Pitch Technologies Awarded Epic MegaGrant

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Pitch Technologies is proud to announce the receipt of a substantial award from the 100 M$ Epic Games MegaGrant fund. The grant enables Pitch to develop new technologies for combining its leading simulation capabilities, based on open standards, with the Unreal Engine. The result will be an architecture that makes game-based simulation and training more distributed, high-performing and secure.

"Our collaboration with Epic Games will make the power of the Unreal Game Engine more accessible to simulation developers. Pitch has a leading position in the open-standards-based simulation community and has a wide range of products that will synergize with Unreal Engine. The collaboration will also help game developers collaborate with simulation developers. Furthermore, this is a stepping-stone for innovation, where the bigger picture can be simulated and interacted with in VR, AR and MR in previously unseen applications." said Björn Möller, President of Pitch.

About Pitch
Founded in 1991 in Linkoping, Sweden, Pitch Technologies is the world leader in standards-based interoperability products and services for training and simulation. Pitch has sold more than 100,000 licenses to aerospace and defense customers in 38 countries to companies like Boeing, Airbus, NASA, ESA, UK Royal Air Force and Mitsubishi. Our mission is to make systems work together using open standards. Pitch has offices in Sweden, France, UK and USA. Pitch is a BAE Systems company. More info at www.pitchtechnologies.com.

About Epic Games and Unreal Engine
Launched in 2019, Epic MegaGrants is a $100 million program to globally accelerate the work of talented teams and individuals working with Unreal Engine, 3D graphics tools, and open source software. Epic Games' Unreal Engine is the world's most open and advanced real-time 3D tool. Creators across games, film, television, architecture, automotive and transportation, advertising, live events, and training and simulation choose Unreal to deliver cutting-edge content, interactive experiences, and immersive virtual worlds.

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