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What company is epic games owned by

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American video game company Epic Games, Inc. (1992-1999) TypePrivateIndustryVideo gamesFounded1991; 30 years ago (1991) in Potomac, Maryland, USFounderTim SweeneyHeadquartersCary, North Carolina, USArea
servedWorldwideKey peopleTim Sweeney (CEO)Kim Libreri (CTO)Mark Rein (VP)Adam Sussman (president)Donald Mustard (CCO)ProductsUnreal EngineEpic Games StoreUnreal SeriesCears of War seriesFortniteOwnersTim Sweeney (>50%)Tencent (40%)Number of employees1,000+ (2019)SubsidiariesChair
 EntertainmentCloudginePsyonixKamuQuixelTonic Games GroupEpic Games BerlinEpic Games JapanEpic Games KoreaEpic Games StockholmEpic Games StockholmE
Games, Inc. is an American video game and software developer and publisher based in Cary, North Carolina. The company was founded by Tim Sweeney as Potomac Computer Systems in 1991, originally located in his parents' house in Potomac, Maryland. Following his first commercial video game release, ZZT (1991), the company became Epic
MegaGames, Inc. in early 1992 and brought on Mark Rein, who is the company's vice president to date. Moving their headquarters to Cary in 1999, the studio's name was simplified to Epic Games develops the Unreal Engine, a commercially available game engine which also powers their internally developed video games, such as
 Fortnite and the Unreal, Gears of War and Infinity Blade series. In 2014, Unreal Engine was named the "most successful videogame engine" by Guinness World Records. [4] Epic Games owns video game developers Chair Entertainment, Psyonix and Mediatonic, as well as cloud-based software developer Cloudgine, and operates eponymous sub-studios
in Seattle, England, Berlin, Yokohama and Seoul. While Sweeney remains the controlling shareholder, Tencent acquired a 48.4% outstanding stake, equating to 40% of total Epic, in the company in 2012, as part of an agreement aimed at moving Epic towards a games as a service model. Following the release of the popular Fortnite Battle Royale in
2017, the company gained additional investments that enabled to expand its Unreal Engine offerings, establish esport events around Fortnite, and launch the Epic Games Store. As of April 2021, the company has a US$28.7 billion equity valuation. On August 13, 2020, Epic released a version of Fortnite that included a permanent discount on V-bucks
across all platforms, but for those on iOS and Android devices, only if they purchased directly through Epic, bypassing Apple and Google's storefronts' terms of service by including their own storefront, which led Epic to file lawsuits against both companies the same
day, accusing them of antitrust behavior in how they operate their app stores.[5] History Potomac Computer Systems (1991-1992) Potomac Computer Systems was founded by Tim Sweeney was studying mechanical engineering and living in a dorm at the University of Maryland. He frequently visited his parents, who
lived in nearby Potomac, Maryland, where his personal computer, used for both work and leisure, was situated.[6] Out of this location, Sweeney started Potomac Computer Systems as a computer consulting business, but later figured that it would be too much work he would have to put into keeping the business stable, and scrapped the idea.[6] After
 finishing his game ZZT, Sweeney opted to re-use the Potomac Computer Systems name to release the game to the public in January 1991.[6][7] It was only with the unexpected success of ZZT, caused in most part by the easy modifiability of the game using Sweeney's custom ZZT-oop programming language,[8] that made Sweeney consider turning
Potomac Computer Systems into a video game company.[6] ZZT was sold through bulletin board systems, while all orders were fulfilled by Sweeney's father, Paul Sweeney still lived at the former Potomac Computer Systems address at the time, fulfilling all orders that
eventually came by mail.[6][9] The final copy of ZZT was shipped by Paul Sweeney in November 2013.[9] Epic MegaGames (1992-1999) Epic Games founder and CEO Tim Sweeney found himself and his new-found video game company in a business where larger studios, such as Apogee Software and id Software, were
dominant, and he had to find a more serious name for his.[6] As such, Sweeney came up with "Epic MegaGames", a name which incorporated "Epic" and "Mega" to make it sound like it represented a fairly large company (such as Apogee Software), although he was its only employee.[6] Sweeney soon underwent searching for a business partner, and
eventually caught up with Mark Rein, who previously quit his job at id Software and moved to Toronto, Ontario.[8][6] Rein worked remotely from Toronto, and primarily handled sales, marketing and publishing deals; business development that Sweeney found to have significantly contributed to the company's growth.[6] Some time this season, the
company soon had 20 employees consisting of programmers, artists, designers and composers.[10] Among them was the 17-year old Cliff Bleszinski, who joined the company after submitting his game Dare to Dream to Sweeney.[11] The following year, they had over 30 employees.[12] In 1996, Epic MegaGames produced a shareware isometric
