



Price

For Programming Education / Non-commercial Use		
Platform	Max game release	License fee
Windows® Apple® iOS Android™ OS	∞	Free

Free license is provided for a programming education by educators, researchers, and students and for non-commercial use.

For Commercial Use

Price

Platform	Max game release	License fee
Windows® Apple® iOS Android™ OS	∞	New subscription contract: \$ 800.00 (annual license)

Subscription service contract price

【Support information】

- Software update
- Technical inquiry (Email, Tel)
- Download service
- Maintenance and update notifications via email

Subscription service contract cost of 1st year	Subscription service contract cost of subsequent years (annual cost)
Free	\$ 400.00

【Subscription Floating】

40% of the product price

Price of Rental license /Floating license

Please contact us for the rental licenses below.

【Rental License】

Short term licenses available at a low price

【Floating License】

After web activation, anyone can use the products on any PC anywhere in the world.

【Rental Access】

You can increase the number of licenses you own and use these additional licenses for a specific period of time (1 month to 3 month) at your discretion. We will later send you an invoice based on your usage log.

*Duration of Rental / Floating Licenses cannot be changed after starting these services. Re-application is required to extend the rental and floating license duration.


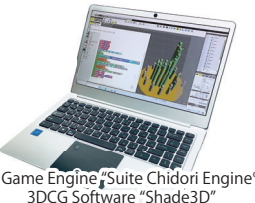
Sales Inquiry
<https://www2.forum8.co.jp/cgi-bin2/eigyoe.html>



Required Specs

CPU	Intel386 or after
RAM	>1GByte
HDD/SSD	>100Mbyte
Graphic	OpenGL2.1 or later
OS	>Windows 10, macOS11

Game Programming PC

3D game engine for fun programming learning Laptop equipped with "Suite Chidori Engine®"		
	Suite Game Programming PC	Shade3D/Game Programming PC
Model	 3D Game Engine "Suite Chidori Engine®" Office Software "LibreOffice" \$ 498.00	 3D Game Engine "Suite Chidori Engine®" 3DCG Software "Shade3D" Programming "Block UI Programming Tool" Office Software "LibreOffice" \$ 748.00
Program	<ul style="list-style-type: none"> •Japan-made cross platform 3D game engine "Suite Chidori Engine®" •Free office software "LibreOffice" ※1 •"Suite Data Eraser" (certificate sold separately) to erase the HDD 	
Spec.	<ul style="list-style-type: none"> •Made in Japan 3DCG software "Shade3D" Basic ※2 •"Block UI Programming Tool" ※3 	
	Display: 14.1 inch Full HD CPU: Intel Celeron N4000 OS: Windows10 Pro 64bit	

※1 Includes 6 office software: Word processor "Writer", Spreadsheet "Calc", Presentation "Impress", Database "Base", Drawing "Draw", Formula editor "Math"
 ※2 All-in-one 3D CG software made in Japan and sold to over 500,000 active users worldwide, that can do everything from modeling and rendering to animation and 3D printing
 ※3 Optional function suitable for academy programming education

System Overview

Category	Function	Contents
General	Sound Playback (SE, Streaming)	Fades, loops, etc.
	Movie Playback	Streaming video playback
	File Output/Input	File Output/Input
	Interface Device	Gamepad, Keyboard, Mouse, Touch-screen
	Math Library	Support for calculations like Vector or Matrix
Deployment	Thread Management	Manages threads through multithreading
	Debug support	Assert, Trace, Memory Mgmt, etc.
Graphics	Text	Text drawing with bitmap fonts
	Light	Ambient, parallel light sources, point light sources, spotlights
	Model	L O D, Skinning
	Motion	Adapt motion to model (bone, skin mesh), camera
	Particle (PET)	Particles using PET
	Collision	Crash detection of cubes, spheres, capsules and meshes
	Realtime Shadow	Real-time shadows using shadow maps (not implemented on iOS)
	Shader	It can also be created on the application side using a custom shader.
	Material	Bump mapping, environment mapping, mipmap, specular, diffuse, texture mapping, toon, etc.
	Post-effects	Post effects such as bloom and depth of field
Color map, Light map Control map	Detailed setting of materials by map textures	
Editor+ Viewer	Chidori viewer	Scene editor that doubles as a viewer
Tools	Plugin	Export data on Maya in dedicated format
	Converter	Convert images and text to specific formats
	Archiver	Archive multiple files into one
	Base viewer	A viewer to easily check the data in the Suite Chidori Engine format.
Network	TCP, UDP	Network communication by TCP/UDP

The version for education and non-commercial use **Free!!**



3D game engine for fun programming learning
 Laptop equipped with "Suite Chidori Engine"
 Suite Game Programming PC
 \$ 498.00

Suite CHIDORI Engine

Suite Chidori Engine

Made in Japan cross platform 3D game engine

Develop games for Windows, Android™, iOS, and other platforms



Efficiently turn your ideas into models and shapes
 Made in Japan cross-platform 3D game engine

Apps reborn in 3D

Visualize content in real-time

High quality 3D even on smartphones

Apple iOS version is available for free!



