



# REMEDY'S CAPITAL MARKETS DAY 2024





# NORTHLIGHT – THERE ARE NO GAMES WITHOUT CUTTING EDGE TECHNOLOGY

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AGENDA

ABOUT GAME ENGINES

NORTHLIGHT

WORKING WITH INDUSTRY-LEADING PARTNERS



# GAME ENGINES – ARE MADE OF

Runtime technology, utilities, systems, rendering and platform support for creating games

Tooling and data transformation to create content for games

Pipelines and best practices to create content for games utilizing also often third-party tools

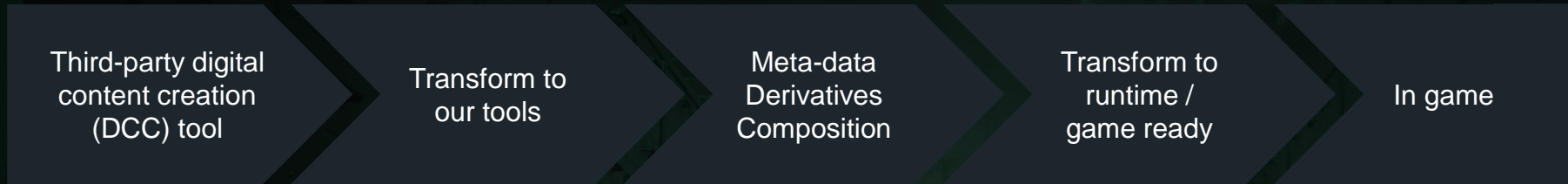
Infrastructure and services for creating builds, shippable packages, test automation, telemetry, analytics, online services, etc.



# GAME ENGINES – CONTENT PIPELINES



- How different types of content is brought into the game world



- Iteration speed and robustness of pipeline
- Scalability to large teams

Efficiency of content pipelines has direct implications on game development costs



# GAME ENGINES – DEFINE

Game team composition  
and sets some expectation  
on game team size

Limits and guides how  
creative vision can be  
implemented

Impacts how the final game  
will look and feel

Strengths and  
weaknesses



# MANY OF TODAY'S BEST-SELLING GAMES RUN ON CUSTOM TECHNOLOGY

Hitman (IO Interactive)

Uncharted and The Last of Us (Naughty Dog)

Marvel's Spider-Man (Insomniac Games)

Call of Duty (Activision)

Battlefield franchise (EA DICE)

Astrobot (Team Asobi)

God of War (Sony Santa Monica)

Horizon franchise (Guerrilla Games)



# northlight<sup>®</sup>

Northlight is a focused, state-of-the-art game engine and toolset developed by the Northlight team, empowering our games now and in the future

Developed by Northlight team in close collaboration with game projects

Made by Remedy,  
for Remedy games





# HOW DOES NORTHLIGHT SUPPORT OUR GAMES



- Provides game teams functioning tech basis and tools to develop a Remedy game
- Developed in close collaboration with game teams and crafts
  - All talent is in-house, meaning quicker solutions
  - Workflows and content pipelines
  - Base technology for game features
  - Optimization
  - Ensure we maximize each platform (PlayStation, Xbox, PC, streaming platforms and others)
- Enabling efficient game development with outsourcing and co-development partners
  - Provisioning, telemetry, technical support, on-boarding
- Allows us to keep game programming teams relatively small

ENABLES REMEDY TO MAKE  
GAMES THAT STAND OUT  
FROM THE REST BY LOOKING  
AND FEELING UNIQUE





# LEARN FROM EVERY GAME

CUMULATIVE KNOWLEDGE OF ALL GAMES MADE BY REMEDY

TRANSFER THIS KNOWLEDGE BETWEEN GAME TEAMS

FACILITATE KNOWLEDGE SHARING BETWEEN INDUSTRY PARTNERS



# COLLABORATING WITH INDUSTRY LEADING PARTNERS



# PLAYSTATION COLLABORATION

Alan Wake 2 optimized for  
PlayStation 5 Pro at launch

Showcasing ray tracing and Sony's  
PSSR technology

Great advertisement for our technology

Great visibility for Alan Wake 2 during  
the Q4 2024 holiday sales period



# NVIDIA COLLABORATION

A decade-long collaboration with Nvidia's engineers

Co-developing state-of-the-art runtime rendering techniques

Showcasing new features and ground-breaking technologies in our games, such as RTX or DLSS

Great visibility for our games in Nvidia's channels







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