shooter called Fire Fight, developed by Polish studio Chaos Works. It was published by Electronic Arts. [13] By 1997, Epic MegaGames released Unreal, a 3D first-person shooter co-developed with Digital Extremes, which expanded into a series of Unreal games. The company
also began to license the core technology, the Unreal Engine, to other game developers. Epic Games (1999-present) Unreal and personal computer gaming (1999-2006) In February 1999, Epic MegaGames announced that they had moved their headquarters to a new location in Cary, North Carolina, and would henceforth be known as simply Epic
Games.[15] Rein explained that "Unreal was first created by developers who were scattered across the world, eventually, the team came together to finish the game and that's when the real magic started. The move to North Carolina centralizes Epic, bringing all of the company's talented developers under one roof."[15] Furthermore, Sweeney stated
that the "Mega" part of the name was dropped because they no longer wanted to pretend to be a big company, as was the original intention of the name when it was a one-man team.[6] The follow-up game, Unreal Tournament, shipped to critical acclaim the same year,[16] at which point the studio had 13 employees.[17] The company launched the
Make Something Unreal competition in 2004, aiming to reward video game developers who create mods using the Unreal game engine. Tripwire Interactive won US$80,000 in cash and computer hardware prizes over the course of the contest in the first contest in 2004.[18][19] Gears of War and console gaming (2006–2012) Around 2006, the
 personal computer video game market was struggling with copyright infringement in the form of software piracy, and it became difficult to make single-player games, elements which had been part of Epic's business model to that point. The company decided to shift focus into developing on console systems, a move which Sweeney called the start of
 the third major iteration of the company, "Epic 3.0".[20] In 2006, Epic released the Xbox 360 shooter Gears of War, which became a commercial success for the company released Unreal Tournament 3 for PC and acquired a majority share in People Can Fly.[22]
[23] In 2008, Epic Games released Gears of War 2,[24] selling over three million copies within the first month of its release.[25] Epic Games released on September 1, 2010 Epic Citadel as a tech demo to demonstrate the Unreal Engine 3 running on Apple iOS, within Adobe Flash Player Stage3D and using HTML5 WebGL technologies. It was also
released for Android on January 29, 2013. Epic Games worked on an iOS game, Infinity Blade, [26] which was released on December 9, 2010. [27] The third game in the series, Gears of War 3, came out in 2011. [28] In 2011, Epic's subsidiary Titan Studios was dissolved. [29] At the 2011 Spike Video Game Awards, Epic Games announced their new game
Fortnite.[30] In June 2012, Epic announced that it is opening up a new studio, Epic Baltimore was renamed to Impossible Studios in August 2012.[32] However, the studio ended up closing its doors in February 2013.[33][34] Epic alongside People Can Fly made one last game in
the Gears of War series that served as a prequel to the other games, Gears of War. Judgement, which was released in 2013. At this point, Epic had considered developing a fourth main title for Gears of War, but estimated that its budget would be at least $100 million.[21] Additionally, they had suggested the idea of a multiplayer-only version of Gears
of War that featured improved versions of maps based on user feedback, similar to the business objectives of a publisher, and began to shift the company again. [20] Games as a service and Tencent ownership (2012-2018) Play media
An inside look at Epic Games, 2015 Coupled with their desire to move away from being beholden to a publisher, Epic Games observed that the video game industry was shifting to a games-as-a-service model (GaaS). Sweeney stated "There was an increasing realization that the old model wasn't working anymore and that the new model was looking
increasingly like the way to go."[20] In an attempt to gain more GaaS experience, they made an agreement with Chinese Tencent, who had several games under their banner (including Riot Games' League of Legends) operating successfully as games as a service.[35] In exchange for Tencent's help, Tencent acquired approximately 48.4% of Epic then
 issued share capital, equating to 40% of total Epic - inclusive of both stock and employee stock options, for $330 million in June 2012. Tencent Holdings has the right to nominate directors to the board of Epic Games and thus counts as an associate of the Group.[2] However, Sweeney stated that Tencent otherwise has very little control on the creative
output of Epic Games.[20] Sweeney considered the partial acquisition by Tencent as the start of "Epic 4.0", the fourth major iteration of the company to be more agile in the gaming marketplace.[20][36] Around this point, Epic had about 200 employees.[20] A number of high-profile staff left the company months after the
