

THE AFTERPULSE: STATE-OF-THE-ART RENDERING ON MOBILE GPUS

Real-Time Live!

Commercial Game

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Afterpulse is a game for mobile devices that uses the latest version of the Karisma engine, which implements state-of-the-art graphics algorithms typically used in console and desktop games. The engine and tools were developed in-house with almost no external dependencies. The result is the best-looking mobile game to date. Features include:

- Use of low-overhead modern APIs like Metal and Vulkan
- Physically based linear renderer
- Advanced lighting
- Complex post-process effects, including filmic tonemapping, lightshafts, FXAA, and color grading
- GPU particles
- Dynamic weather (rain and snow)
- Rigid solid physics and ragdolls

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