

List of Game Titles that Used SoftImage in Development

Valve: Half-Life 2
Activision: Soldier of fortune 1 & 2
Activision: Dark Reign 2
Activision: Battlezone 1 & 2
Capcom: Resident Evil/Biohazard 0, 1, 2, 3 & nemesis
Capcom: Star Gladiator
Capcom: Devil May Cry 2
Capcom: Onimusha 1 & 2
Curly Monsters: Quantum redshift
Curly Monsters: n-Gen racing
Cyan: Riven
Fasa: Mechwarrior 3
From Software: Armored Core 3
Infogrames: Alone in the dark
Infogrames: Grand prix challenge
Konami: Anubis
Konami: Silent Hill 1, 2 & 3
Konami: Metal Gear Solid 1 & 2
Namco: Dead to Rights
Namco: Pacman World 2
Namco: Soul Calibur
Namco: Tekken 1, 2, 3 & 4
Namco: Tekken Tag Tournament
Namco: Mappy Park
Nintendo: Pikmin
Nintendo: Super Mario64
Nintendo: Smash Brothers
Nintendo: Zelda64
Nintendo: Luigi's Mansion
Pandemic: Star Wars:The Clone Wars
NuFX: NBA Street Vol. 2
Psygnosis: Colony wars
Psygnosis: Codename: Tenka
Psygnosis: Wipeout
Psygnosis: Wipeout XL/2097
Psygnosis: Wipeout 3
Raven Software: Soldier of Fortune
Sega: Shinobi
Sega: F-Zero
Sega: The House of the Dead 3
Sega: Rez
Sega: Super Monkey Ball
Sega: Virtua Fighter 1, 2 & 3
Sega: VF4
Sega: Shenmue
Sega: Jet Set Radio
Sega: Panzer Dragon 1 & 2
Sega: Space Channel 5 1 & 2
Sega: NFL 2K3
Square-Enix: Final Fantasy 7,8,9,10,11&12
Square-Enix: Bouncer
Tecmo: Dead or Alive Extreme Beach VolleyBall