

# bullsbet

&lt;p&gt;Game engine developed by Infinity Ward&lt;/p&gt;

&lt;p&gt;The IW engine is a game engine created and developed by Infinity Ward for the &#127824; Call of Duty series. The engine was originally based on id Tech 3. Aside from Infinity Ward, the engine is &#127824; also used by other Activision studios working on the series, including primary lead developers Treyarch and Sledgehammer Games, and support &#127824; studios like Beenox, High Moon Studios, and Raven Software.[1][2][3]&lt;/p&gt;

&lt;p&gt;History [ edit ]&lt;/p&gt;

&lt;p&gt;IW 2.0 to IW 3.0 [ edit ]&lt;/p&gt;

&lt;p&gt;The engine &#127824; has been distinct from the id Tech 3 engine on which it is based since Call of Duty 2 in &#127824; 2005. The engine&#39;s name was not publicized until IGN was told at the E3 2009 by the studio that Call &#127824; of Duty: Modern Warfare 2 (2009) would run on the &quot;IW 4.0 engine&quot; t;.[4] Development of the engine and the Call &#127824; of Duty games has resulted in the inclusion of advanced graphical features while maintaining an average of 60 frames per &#127824; second on the consoles and PC.&lt;/p&gt;

&lt;p&gt;Call of Duty 4: Modern Warfare was released using version 3.0 of the engine. This &#127824; game included features such as bullet penetration, improved AI, lighting engine upgrades, better explosions, particle system enhancements and many more &#127824; improvements. Treyarch began using an enhanced version of the IW 3.0 engine for Call of Duty: World at War.[5] Improvements &#127824; were made to the physics model and dismemberment was added. Environments also featured more destructibility and could be set alight &#127824; using a flamethrower. The flamethrower featured propagating fire and it was able to burn skin and clothes realistically. Treyarch modified &#127824; the engine for their James

Bond title, 007: Quantum of Solace.[6]&lt;/p&gt;

&lt;p&gt;IW 4.0 to IW 5.0 [ edit ]&lt;/p&gt;

&lt;p&gt;Call of Duty: &#127824; Modern Warfare 2 (2009) was released using the IW 4.0 engine, the only game to do so. The IW 4.0 &#127824; engine featured texture streaming technology to create much higher environmental detail without sacrificing performance. Call of Duty: Black Ops was &#127824; not based on IW 4.0; rather, Treyarch further enhanced the version of IW 3.0 they had used in their previous &#127824; game. This version of the engine also featured streaming technology, lighting enhancements, and support for 3D imaging. Call of Duty: &#127824; Modern Warfare 3 (2011) utilizes an improved version of the IW 4.0 engine. Improvements on the engine allowed better streaming &#127824; technology which allowed larger regions for the game while running at a minimum of 60 frames per second. Further improvements &#127824; to the audio and lighting engines were made in this version &lt;/p&gt;