Bohemia Interactive

EVOLUTION OF THE REAL VIRTUALITY ENGINE
Real Virtuality Engine Developed by Bohemia Interactive.

REAL VIRTUALITY 1

Specification:
- DirectX 7 (Fixed Function)
- Large exterior world with highly detailed simulation
- Real-time shadows and lightning
- High resolution photo realistic textures
- Dynamic daytime and weather effects
- Dynamic audio simulation (including speed of sound)
- Semi autonomous AI
- Built-in scripting language with ~350 commands

Released products:
Operation Flashpoint* (2001)
Operation Flashpoint*: Resistance (2002)
Virtual Battlespace VBS1 (2002)
Operation Flashpoint*: Elite Xbox (2005)

REAL VIRTUALITY 2

Key Improvements:
- DirectX 9 (Shader Model 2)
- High Dynamic Range rendering
- Real time data streaming
- Satellite texture support
- ~400 new scripting commands

Released products:
ArmA (2007)
VBS2 (2007)

REAL VIRTUALITY 3

Key Improvements:
- Multicore support
- DirectX 9 (Shader Model 3)
- Parallax texture mapping
- Hemispherical lighting
- Micro AI (gestures, suppressive fire, centimeter precision)
- Built-in dynamic conversation system

Products under development:
ArmA 2

„ArmA II benefits from a game engine that has been in constant development for 10 years and is used as the basis for training simulators used by armies across the globe."