Tencent deal was announced for various reasons. Some notable departures included:[37] Cliff Bleszinski, then the design director, announced he was leaving Epic Games in October 2012 after 20 years with the company. His official reason was "It's time for a much needed break".[38] Bleszinski later stated that he had become "jaded" about the
 gaming industry in the lead-up to Tencent's involvement. After Tencent's investment, Bleszinski attempted to renegotiate his contract, but failed to come to terms, making him think about retirement instead. He opted to stop coming into work, spending his time at his beach house, eventually leading Sweeney to come down and have a heart-to-heart
discussion with Bleszinski on the new direction Epic was going, and asking him to make a firm decision regarding his commitment to Epic. Bleszinski started Boss Key Productions in 2014. President Mike Capps announced his retirement in December 2013, and
cited the reasons as the arrival of a baby boy he was having with his wife and his plans to be a stay-at-home dad.[40] He subsequently announced his departure of his advisory role as well as his affiliation with the company in March 2013.[41] Rod Fergusson, who had been a lead developer for the Gears of War series, left Epic in August 2012.
 Fergusson stated that he had seen the direction that the Tencent acquisition would have taken the company, and was not interested in the free-to-play style of games but instead wanted to continue developing a "AAA, big-narrative, big-story, big-impact game".[42] Fergusson briefly joined Irrational Games, owned by 2K Games, to help complete
 BioShock Infinite. While there, Fergusson talked with 2K about potentially continuing the Gears of War series, leading to talks between 2K Games, Epic, and Microsoft acquired the rights to Gears of War on January 27, 2014, eventually assigned those to Microsoft Game Studios; Fergusson moved to Black Tusk Studios,
owned by Microsoft Game Studios, to take on lead development for a new Gears title, with the studio being rebranded as The Coalition. The first game since the acquisition, Gears of War 4, was released in October 2016.[43][44] Adrian Chmielarz, the founder of People Can Fly and who joined Epic when his studio was acquired earlier in 2012, decided
to leave after Tencent's acquisition, stating that he and other former People Can Fly members did not believe the free-to-play, games as a service direction fit their own personal vision or direction they wanted to go. Chmielarz and these others left Epic in late 2012 to form The Astronauts.[39] Lee Perry, a lead designer on both Unreal and Gears of
War series, who felt that Epic has started to grow too large to maintain a role as an eccentric game developer. Coupled with the studio's need for more management to support the games as a service model, Perry felt that their creative freedom would become limited. He and five other senior people left Epic to form a new studio, Bitmonster.[39] Epic
continued on its goal to deliver games as a service following these departures. Fortnite was to serve as their testbed for living games, but with the shifts in staff, as well as shifting its engine from Unreal Engine 3 to 4, its release suffered some setback. Epic started additional projects; the free-to-play and community-developed Unreal Tournament, first
announced in 2014,[45][46] and the free-to-play multiplayer online battle arena game Paragon, launched in 2016 for Microsoft Windows and PlayStation 4.[47] Epic also released a remastered version of Shadow Complex for newer consoles and computers in 2015,[48][49] and their first foray into virtual reality with the release of Robo Recall for the
Oculus Rift.[50][51] The investment infusion from Tencent allowed Epic Games to relicense the Unreal Engine 4 engine in March 2015 to be free for all users to develop with, with Epic taking 5% royalties on games developed with the engine.[52] In June 2015, Epic agreed to allow Epic Games Poland's departure from the company and sold its shares
in the studio; the studio reverted to their former name, People Can Fly. The Bulletstorm IP was retained by People Can Fly who has since launched a remastered version called Bulletstorm: Full Clip Edition on April 7, 2017, published by Gearbox Software. [53][54] Fortnite success (2018-present) Epic's Fortnite exhibition space at E3 2018 By July
2017, Fortnite was finally in a state for public play. Epic launched the title through a paid early access then, with a full free-to-play release expected in 2018.[55] Following on the popularity of PlayerUnknown's Battle grounds, a battle royale game released earlier in 2017, Epic developed a variant of Fortnite Battle Royale, which was
released in September 2017 as a free-to-play title across computer, console, and mobile platforms. Fortnite Battle Royale quickly gained an audience, amassing over 125 million by July 2018 through microtransactions, including its battle pass system. Epic Games, which had been
valued at around $825 million at the time of Tencent's acquisition, was estimated to be worth $4.5 billion by the end of 2018 with projected growth of the game. [56] Player count continued to expand when Epic broke new ground by convincing Sony to change its stance on
