

**PERSISTANT STUDIOS – POPCORNFX  
COLLABORATES WITH ARM FOR DEMO AT GDC 2017  
“High Quality Mobile VR with Unreal Engine & Oculus” session presented by ARM**

Paris, France, (April the 18<sup>th</sup>, 2017) - Persistant Studios, market leader in realtime VFX with its middleware solution PopcornFX, is proud to present its collaboration with leading global technology company ARM.



**About collaboration between Persistant Studios & ARM on the GDC 2017 Circuit VR demo,  
presented by ARM:**

Created in 2005, [Persistant Studios](#) focused on tech & art middleware and became market leader in realtime VFX with PopcornFX, its particle effect solution for games, films, AR/VR/MR. PopcornFX is currently in use in a wide variety of game productions (from indie to AAA), targeted platforms (PC, consoles and mobile), and engines (Unity, Unreal and in-house).

Persistant Studios provides training, masterclasses and support services using PopcornFX on any type of production & pipelines and also outsourcing. It is in this context that ARM asked Persistant Studios to work on the « High Quality Mobile VR with Unreal Engine & Oculus »" session, presented by ARM, and included in the GDC 2017 Circuit VR (San Francisco).

Indeed, Persistant Studios used PopcornFX within Unreal Engine, so as to produce and deliver seven tailored & customizable special effects for this project on an ARM-based mobile device:

- 1- Interactive Indicator
- 2- Animated exploding view effect for the camera
- 3- Speakers effect
- 4- Dust particles with depth of field depending on the camera's position, that interact with the speaker effect.
- 5- CPU / GPU numbers to show the computation of the hardware.
- 6- Shader with the motherboard effect
- 7- Tube Highlight effect

ARM and PopcornFX's team collaborated closely during the production process with great communication!

Indeed, the aim of producing these customized special effects for ARM-based devices based devices was also to highlight the features of the hardware used in the demo, and make it even more dynamic.

Great challenges of this production were, the time frame to deliver those seven customized special effects, their visual complexity and the interaction between some of the special effects that is unique in the PopcornFX tool.

Despite those challenges, Persistant Studios delivered within ten days, and enabled ARM to showcase its demo at GDC, Which included rendering using multi-view, multi-sample antialiasing and eye tracking.

Persistant Studios would like to thank ARM for this great opportunity to collaborate, and its VFX team is ready for the next very exciting project.

**Review the session here:** [High-Quality-Mobile-VR session, presented by ARM](#)



**Pablo Fraile, director of ecosystems, ARM, (left) with Camille Mirey, CEO, Persistant Studios (right). "High Quality Mobile VR with Unreal Engine & Oculus" – Circuit VR – ARM booth, GDC 2017, San Francisco, USA.**

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#### Persistant Studios media contact

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