



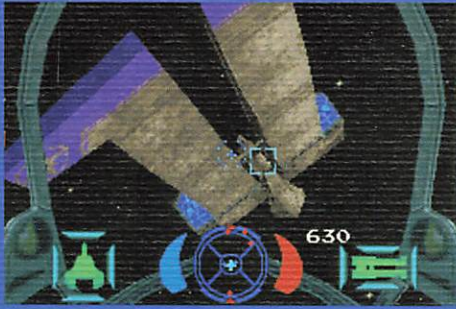
**RAYLIGHT**  
**STUDIOS**

*Technologies*  
**BlueRoses**

**Adds a new dimension in your hands**



## The first titles using BlueRoses are...



Wing Commander Prophecy" and "FreeStyle" will be published by Destination Software Inc



R-Type III will be published by Phantagram Interactive





# REN 10



## to use our BlueRoses 3D technology

- 1 - It's not true the GameBoy Advance is just a 2D console
- 2 - Amazing graphic with thousands of polygons in a single scene
- 3 - Motion capture animation data with skeletal and morphing support
- 4 - Boost your titles adding the 3rd dimension and surprise the entire game community
- 5 - FMV intro of games will take advantage of this new technology
- 6 - No more limitation or compromises for your GameBoy Advance titles
- 7 - No excuses to miss the great opportunity to use the best 3D technology on AGB
- 8 - Playing games on AGB is a matter of depth now
- 9 - the brightness of colours, depth of sound, smoothness of animations
- 10 - the best is yet to come



### the PRESS...

#### Game2Extreme

"The Blue Roses Engine is by far the most technically advanced compared to others on the market."

#### IGN

"Raylight Shines on AGB and 3D continues to Advance!"

#### Gamespy

"We corner the makers of the BlueRose GBA engine and show you why it truly rocks!.....their revolutionary Game Boy Advance engine technology known as **BlueRose**"

#### The ZeldaFan

"Raylight studios has created a new 3d engine for the GBA called BlueRoses. This engine has narrowed the gap between the GBA and older 3d game consoles, such as the Playstation"



# BlueRoses Technologies

In the beginning no one would have bet on the 3d possibilities on GameBoy Advance, but Raylight Studios started the challenge.

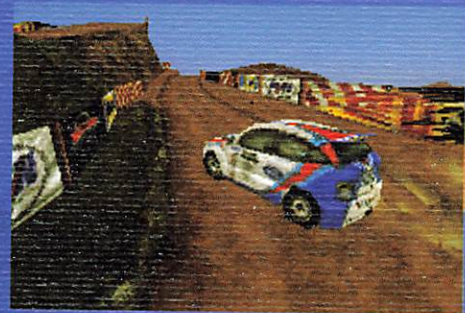
Today, thanks to "BlueRoses" we are able to achieve the quality level of PS One titles on the Nintendo handheld.

As result of deep work started two years ago by Raylight Studios, the "BlueRoses" technology was born as hybrid 3D multiplatform engine whose power and flexibility allowed the beginning of a new age for the development of full polygonal games on Nintendo GameBoy Advance

## Ten reasons

### features

- Thousands of polygons in a single scene
- Motion capture animation
- Affine texture mapping
- All mapping method supported: planar, sphere, face, cylindrical, unwrap, box, tiling, mirroring...
- Texture animation support
- Camera animation
- Multicamera with dynamic FOV
- Skeletal animation
- Skinned characters
- Linear key interpolation for smooth animation
- Morphing support
- Scalable engine for either internal rooms and wide open space
- LOD
- Hierarchical hidden polygons/object remover to reduce overdraw
- Colorkey polygons
- Glows, Lens FX, Coronas
- Polygonal Particle systems
- Fog table
- Lighting support
- True Transparency
- Automatic maps arrangement in "texture memory" to optimize rendering pipeline
- Possibility to mix 2d and 3d together having 3d polygonal scene with custom 3d sprite technology already used in our current projects
- Full PC preview using BlueRoses PC technology: all that you see as preview on pc you'll see on AGB



### our Fans..

"I'm just an average gamer, but you totally took me by surprise when I downloaded your video"

"I wanted you to know the screen shots look awesome I hope you get it published"

"I can't wait to see your 3D engine in action. Very cool"

"I just bought a GBA and I just wanted to say, that I think what you guys are doing is awesome. I never thought that the GameBoy Advance could look almost like a PSOne game"

"your movies and screenshots look awesome, will you guys be attending e3 this year if not when will we see new info because I'm really excited as a fan :D"

"The graphics of BlueRoses is REALLY SWEET!!!"





**Raylight Studios S.r.l.**<sup>TM</sup> is a company founded on April 2000 by experienced and qualified people, that worked in the past on several platforms (Pc, Sony PlayStation, Nintendo GameBoy Color).