cross-platform play allowing players on any device to compete with each other in Fortnite Battle Royale.[57] Fortnite has drawn nearly 250 million players as of March 2019.[58] Fortnite's commercial success enabled Epic to make several changes to its other product offerings. In July 2018, it reduced the revenue cut that it took for assets sold on the
Unreal Engine Marketplace from 30% to 12%.[59] Epic launched the Epic Games Store digital storefront to compete with services like Steam and GOG.com, not only taking a 12% cut of revenue compared to the industry standard of 30%, but also eliminated the 5% cut for games using the Unreal engine sold via the storefront.[60] However the
company also refocused its development efforts to provide more support for Unreal and Fortnite by ending support for Paragon[61] and Unreal Tournament.[62] The financial success of Fortnite brought additional investment into Epic Games. Epic Games was one of eleven companies selected to be part of the Disney Accelerator program in 2017,
providing Epic equity investment and access to some of Disney's executives, and potential opportunity to work with Disney in the future. Disney had selected both Epic and aXiomatic as potential leads in the growing esports arena. [63] Epic's has used its windfall to support its products. In January 2019, following a dispute between Improbable and
Unity Technologies over changes to the acceptable uses of the Unity game engine, Epic announced it was partnering with Improbable to launch a $100 million prize
pool in February 2019 for Fortnite-related esports activities that it plans to run from 2019 onward. [65] To expand its esports initiatives, Epic Games hired Nate Nanzer from Blizzard Entertainment and their commissioner of the Overwatch League in May 2019. [66] At the 2019 Game Developers Conference, Epic announced it was launching a $100 to 100 to 
 million MegaGrants initiative, allowing anyone to apply for up to $500,000 in funding to support game development using the Unreal Engine. [67] One of the first major funded entities under this was the Blender Foundation in July 2019, having received $1.2
 million from the MegaGrants funding, to help them to improve and professionalize their Blender tools for 3D art creation.[68] Epic Games was given the British Academy of Film and Television Arts Special Award in June 2019 for its past and continuing developments for the Unreal Engine,[69] a software which also earned it the Engineering
Excellence Award from the Hollywood Professional Association. [70] Epic announced in March 2020 it was establishing a new multi-platform publishing a new multi-platform publishing and GenDesign in which Epic would fully fund development and
publishing (including employee salaries, quality assurance, localization, and marketing) of one or more games from each studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio, but leaving full creative control and IP rights to the studio and IP rights to the s
late-2021 release. Alongside this announcement, Epic released its Epic Online Services, a free SDK toolset for online matchmaking and other similar cross-platform play support features based on Fortnite. Epic further waived all Unreal license fees retroactively for games up through the first $1 million in revenue, regardless of how they were
published, retroactively starting from January 1, 2020.[73] Bloomberg reported that Epic was nearing a $17 billion investing round from its previous investors and newcomings T. Rowe Price Group Inc. and Baillie Gifford.[74] The company partnered with Christopher Nolan and Warner
 Bros. to acquire distribution rights for Inception, Batman Begins and The Prestige as part of "Movie Nite" on Fortnite's "Party Royale" island. The film livestreams were based on a user's country.[75] Across July and August, Epic raised an additional $1.78 billion in capital investment, bringing the company's post-money equity valuation to $17.3
billion.[76][77] This included a $250 million investment from Sony, approximately a 1.4% stake in the company. The deal continues the two companies' technology collaboration after they had worked together on the development of Unreal Engine 5, but does not commit Epic to any exclusivity to the Sony PlayStation platform.[78][79] Sweeney said
that Sony had started talking with Epic about investing following the demonstration of the Unreal Engine 5 in May 2020.[80] Epic purchased Cary Towne Center in Cary, North Carolina, in January 2021, which had been scheduled to be closed and demolished after 2020, to be their new headquarters and campus, with the conversion to be complete by
2024.[81] Epic unveiled its MetaHuman Creator project in February 2021. Based on the technology from 3Lateral, Cubic Motion, and Quixel, the MetaHuman Creator storage developers to create realistic human characters within a short amount of time starting from various presets, and then can be exported as
pre-made models and animation files ready for use in Unreal Engine.[82] Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.[83] In April 2021, Epic announced a partnership with Cesium in March 2021 to bring its 3D geospatial data as a free add-on into the Unreal Engine.
