



hadean

Write it, Ship it, Scale it



Introducing: Aether Engine

A distributed simulation engine that enables unprecedented environment scale and fidelity

1

Unbounded spatial scaling

A distributed octree data structure allows the simulation to dynamically grow and shrink across the cloud and run at higher fidelity when needed

2

Dynamic resource allocation

Cloud servers are automatically allocated and de-allocated based on events within the simulation, ensuring optimal resource usage

3

Fully modifiable for developer needs

Modular and compatible with all game engines (e.g. UE4, Unity) and 3rd party SDKs

4

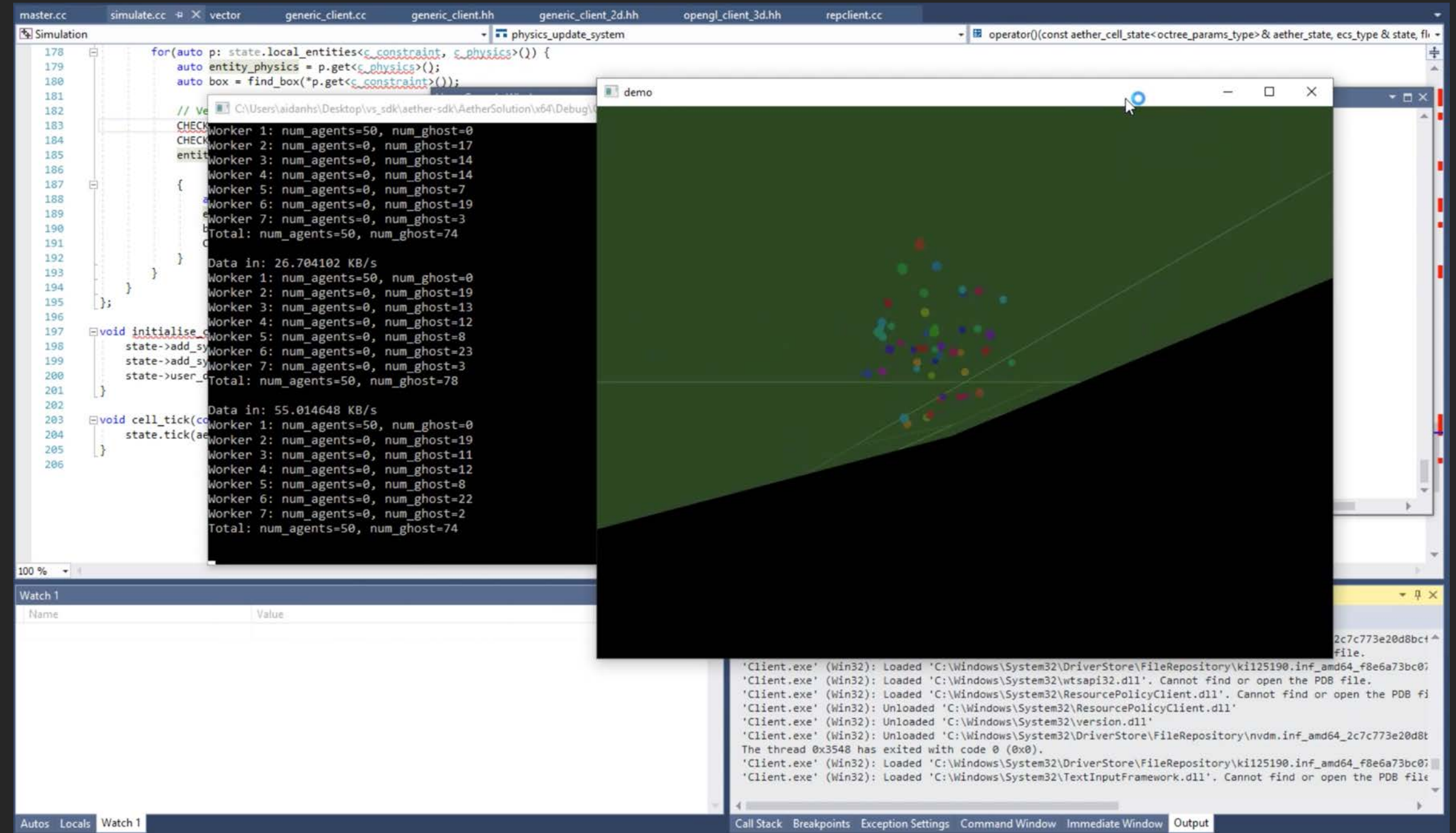
Create cloud-first games / simulations

Develop simulations that are purpose-built for the cloud



Aether Engine / Visual Studio SDK

- Develop locally on a single VM or deploy to a small cluster on Azure (2x 64 core machines)
- Our SDK comes with an example simulation, client code, and documentation





For any enquiries, please contact: info@hadean.com

www.hadean.com / aetherengine.io