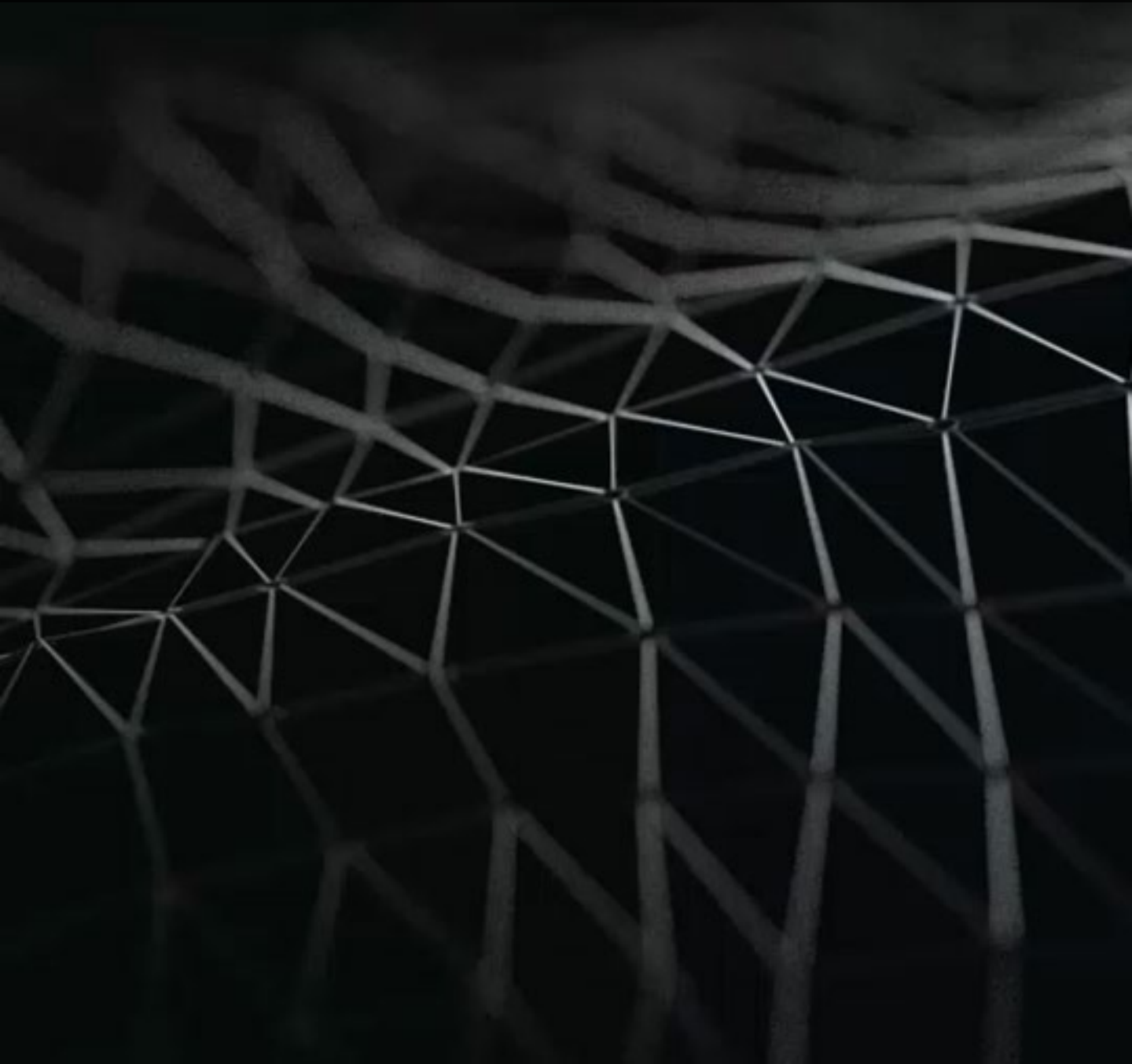




HAVOK Cloth



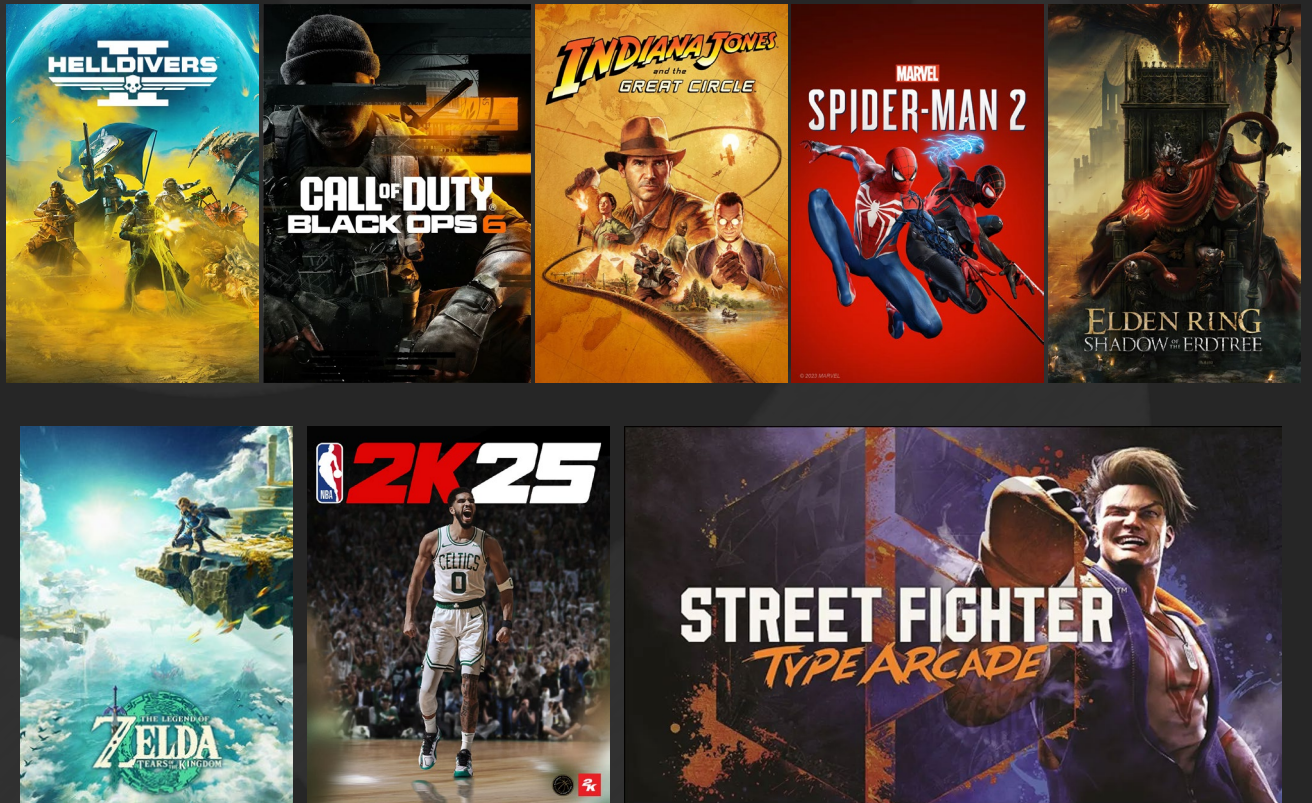
Product Overview

Havok Cloth is a complete cloth simulation solution providing you with fine grain artistic control to minimize performance cost and maximize the fidelity and robustness of your cloth assets.

Our toolchain caters to a wide range of use case setups ranging from simple in-game environmental cloth to high fidelity character clothing suitable for cinematics. The Havok Cloth toolchain is highly customizable allowing you to build custom wizards to streamline asset creation and scriptable making it easy to integrate with your own asset pipeline.

The Havok Cloth runtime provides a robust and high-performance simulation on PC, console, and mobile platforms. We offer support materials and expertise to get you up to speed and getting the most out of Havok Cloth for your game.

Examples of games powered by Havok Cloth



Full Artistic Control

Create a wide variety of asset types: Havok Cloth gives you full control over your cloth simulation allowing you to create high-fidelity or uniquely stylized assets depending on your game needs.

Simulate at smooth framerates across all targets: You can tweak assets down to the individual vertices for behavior and performance. Combined with LOD setups and automatic LOD transitions you can quickly create assets that run smoothly on high-end PCs and low spec console or mobile platforms.

Utilize Wizards: We provide wizards to simplify the cloth creation process, including, but not limited to: Layered Cloth Wizard and Attachments Wizard.

