



PERSISTANT STUDIOS / POPCORNFX PARTNERS WITH MAGIC LEAP

Paris, France, October the 22th, 2018 – [Persistant Studios](#), the market leader in real time VFX with its solution [PopcornFX](#), is proud to announce its partnership with [Magic Leap](#), creator of the revolutionary spatial computing headset *Magic Leap One Creator Edition*TM.

Developers currently working in either Unity, Unreal Engine and even directly in the LuminOS editor are now able to create highly optimized particle effects on this new platform by using our leading real time particle effects editor.

“We focused on optimizing PopcornFX for the Magic Leap headset to allow creators to deliver beautiful and complex real-time particle effects. You can see the results in Dr. Grordbort’s Invaders created by the Weta Workshop. They created stunning effects and pushes the headset performances to its limits.

At Persistant Studios, we are thrilled to meet new XR challenges with Magic Leap. We want to offer a unique experience to their developers and customers for a magical future.” said PopcornFX CEO, Camille Mirey.

ABOUT PERSISTANT STUDIOS

Created in 2005, PopcornFX is the realtime particle effects solution for games, films and AR/VR/MR experiences (meeting great success such as Playstation VR Worlds or Arte “Notes on Blindness” experience).

PopcornFX is the leading FX editor, multi-platform & cross-engine and currently in use in a wide variety of game productions from Indies to AAA, but also employed on-set previsualization, full performance motion capture for Realtime FX productions, and XR experiences development.

Indeed, and to meet the growing demands of game, film & VR productions, Persistant Studios provides high level VFX consulting, outsourcing & support services on any type of production pipelines, but also training and masterclasses to help your team boost creativity & improve performances.

Persistant Studios are located in Paris, Bordeaux and Montréal, which allows its team of experts to meet short term expectations and act like a real VFX partner for their customers.