ISO27001/27017 ISMS ISO22301 BCMS ISO9001 QMS ISO14001 EMS



What is Suite Chidori Engine® ?

"Suite Chidori Engine®", a Japan-made cross-platform 3D engine, is a renewal version of "Chidori®", Japan's first domestic cross-platform 3D engine established in 2006. It supports not only PCs but also smartphones to various game console platforms, and has all the basic functions used in application development, allowing quick development.

All functions are available free of charge for programming education and non-commercial personal use.

Suite Chidori Engine® can be leveraged for various application development, and also makes a significant contribution to various solutions using CG, not only for games but also for business applications, digital signage, and AR. Suite Chidori Engine® will help you create all-new 3D solutions by providing a platform that meets your needs.

Beyond device barriers... Simplify 3D contents development!

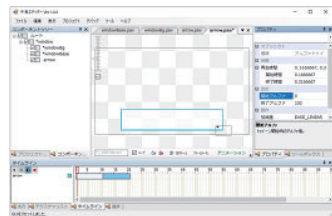
Suite Chidori Engine®	Platform	Industry
Main sharable data/source code	Windows® (PC)	Game
2D/3D graphic	iOS(11 or later)	Broadcast
Model, animation	Google Android™ OS	Museum
Input/Output program	Web browser	Real estate
Matrix operation (Vector)	Game platform	Advertisement
Quaternion	Platforms other than Windows® (PC) and iOS will be supported soon.	Leisure
Sound		etc...
Camera, lighting		
Network library		
Other		

Efficiency Tool

(Plan to support the latest environment)

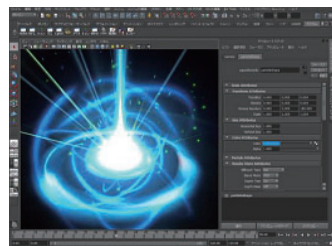
UI Production Tool

Equipped with Chidori Editor to create UI data. It is possible to register textures, specify UV and placement coordinates, and create animation while checking it on GUI.



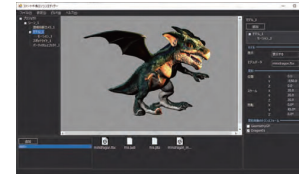
Effect Production Tool

An effect tool used as a plug-in for CG software. Create an environment where artists can easily create effects. Operations on Maya® improve the development efficiency. Many parameters are adjustable, letting users to create effects with a variety of expressions.



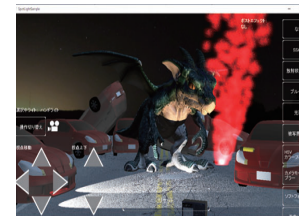
Suite Chidori Engine® Editor

Suite Chidori Engine® Editor allows you to place models and images on the UI and adjust their display position and size, so you can create scenes without coding and while checking the results on the spot.



Sample Project SceneSample

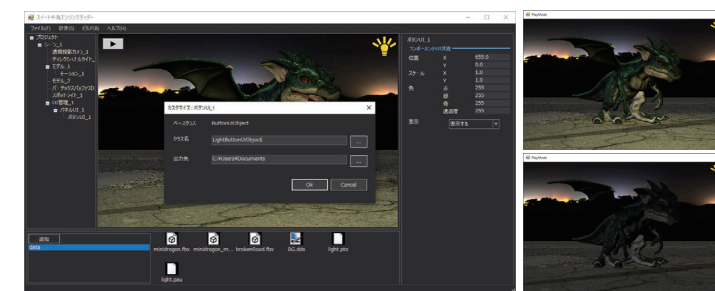
This is a sample project (SceneSample) that allows you to try out each function available in the Suite Chidori Engine®. In this scene sample, you can experience the various functions offered by Suite Chidori Engine® in a setting where a mini-dragon appears on the street.



Suite Chidori Engine® Editor Customization Function

NEW!

For each element in a scene created or loaded in the Suite Chidori Engine® Editor, a project for generating a new inherited class can be automatically created. The generated project contains an empty function, so you can create a dll and use it in your application by writing what you want to achieve and building it.



Main Features / Graphic

(Plan to support the latest environment)

High speed and high quality graphic expression

Suite Chidori Engine® includes innovative libraries such as 3D shading and post effect technology. These technologies help you to create more delicate and dynamic works.

3D Shading

A pseudorandom number generator (PRNG) adds life to static 3D data like shapes, movement or light shades and hue. This technology provides an effective span of expressions to simulate realistic, natural beauty. Furthermore, various sceneries can be portrayed seamlessly based upon a single set of data.