Prevent popping artifacts: Prime cloth simulation to prevent popping artifacts when teleporting characters during cinematics or at game start.

Flexible Asset Pipeline

Extendible Setup Tool: Create custom wizards to streamline creation of topologically similar assets.

Scriptable Cloth setups: Automate cloth setups using C# scripting.

Full source: Get access to all source code of the Cloth Setup Tool and runtime, allowing you to customize or transparently integrate into your own tools.

Immersive Worlds

Character Customization: Leverage a single cloth asset for characters of varying scale. This reduces the number of assets you have to create and enables character customization by the players.

Rigid Attachments: Add secondary motion to characters through accessories, equipment, or decorations simulated as rigid attachments.

Cloth – Landscape collisions: Collide character cloth and environmental cloth setups with the level landscape and dynamically simulated physics objects.

Layered Cloth: Create clothing setups with multiple layers without the cost of full cloth-cloth collision detection.

Local simulation support: Simulate cloth far away from the origin by offsetting the simulation space.

Artifact Resolution

Pinch detection: Detect and resolve situations where cloth assets are pinched or pushed into static geometry.

Collision sidedness: Resolve Cloth assets becoming stuck inside characters by defining collidable sides.

Selective Collisions: Allow cloth assets to temporarily ignore collisions to recover to expected behavior.