



PLAYSTATION® 2 TOOLS AND MIDDLEWARE LICENSEES

Please note this list has been created at each company's request and does not cover all official Tools & Middleware Licensees.

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Please visit our Web site for more information: www.tmsstation.scei.co.jp/index_e.html

- [Graphics / Art Production Tools](#)
- [Graphics Middleware \(3D Engine\)](#)
- [Graphics Middleware \(Physics/AI/MPEG/etc.\)](#)
- [Sound \(3D/Effect/Software Synthesizer/Recognition/etc.\)](#)
- [Network](#)
- [Compiler Technology](#)
- [Peripherals](#)
- [Others \(Mastering/etc.\)](#)

[Graphics / Art Production Tools](#)

** [Alias|Wavefront](#)

www.aliaswavefront.com

Geoff Foulds, Industry Marketing Manager, Games

goulds@aw.sgi.com

The Maya Comprehensive Game Solution, from "Art to Engine"

-more-

Sony Computer Entertainment America
919 East Hillsdale Boulevard
Foster City, California 94404-2175
650.655.8000

SCEA – PlayStation 2 Tool and Middleware Licensees
2-2-2-2

**** Custom Technology Corporation**

www.cinecraft.com

Hiroshi Taguchi

taguchi@ctech.co.jp

MPEG1/MPEG2 Software Encoder "CINEMA CRAFT ENCODER SP"

**** discreet, a division of Autodesk**

www.discreet.com

Jeff Yates, Shinichiro Ichinose

jeff.yates@autodesk.com,
shinichiro.ichinose@autodesk.com

3d studio max Game Development Tool

**** D-STORM, Inc.**

www.dstorm.co.jp

Yoshiaki Tazaki

ps2@dstorm.co.jp

3D Animation Software - LightWave 3D

**** Enroute, Inc.**

www.enroute.com

Carol Soper

ps2@enroute.com

Immersive Video SDK for Playback of Spherical or Cylindrical Immersive video

**** H.I.C.Co.,Ltd.**

www.hic-soft.co.jp/e/ea

Satoru Murakami

ea-info@hic-soft.co.jp

Emotional Animation is a tool for creating human-like facial expressions on animation characters.

**** ImaginOn, Inc.**

www.imagion.com

Rebecca Gray

rgray@imaginon.com

Authoring tool for creating interactive streaming video that branches seamlessly.

-more-

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**** Improv Technologies, Inc.**

www.improv-tech.com

Lance Fieldman

lance@improv-tech.com

Layer animation on the fly to create complex non-repetitive animations.

**** Kaydara**

www.kaydara.com

Dan Kraus

dkraus@kaydara.com

Run-time libraries for automatic lip-syncing and motion-capture character mapping

**** Matrix Corporation**

www.lares.dti.ne.jp/~matrix/

Masayasu Yamamoto, Software Development Dept.

M-Ymamoto@matrixsoft.co.jp

A reasonable price tool to edit or convert 3D models in the next PlayStation format on PC

**** Micronet Co.,Ltd**

micronetclub.co.jp

Kaoru Ogi, Isao Nakasugi

sibogi@msn.com , nakasugi@fa2.so-net.ne.jp

The 3 Dimensional Authoring Tools of Game Development for the next generation PlayStation

**** Not a Number bv**

www.blender.nl

Sian Lloyd

sian@blender.nl

Polymodelling and a game engine accessible via GUI. Available for Unix, Linux and Windows, with import and export of PS native files, its the artists' choice to create assets and interactive animatics.

**** Side Effects Software Inc.**

www.sidefx.com

Richard Hamel

richard@sidefx.com

Particle-system engine for run-time support of special effects created using Houdini

-more-

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**** SN Systems Ltd**

www.snsys.com

Tracey Hatch

tracey@snsys.com

Proview - Artist preview tool for Debug Stations using iLink for the fastest downloads

**** Softimage, Co.**

www.softimage.com

Gareth Morgan, Product and Program Manager, Interactive Media Tools

gareth@softimage.com

Softimage|XSI v2.0 - An end to end 3D production environment. Backed by 15 years of production-proven experience, XSI v2.0 includes state-of-the-art modeling, animation, interactive rendering and real-time effects tools.

