

Larian Studios licenses Meqon

Larian Studios has chosen Meqon to provide its future next-generation games with realistic dynamics and physics.

Meqon is praised by Larian Studios' developers for its ease of use, stability, flexibility and performance. Thanks to Meqon, projects at Larian Studios can look forward to ragdolls, liquid surfaces, rigid bodies, lifelike explosions, and overall enhancements in animation.

Kenzo ter Elst, engine developer responsible for the physics integration, elaborates: "It is absolutely exciting to see how effortless you can turn a static world you've been working on into something so dynamic. Amazing how Meqon really makes a difference!"

With acquiring Meqon, the creators of the acclaimed Divinity Universe make further investments in fulfilling its mission of creating living, breathing worlds. Other steps towards this goal have been announced earlier, when Larian Studios made public its licensing of SpeedTree and Gamebryo. With the addition of Meqon, these three technologies combined now provide the means necessary to create believable, high-quality, fully interactive environments.

About Larian Studios

Larian Studios is the largest games developer in Belgium and winner of the European Seal of Excellence presented to them by the European Multimedia Association. Larian Studios' portfolio includes Belgian national hit KetnetKick, Beyond Divinity, the multiple award winning Divine Divinity, and LED Wars. Larian Studios are also developers of bespoke entertainment products for multi-national blue chip companies.

For more information on **Larian Studios**

Lynn Vanbesien, Media & Marketing

lynn@larian.com

<http://www.larian.com>

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