

ATHENA

Digital and AI are two of the fastest growing sectors on the planet. ATHENA own patents, possess recognised worldwide talent AND have already developed disruptive ideas that allow the biggest brands in the world to innovate faster, use less resources and stay ahead of their competition.

Athena brings together cutting edge artificial intelligence and 3D rendering techniques in the ultimate fusion that looks set to change the face of technology.



ATHENA works seamlessly in all current technology development environments, be that Unity, Unreal or Microsoft Visual Studio, reaching over 93% of the developers in the world.

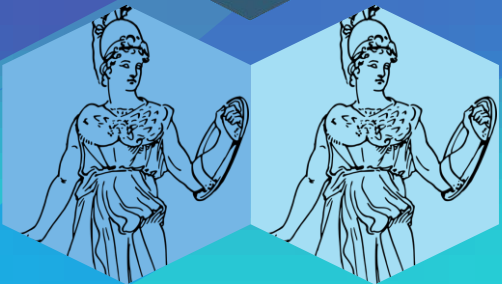
The Athena toolset provides users with the ability to develop, on average, 10X faster and with 10X more detail than current benchmarks.

Key Features – 3D

- Athena reduces rendering workload by on average a factor of 10.
- A unique rendering tool means that open world 3D can support massively more detail and content.
- CGI TV/Movie animation costs are drastically reduced by much faster frame rendering.
- Artists need to draw considerably less art!
- A whole range of time and money saving features.
- Open World generation is simplified and sped up considerably.
- More moving objects and landscape detail than any other desktop, console and mobile based 3D system ever devised giving a photo-real open world system never before seen in the industry.



Key Features – AI



- A 3D world can be brought to life with the minimum of fuss benefitting hundreds of different industries.
- Military planners can create realistic battle simulations for military training purposes.
- A host of intelligent agents brings video games to life.
- Movie/TV animators can create thousands of believable supporting characters for their animated worlds on screen – imagine busy market squares, or bustling space stations with everyone going about their business, all added to the animated TV series with fully automated tools that reduce the workload to a fraction!
- Architects can use Athena AI to see and adjust people flow probabilities as they adjust their architectural designs.

In short, Athena AI populates any 3D world with believable characters, from people, to wildlife, birds in the sky, or military formations...

In fact, anything you will ever need, regardless of your open world 3D environment!





Who has developed Athena?

Jane Whittaker has worked as both a developer and senior VP in the industry with companies such as Atari, Electronic Arts, Metro Goldwyn Mayer and Microsoft.

[Check out more of Jane's incredible career!](#)

- Over 20 best game and game of the year awards
- 5 times Programmer of The Year Award winner
- Jane has developed over 20 number 1 games, including Alien Vs Predator(Atari), Goldeneye N64, The Sims, Midwinter and many others, working in the industry since 1983
- ‘The Unsung Hero of the games industry’ –RetroGamerMagazine March 2018
- “One of the most influential people in the history of gaming” –Future Publishing March 2018
- “One of the world’s top three technologists” –Bill Gates
- Jane has led and managed some of the world’s largest studios for key publishers including Electronic Arts and Atari



“This is the best idea we have ever heard for AI”



“This is THE big idea”



“Jane raised the bar, with both unique vision and engineering expertise” -James Purple Hampton, Atari

*Microsoft
Flight Simulator*

“I have had the pleasure of working with Jane for over a decade. Jane has produced some of the finest and most popular simulation products in the world, including incredible innovations for Microsoft Flight Simulator”

-Robert Stallibrass, publisher Microsoft Flight Simulator