**** Sony PCL Inc.**

Kazuhiro Niino

niino@pcl.sony.co.jp

MPEG1-MGEP4 ENCODER/DECORDER

**** STUDIO BULLTERRIER Co.,Ltd.**

www.studiobt.com

Hiroki Agawa

sbt@olive.ocn.ne.jp

2D Graphic tools / 3D Tools & 3D Library

**** web technology Corp.**

www.webtech.co.jp/istudio/

Keiichi Tanaka

istudio@webtech.co.jp

OPTPiX iMageStudio is de facto standard color reducer

Graphics Middleware (3D Engine)

**** 4X Technologies**

www.4xtechnologies.com

Emmanuel Forsans

forsans@4xtechnologies.com

A high powerful real-time 3D engine, Phoenix 3D (already available on PC).

-more-

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**** ARTDINK CORPORATION**

www.the-agatha.com

Takashi Izutani

e-info@the-agatha.com

Agatha Tools/Middleware is the total solution for development environment on PlayStation(r) 2, from Graphics, Sound to IO, especially memory card tools.

**** Criterion Software Limited.**

www.renderware.com

Gael de Kerdanet

Gael@csl.com

RenderWare3 is powerful, open and highly extensible cross platform game development tool kit.

**** DATAPLUS Co.,Ltd.**

www.middleware4ps2.com

Tadashi Hano

info@middleware4ps2.com

OpenGL driver, 3D data converter

**** Epic Games Inc.**

www.epicgames.com

Mark Rein

mrein@epicgames.com

The Unreal Engine, a complete roadmap to make million+ selling games

**** H.I.C.Co.,Ltd.**

www.hic-soft.co.jp/e/hgl

Hiroaki Ishiki

hgl-info@hic-soft.co.jp

Game library HGL

**** Hybrid Graphics, Ltd.**

www.surrender3D.com

Jouni Mannonen

srlicense@hybrid.fi

dPVS - Real-time occlusion culling technology

-more-

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**** Intrinsic Graphics, Inc.**

www.intrinsic.com

Steve Gleitsmann

steve@intrinsic.com

Next generation software platform for developing and deploying real-time graphics applications and content

**** LithTech, Inc.**

www.lithtech.com

Jeffery Hutt

jeffh@lithtech.com

The LithTech Development System is a comprehensive set of technologies and tools that empowers developers to create innovative games.

Graphics Middleware (Physics/AI/MPEG/etc.)

**** MathEngine plc**

www.mathengine.com

Paul Topping

paul.topping@mathengine.com

Real-time physics engine for 3D entertainment application

**** Numerical Design, Ltd.**

www.ndl.com

Herman Kaiser

sales@ndl.com

NetImmerse C++ cross platform 3D rendering/game engine includes source, tools, and royalty-free license

**** Quat Technology, Inc.**

www.quat.co.jp

info@quat.co.jp

info@quat.co.jp

Platform independent, high performance tool & middleware for game development. (Original game engine, Viewer, Shader, Post Effects, Animation, etc.)

**** Qube Software, Ltd.**

www.qubesoft.com/projects/qdraw_1.html

Nick Hibma

info@qubesoft.com

A simple, fast, low-level 3D graphics engine, 100% compatible with the PC version.

-more-

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**** Silicon Studio, Ltd.**

www.alchemy.ne.jp (Japanese Only)

Takehiko Terada

alchemy@siliconstudio.co.jp

Next generation software platform for developing and deploying real-time graphics applications and content

**** Vulpine GmbH**

www.vulpine.de

Felix Roeken

[Felix Roeken](mailto:Felix.Roeken)

Vulpine Vision is a 3D game engine

**** ARGONAUT SOFTWARE LTD.**

www.argonaut.com

Jez San

jez@argonaut.com

Game engine including state of the art physics, collisions, content creation tools and rendering

**** ARTDINK CORPORATION**

www.the-agatha.com

Takashi Izutani

e-info@the-agatha.com

Agatha Tools/Middleware is the total solution for development environment on PlayStation(r) 2, from Graphics, Sound to IO, especially memory card tools.