The goal of the founders is to create a new reference point in the game industry for creation and development of high quality games.

Starting with a Rally demo on GameBoy Color, Raylight became very quickly official Nintendo GameBoy and GameBoy Color developer. Since April 2001, Raylight Studios is official GameBoy Advance developer.

Included into the Microsoft X-box developer program, Raylight is specialised also in stunning 3D graphics, complex AI routines and original music and sfx.

Raylight is also specialized in gameplay, as both its game designers and QA managers have spent many years playing every kind of game on any possible platform.

Raylight with BlueRoses<sup>TM</sup>, the innovative 3D real time property engine, assure an high technological standard for the next generation hardware and consoles.

### **Type of company**

Raylight Studios S.r.l. is a limited partnership company

### **Date of formation**

29 - June – 2000

### **Licenses**

Official Nintendo Colour Game Boy developer

Official Nintendo Game Boy Advance developer

Microsoft Xbox independent “Developer program”

Applying to Microsoft Xbox “Incubator program”

Nuon official developer

### **Management staff**

Vanni Miele - President

Massimiliano (Massi) Di Monda - Vice President

Francesco Paduano - Co-founder and Technical Artists Supervisor

Fausto Cardone - Co-founder and Director of Development

### **Our partners (in alphabetical order)**

Crawfish Interactive (UK), Destination Software inc.(USA), Phantagram Interactive (South Korea).



### **Past Projects**

“Speedball II” - GBA – Crawfish Interactive (all graphics).

“Superman: Countdown to Apokolips” – GBA – Crawfish Interactive (all background graphics).

“The Emperor Seal” - PC DVD - an edutainment game in collaboration with TF1 (Tele France 1).

For this title we worked on the 3D real time models, textures and animations included in the game.

### **Current Projects**

“Wings Advance” - GBA - Metro 3D, Cinemaware, Crawfish Interactive.

“FreekStyle” – GBA – Destination Software Inc.

“Wing Commander” – GBA – Destination Software Inc.

“R type III, the third lightning” – GBA – Irem, Phantagram Interactive.

## FMV Comparative Test

### 4x Movie technologies

	Cartoon	Virtual Movie	Movie	Clips
Image per sec.	12	25	24	25
Compression factor	100	50	100	62
Sound	8KHz	8KHz	8KHz	32 KHz
Sample Time length	60 sec.	60 sec.	30 min.	10 min.
Datarate	13.5 KB/s	58 KB/s	29 KB/s	53.1 KB/s
File size	810 KB	3495 KB	48.6 MB	31.9MB

### BlueRoses 3D realtime Technologies

	Cartoon	Virtual Movie	Movie	Clips
Image per sec.	12	25	24	25
number of polygons	10000	20000	20000	40000
Sound	22KHz	22KHz	22KHz	22KHz
Sample Time length	60 sec	60 sec.	30 min.	10 min.
Datarate	11,60 KB/s	19,50 KB/s	2,10 KB/s	5,10 KB/s
File size	700 KB	1130 KB	3.9 MB	3.1MB

As you can see animation data doesn't affect too much the space occupation, this is the big advantage to have RealTime for cut scenes. This calculation doesn't consider the interpolation we can add between the animation keys, by inserting it you can have more than 20% reduction of space occupation on an average movie length of 10 minutes. All the calculations are done with fully textured geometry with an average amount of 150 textures and 200 hundred objects.



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PHANTAGRAM  
INTERACTIVE

# R•T•Y•P•E

THE THIRD LIGHTNING

# III



[www.phantagraminteractive.com](http://www.phantagraminteractive.com)



# R·TYPE

THE THIRD LIGHTNING

## III

Sponsored by LG Electronics Inc.



Sponsored by Altec Lansing



## R-Type III : The Third Lighting

### *Legendary classic arcade shooter returns to GBA!*

The evil Bydo Empire is seeking to wipe out our species. After their failure in two campaigns, Bydo Empire is launching the definitive assault. You are the last pilot on Earth; you must fly the untested R-90 against the evil Bydo. Blast your way through amazing levels filled with hordes of enemy inhabitants and insanely huge bosses!

### Game features

- Blast off and strike the evil Bydo Empire through 6 levels of exciting challenge.
- Hordes of enemy and huge final level bosses!
- Select from three unique Force Pods with their varied weapons: Round Force, Shadow Force, Cyclone Force
- Excellent level design with outstanding special effects, for a great arcade experience.
- Faithful conversion of R-Type III : The Third Lighting (SNES)
- 6 languages will be supported : Italian, French, English, German, Spanish, Japanese
- Only for GameBoy Advance.







Massi Di Monda

Vice President

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