UBISOFT SCALAR™

A NEW FOUNDATIONAL TECHNOLOGY LEVERAGING THE POSSIBILITIES OF CLOUD COMPUTING TO ENABLE UNPRECEDENTED FREEDOM AND SCALE FOR THE GAMES OF TOMORROW.

UBISOFT SCALAR IS CHANGING THE GAME

- Games using Ubisoft Scalar can use a virtually unlimited amount of computing power, and thus run anything from virtual worlds of unprecedented scale and depth to vastly detailed simulations that wouldn't be possible otherwise.

- By placing microservices independently in the cloud, Ubisoft Scalar enables developers to update and improve one service without impacting others, or even add new features or components to a game without interrupting play sessions.

- Ubisoft Scalar's purpose is to remove technical constraints for game developers, enabling them to focus on creativity and design for never-before-seen player experiences.

UBISOFT SCALAR TAKES THE COMPONENTS AND SYSTEMS OF TRADITIONAL GAME ENGINES AND TRANSFORMS THEM INTO MICROSERVICES IN THE CLOUD – MOVING FROM THE CLOSED, SINGLE PROCESSOR SYSTEMS OF TODAY TO A DISTRIBUTED MODEL ACROSS A POTENTIALLY UNLIMITED NUMBER OF MACHINES.

UBISOFT

UBISOFT STOCKHOLM

The studio leading the development of Ubisoft Scalar, Ubisoft Stockholm, was founded in 2017 with the ambition to revolutionize the way games are made and to create experiences that aren't possible on the technology of today. Ubisoft Stockholm is actively working on a new IP leveraging the power of this ground breaking technology. We're excited to tell you more about this project at a later date.

UBISOFT PRODUCTION TECHNOLOGIES

Ubisoft Scalar is an initiative from the newly created Production Technology department. This transversal group unites more than 500 tech experts across Ubisoft around a mission to develop the best tools and technologies that bolster our game creators to bring their visions to life.

Developing Ubisoft's proprietary game engines and state-of-the-art middleware solutions, they also spearhead the group's R&D efforts, leveraging the latest breakthroughs in areas like Machine Learning and Cloud technologies. Together with our studios, they pioneer innovations that change the way games are played and made.

35 YEARS

500+

>85%

TECHNOLOGICAL EXCELLENCE

IN-HOUSE TECHNICAL EXPERTS

TEAMS DEDICATED TO PRODUCTION

UBISOFT