**** CRI Middleware Co., LTD.**

www.cri-mw.co.jp

SUZUKI Taizan

info@cri-mw.co.jp

Game Oriented Middleware related to Sound and Movie, including Multi-Stream Sound System "CRI ADX" and "MPEG Sofdec".

**** digital fashion., Ltd.**

www.dressingsim.com

Yoshiyuki Sakaguti

dsinfo@dressingsim.com

"DRESSINGSIM", a cloth simulation software for very realistic expression of cloth and clothes.

-more-

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**** Epic Games Inc.**

www.epicgames.com

Mark Rein

mrein@epicgames.com

The Unreal Engine, a complete roadmap to make million+ selling games

[Sound \(3D/Effect/Software Synthesizer/Recognition/etc.\)](#)

**** Havok**

www.havok.com

Jim Lawton

jim.lawton@havok.com

Havok provides real-time physics technology and design plug-in for 3D Studio Max

**** Learning Machines Corporation**

Zhimin Ding

learning@lmtg.com

Real time animation synthesis for human and characters based-on physics and AI.

**** MASA**

www.animaths.com

Vincent Agami

vincent.agami@animaths.com

DirectIA(R) : the sole complete Artificial life SDK

**** MathEngine plc**

www.mathengine.com

Paul Topping

paul.topping@mathengine.com

Real-time physics engine for 3D entertainment application

**** Side Effects Software Inc.**

www.sidefx.com

Richard Hamel

richard@sidefx.com

Particle-system engine for run-time support of special effects created using Houdini

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**** CRI Middleware Co., LTD.**

www.cri-mw.co.jp

SUZUKI Taizan

info@cri-mw.co.jp

Game Oriented Middleware related to Sound and Movie, including Multi-Stream Sound System "CRI ADX" and "MPEG Sofdec".

**** Digital Theater Systems, Inc.**

www.dtsonline.com

Glenn Arentzoff

garentzoff@dtsonline.com

Audio tool set that allows developers to include a real time (encoded) 5.1 channel interactive audio experience.

**** Faith, Inc.**

www.faiht.co.jp

Masato Nakanishi

nakanisi@faiht.co.jp

SoftwareSynthesizer Sound Tool & Sound Module

**** Firelight Technologies Pty, Ltd.**

www.fmod.org

Brett Paterson

support@fmod.org

FMOD is a high performance, general purpose cross platform audio library, supporting multiple file formats, 3d sound, streams, synchronization, surround sound output, DSP processing, click free hardware sound support, and IOP based software mixing for extended audio storage capability.

**** KORG Inc.**

www.korg.com

Masanao Hayashi

PSTMinfo@korg.co.jp

Development of audio/sound related middleware and tools such as software synthesizer, effector, sound driver, sound editor, USB-MIDI driver, etc.

**** SANYO Electric Co,Ltd Semiconductor Company**

Masanori tanaka(Marketing)

tana011792@swan.sanyo.co.jp

Virtual 3D surrounded sound "VASIL"

-more-

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**** Sensaura Ltd.**

www.sensaura.com

Neela Dass

ndass@sensaura.com

The complete 3D audio software solution including innovations such as ZoomFX, MacroFX & EnvironmentFX (3D Reverb).

**** Sony Corporation, Broadband Solutions Network
Company,
Home Audio Company**

Akiko Kimura, Mikiya Kubota

info_snd@auau.sony.co.jp

Virtual 3D Sound Engine, Sound Effector, Voice Recognition, USB driver for headphone and microphone set

**** Sony Corporation, Mobile Network Company,
Personal Audio Company**

Kiyofumi Inanaga, Yuji Yamada

info_vpt@shiba.sony.co.jp

"VirtualphonesTechnology" middleweare for 3D sound-display and peripherals used with it.

**** TWO FIVE**

www.twofive.co.jp

Hiroshi Horiguchi

char@twofive.co.jp

Producing to convert all sound data to format of game console.