- Weather Simulation (Sky, Clouds, Rain Fall, Snow, Lightning)
- Seasons (Autumn Leaves, Heat haze, Lighting)
- Time Progression (Sun, Moon)

Post Effects

2D filter technology can be used simultaneously with realtime 3D shaders. Filter effects will vastly intensify detail and enrich your image quality. The following Filters are supported.

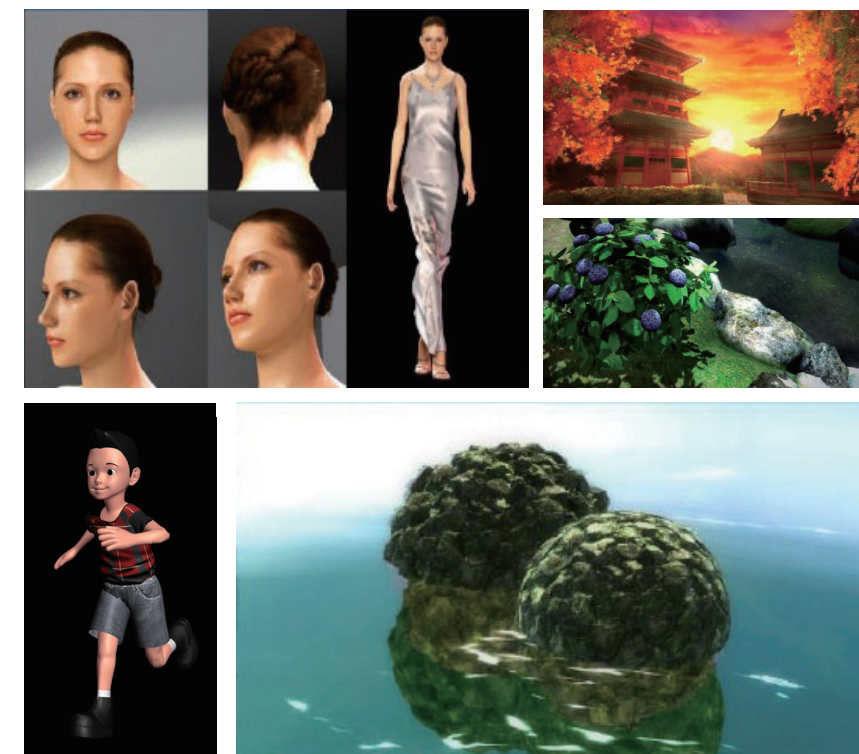
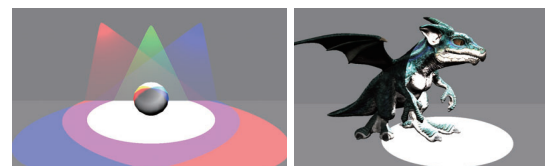
- Bloom/Glow
- Depth Of Field/Self-shadowing of moving characters
- Black and White, Sepia and Color adjustment
- Blur and more

Component utilizing existing assets

It is possible to incorporate only the 3DCG rendering part while utilizing the source code of existing applications.

Spotlight

Expresses light emitted from a single point in space in the form of a cone. This function can be used to illuminate only a certain area in a certain direction, such as a streetlight or a flashlight.



Collision

This function can add gravity to models and determine model clicks and collisions between models. Box-shaped or spherical collision objects can be given to models, and models can be made to fall in response to gravity, or to bounce when collision objects collide with each other.

It is also possible to judge clicks on collision objects, making the game more interactive.



Showcase

Cat and Labyrinth NEW!

Move blocks and lead the black cat to the white cat. Players need to figure out how to move each block to make a road within the max number of moves in each stage. Try to get a higher score by reaching the goal while making as few moves as possible in total of 5 stages.



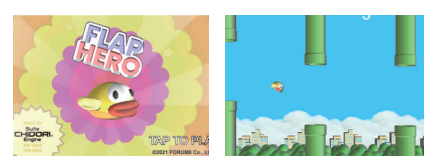
Memory Training with a Mole!

Memorize the places and orders of moles popping up randomly and touch them in the correct order. This is the game sample and you can freely customize the sample code by using your favorite space, character, mole hole position, original item, score/ranking screen!



Flap Hero

Originally a free game developed by ©Arc80 Software Inc. and we have ported it to the Suite Chidori Engine. You make the falling bird jump at the right time so as not to collide with the earthen pipes or the ground, and lead it as far as possible. The game ends if the bird collide with the soil pipes or ground.



Account Learning Game

This game helps you learn account items through matching cards and account names on the screen. Since one game try finish in just 30 seconds, you can learn the account items efficiently. You can check the correct accounts for wrong answers in the list at the end of the game.



My Music Book

A rhythm game in which players tap the notes flying from the back of the screen to classical masterpieces by using the keyboard. The better timing you press the buttons, the higher score you can get. Also, if you play the notes in succession without making any mistakes, the number of combos increases and the final score becomes higher.

