Adobe® Flash® Player & AlternativaPlatform: *Tanki Online*

Command and conquer

You don't have to join the military to be a military mastermind. Fans of *Tanki Online* can put their military mastery to the test in real time, using an array of tank ammunition and maneuvers to compete online with players from around the world. Created by AlternativaPlatform, *Tanki Online* is a free 3D-action multiplayer game available for Internet-connected desktops and challenges players to outthink and outmaneuver their opponents. Today, more than four million people worldwide challenge their friends on the virtual battlefield, matching wits and strategies to maneuver their tanks to victory.

AlternativaPlatform is a technology company that also makes games, offering high-performance technologies built entirely on the Adobe Flash Platform to power unique, dynamic, and engaging online games. To enhance gameplay and deliver even more immersive 3D action games to the broadest audience, the release of *Tanki 2*—the follow up to the popular *Tanki Online*—will take advantage of the 2D and 3D rendering support from the new Stage3D APIs available in Flash Player 11. The Alternative3D engine is build on top of Stage 3D and is free to use for all developers.

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> **Anton Volkov, CTO, AlternativaPlatform**

Real 3D

Alexandr Karpovich, CEO at AlternativaPlatform, leads a team of 40 developers that uses Adobe Creative Suite® 5 Master Collection components and Adobe Flash Builder™, to render finely detailed 3D geometry and animation for each game element. In addition, Adobe texture storage format files offer the ability to compress data and optimize video card capacity for a seamless gaming experience. Game engineers use the Adobe Flash Platform to create hardware-accelerated graphics that offer 3D elements with differing geometry and levels of detail such as opacity, glossiness, and other effects—captivating players' attention with graphics and gameplay reminiscent of games on popular game consoles.

With Stage 3D, developers can program shaders for displaying models, set unique parameters to surfaces, and use graphics processing unit (GPU) power to calculate animation math to bring a more realistic visual appearance to 3D games and applications. "Adobe Flash Player 11 provides unique functionality,

including Stage 3D and native 64-bit support and asynchronous bitmap decoding, to allow us to leverage both 2D and 3D components for the best gaming experience possible," says Anton Volkov, CTO. "Now, we can make game images sharper, shinier, and more realistic for a richer experience than traditional online games. It will keep players coming back time and time again."

Results

· Leveraged 2D and 3D game elements for more realistic imagery and smooth gameplay
· Accelerated graphics and animation development with Stage 3D
· Optimized video capabilities for consistent, fast, and responsive gameplay
· Adapted to changing demands in market quickly to deliver console-quality game online

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