**** Victor Company of Japan, Ltd**

www.jvc-victor.co.jp

Kazuo Hikawa

hikawa@krhm.jvc-victor.co.jp

Development of middleware and application for Acoustic Processing, MIDI Watermarking, High Performance File Compression and Software Synthesizer

-more-

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**** YAMAHA CORPORATION**

www.yamaha.co.jp

Yoshichika Sakai

sakai-y@emi.yamaha.co.jp

Music Synthesizer, Sound Effector

[Network](#)

**** Access Co., Ltd.**

www.access-us-inc.com

Jasmine Yang

jyang@access-us-inc.com

Web Browser, TCP/IP protocol stack and networking middleware

**** Auris System Co., LTD.**

Toshikazu Sawada

t-sawada@auris.co.jp

Development of communication driver program

**** CommunityEngine Inc.**

www.vce-lab.net (Japanese Only)

Kengo Nakajima

info@vce-lab.net

TCP/IP multi-platform communication middleware and skeleton code collections.

**** CONEXANT SYSTEMS Inc.**

www.conexant.com

YASUYUKI IMADA

yasuyuki.imada@conexant.com

Communication system solution (Analog modem, xDSL, Cable modem, Bluetooth, Japanese PDC, DSS wireless, GPS, CMOS sensor, others)

**** Kalisto Entertainment**

www.kalisto.com

Stephane De Luca

sdeluca@kalisto.com

K-Net : Kalisto Cross-Platform Object Oriented Network Library

-more-

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**** OMRON Corporation**

www.omron.co.jp/ped-j/index.html

Minoru Okamoto, Akihiro Tsukitani

LEF03642@nifty.ne.jp,
KYI05546@nifty.com

Network Middleware: USB driver for modem and ISDN terminal adaptor

**** Planetweb, Inc.**

www.planetweb.com

Adam Keller

akeller@planetweb.com

Planetweb develop SDKs and client side applications that enhance the in-game experience on the PS2 through the provision of Internet connectivity.

**** QEDSoft Inc.**

Louis Gurtowski

louis@qedsoft.com

Net streaming technology, VU library

**** Quazal**

www.quazal.com

Kenneth Trueman

ktrueman@quazal.com

NetZ network engine (SDK) for online games featuring fault-tolerance, load balancing and data extrapolation.

**** RSA Security Japan Ltd.**

www.rsasecurity.com

Eiji Arai, Developer Sales

earai@rsasecurity.com

With RSA BSAFE product line, software and hardware developers can implement security component of encryption, PKI, SSL, S/MIME, IPSec in their products.

**** SECRET LEVEL TOOLS, Inc.**

www.secretlevel.com/tools

Mike Aquino

maquino@secretlevel.com

Making the tools that make the game - tools for on-line console gaming

-more-

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**** SN Systems Ltd**

www.snsys.com

Tracey Hatch

tracey@snsys.com

The Network Development Kit (NDK) comprises a TCP/IP stack (IOP) with a BSD like API on the (EE) - now supports the Sony analog modem and broadband adapter

**** Terraplay Systems AB**

www.terraplay.com

Jeremy Hamill-Keayes

jeremy@terraplay.com

The Terraplay System is a cross-network and cross-platform, highly scalable networking solution for on-line real-time games in both fixed and mobile networks.

**** Videomail Japan, Inc.**

Jyoji Usami

jusami@a2.mbn.or.jp

Net streaming technology, VU library

**** Zona, Inc.**

www.zona.net

Monte Singman

monte@zona.net

Terazona(tm) provides scalable, fault-tolerant, high capacity server solution for Massive Multiplayer Online Games.

**** zSlide**

www.zslide.com

Louis Choquel, Bruno Carsenti

louis.choquel@zslide.com,
bruno.carsenti@zslide.com

zSlideEngine lets you develop Online Game Services and media-rich user-interfaces for connected consoles.

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Compiler Technology

**** Codeplay Limited**

www.codeplay.com

Adam Slim

a.slim@codeplay.com

Codeplay produce powerful optimizing compilers for game developers.

**** Metrowerks Inc.**

www.metrowerks.com

David Gill, Game Platform Tools

games@metrowerks.com

CodeWarrior - Ultra fast and easy to use C/C++, assembler, debugger and IDE on Windows 95/98/2000/NT.

