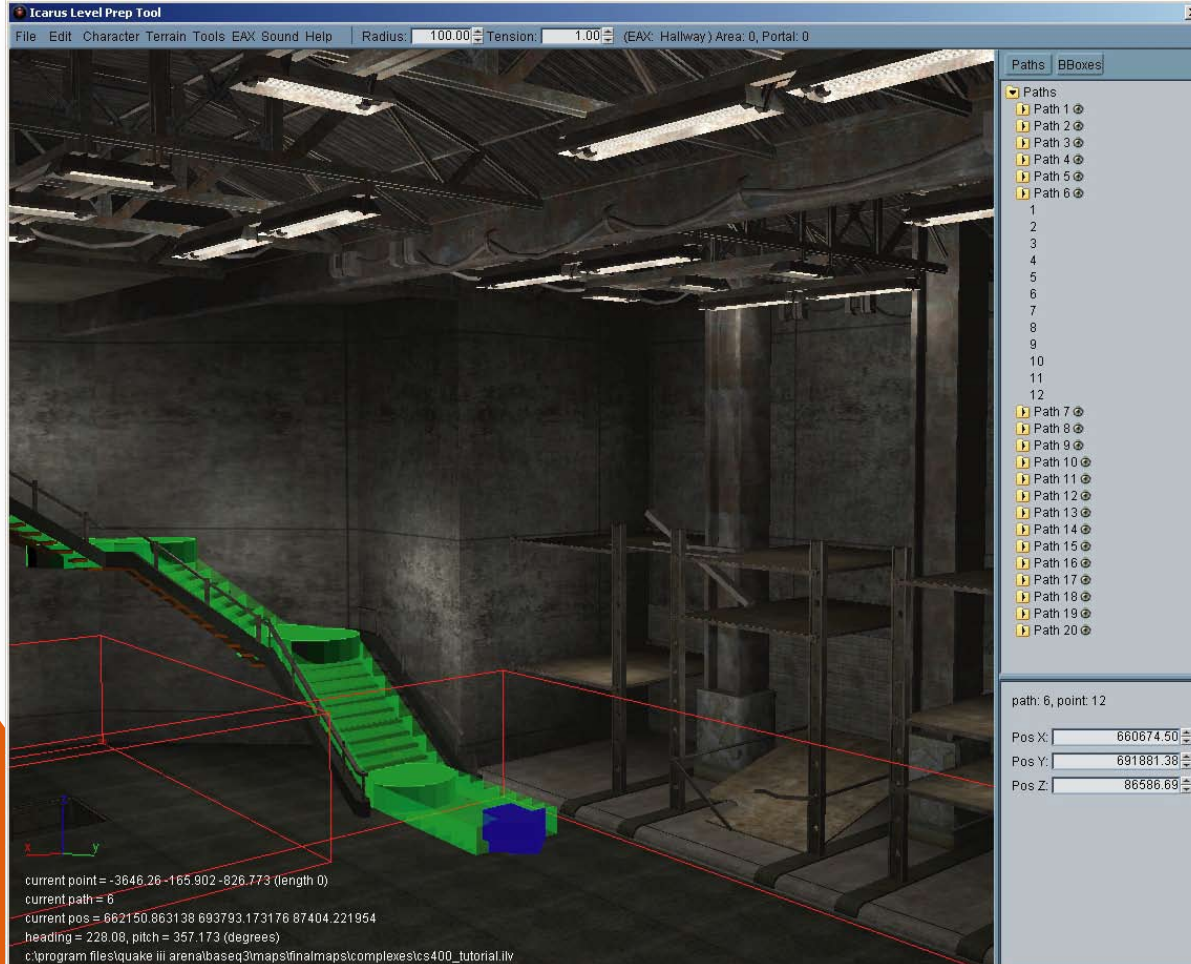


ICARUS LEVEL PREP™ TOOL

PREP INTERIOR SPACES



Select Icarus Level Prep™ Features:

- View various lighting conditions
- Drag and drop functionality when decorating levels
- Once a level is prepped it can be easily reused in other areas
- Parameters such as triggerable doors can be set within a level
- Paths for NPCs to walk can be easily created
- Real time testing of collision volume and paths
- Bounding boxes allow NPCs to walk around at random within the volume of the box
- 1st and 3rd person level testing capacity to see how characters move in a level
- Populating levels with different object arrangements

The Icarus Level Prep™ tool allows interior spaces to be prepared complete with furnishings, paths, and navigational areas as a single reusable level. The level becomes an easily placed modular building block that can be combined with other levels to create massive interior spaces. While the work of preparing a level is done from a 3rd person perspective, Icarus Level Prep™ allows the user to go into the level as a character and get an in-world perspective on it. Thus the functionality of a level can be tested without having to load it into the virtual world. Levels created with Icarus Level Prep™ can have integrated pathing data, allowing NPCs (non-player characters) to navigate it without collision problems. This tool enables a number of pre-built level templates to be constructed, which can then be used together to quickly create large adventuring areas that are ready to be populated with NPCs. Using Icarus Level Prep™, entire adventuring areas can be created with a minimum of effort.