

Technical Information

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What kind of graphics engine is used for Drakensang? Some special physics engine? What other technical elements is Radon Labs using?

DraSa features the latest version of Radon Labs' own open source game engine Nebula, version 3.0. Because this version was not final yet at the beginning of the development, early pictures of Drakensang only show shots in Nebula 2.0 engine (i.e. like E3 trailer 2006). There is nothing known yet about physics engine.

At release Drakensang should be at a contemporary technical and graphical level. Requirements should be modest. Nothing has been said about multicore or SLI / Crossfire support yet.

Technical Features:

- Shader Model 3.0
- Speedtree

What are the exact requirements?

tba. Presumably it will need a graphic card of GeForce 6xxx series or Radeon X1xxx series (because of Shader Model 3.0).