**** SN Systems Ltd**

www.snsys.com

Tracey Hatch

tracey@snsys.com

ProDG: Windows C/C++ compiler, assembler, linker and blisteringly fast Debugger (EE, IOP and VU)

Peripherals

**** American Computer & Digital Components, Inc**

www.acdcmemory.com

Vincent Lin

vincentL@acdcmemory.com

USB & FireWire (1394) controller chipset development and applications.

**** CONEXANT SYSTEMS Inc.**

www.conexant.com

YASUYUKI IMADA

yasuyuki.imada@conexant.com

Communication system solution (Analog modem, xDSL, Cable modem, Bluetooth, Japanese PDC, DSS wireless, GPS, CMOS sensor, others)

-more-

SCEA – PlayStation 2 Tool and Middleware Licensees

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**** EPSON Portland Inc.**

www.epson.com

Raymond Lee

raymond.lee@eitc.epson.com

Inkjet printer SDK for the Sony Playstation 2. EPSON 4-color and 6-color Inkjet printers can be connected via the USB port.

**** Hewlett-Packard Japan, Ltd.**

www.hp.com/jp

Hironori Bouno

hironori_bouno@hp.com

We provide device drivers for HP printers and scanners.

**** Intelligraphics, Inc.**

www.intelligraphics.com

Brett Sappington

brett.sappington@intelligraphics.com

Intelligraphics provides device driver and system-level software products and development/optimization services for

Playstation 2.

**** Iomega Corporation**

www.iomega.com

Rafael A. Mendez

Mendez@iomega.com

Smart Portable storage solutions. Makers of Zip, PocketZip, ZipCD and Jaz drives and media.

**** Logitech Inc.**

www.logitech.com

Aidan Kehoe

Aidan_Kehoe@logitech.com

Logitech Force Feedback Steering Wheel & Joystick peripheral SDK for PS2

**** OMRON Corporation**

www.omron.co.jp/ped-j/index.html

Minoru Okamoto, Akihiro Tsukitani

LEF03642@nifty.ne.jp,
KYI05546@nifty.com

Network Middleware: USB driver for modem and ISDN terminal adaptor

-more-

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→ ** OmniVision Technologies, Inc.

www.ovt.com

www.ovt.com

hgadjali@ovt.com

CMOS Camera solutions for vision gaming and control. USB cameras for PS2, CIF and VGA resolution

**** Sony Corporation, Broadband Solutions Network
Company,
Home Audio Company**

Akiko Kimura, Mikiya Kubota

info_snd@auau.sony.co.jp

Virtual 3D Sound Engine, Sound Effector, Voice Recognition, USB driver for headphone and microphone set

**** Sony Corporation, Home Network Company, e-Print Company**

Yoichi Kobayashi, Michie Aoki

YoichiA.Kobayashi@jp.sony.com,
Michie.Aoki@jp.sony.com

Printer Driver for PlayStation 2

**** Sony Corporation, Mobile Network Company,
Personal Audio Company**

Kiyofumi Inanaga, Yuji Yamada

info_vpt@shiba.sony.co.jp

"VirtualphonesTechnology" middleware for 3D sound-display and peripherals used with it.

Others (Mastering/etc.)

**** ERGOSOFT Corp.**

www.ergo.co.jp

Hiroshi Kinnou

kinnou@ergo.co.jp

Japanese input method (kana-kanji conversion) "EGCONVERT"

-more-

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**** HOEI SANGYO CO., LTD.**

www.hoei.co.jp/worldwide/dpm/index.html

Hiroshi Kawamoto

hiroshi_kawamoto@hoei.co.jp

Simultaneous multi-CD/DVD masters creating system for the next generation PlayStation

**** JUSTSYSTEM Corporation**

www.justsystem.com

Asuka Matsuo

Asuka_Matsuo@justsystem.co.jp

Japanese Kana-Kanji Conversion System "ATOK"

**** OMRON SOFTWARE Co., LTD.**

www.omronsoft.co.jp

Software Products Sales Department Takeshi Asano

asano@sp.tokyo.omronsoft.co.jp

MobileWnn is a Japanese input system which provides an easy Japanese input environment

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