company's valuation at $28.7 billion. The round of funding included another $200 million strategic investment from Sony.[84][85] Sweeney remains the controlling shareholder with these additional investments. [84] Acquisitions In 2008, Epic acquired Utah based Chair Entertainment, developer of Undertow. [86][87] Summer 2009 saw the launch of
Chair's Shadow Complex, an adventure game inspired by the Metroid series. [88] Epic announced in October 2018 that it had acquired $1.25 billion in investment from seven firms: KKR, ICONIQ Capital, Smash Ventures, aXiomatic, Vulcan Capital, Kleiner Perkins, and Lightspeed Venture Partners. The firms join Tencent, Disney, and Endeavor as
minority shareholders in Epic.[89][90] With the investment, Epic Games was estimated to have a nearly $15 billion valuation in October 2018.[91] Besides expanding support for Fortnite and the Epic Games Store, these investments allowed Epic to acquire additional firms. In January 2018, it was announced that Epic had acquired Cloudgine, a
developer of cloud-based gaming software. [92] The company also announced the acquisition of Kamu, a firm that offered anti-cheat software called Easy Anti-Cheat, in October 2018. [93] A year later, in January 2019, Epic acquired 3Lateral and Agog Labs. 3Lateral is known for its "digital human" creations, using a combination of digital
technology, motion capture, and other tools to create photo-realistic human subjects in real time. Epic plans to add some of 3Lateral's features to the Unreal Engine. [95] Agog had developed SkookumScript, a platform for scripting events in video games; on announcement of this acquisition, Agog stated they will stop development of SkookumScript to
 work more on Unreal Engine scripting support.[96] Epic acquired Psyonix, the developer of Rocket League, in May 2019. Epic and Psyonix have had a past history, as Psyonix was originally founded a few miles from Epic's headquarters and had contributed to Epic's Unreal Tournament.[97][98] Epic acquired the Twinmotion visualization tool used in
architectural design in May 2019 from Abvent, and which they plan to expand and incorporate into their Unreal Engine offerings. [99] Epic acquired Life on Air, the developers behind Houseparty, a social networking service, in June 2019. The monetary terms of the acquisition were not disclosed. [100] In November 2019, Epic acquired Quixel, the
world's largest photogrammetry asset library which makes 3D models of objects based on real-world high-definition photography. Epic plans to open Quixel's existing library of models to users of Unreal Engine, while the Quixel staff will continue to build out its assets within Epic.[101][102] The company acquired Cubic Motion, a studio that provides
highly detailed digital facial animations for both films and video games, in March 2020.[103] Epic acquired services around games, in September 2020, as to incorporate these elements more into Epic's portfolio.[104] Epic acquired the digital facial animation firm
Hyprsense in November 2020.[105] In January 2021, Epic acquired RAD Game Tools, a company that makes a variety of middleware solutions for video game development which Epic plans to incorporate into the Unreal Engine. RAD's tools will still remain available outside of Unreal as well.[106] In March 2021, Epic announced it was acquiring the
 Additionally in March, Epic acquired Capturing Reality, the developers of Reality Capture, a photogrammetry suite that can create 3D models from numerous photographs. Epic Games acquired ArtStation, a professional artists' marketplace, in April 2021. As part of the acquisition
ArtStation members would gain access to Epic's tools and support such as the Unreal Engine, while the ArtStation marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchases from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchase from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchase from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchase from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchase from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchase from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchase from 30% to 12%.[110] In July 2021, Epic acquired Sketchfab, a marketplace will reduce its take on purchase from 30% to 12% to 12% to 12% to 12% to 1
their revenue cut on purchases to 12% and making their Sketchfab Plus level of membership free.[111] Products Video games by Epic Games is known for games by Epic Games is known for games such as ZZT developed by founder Tim Sweeney, various shareware titles including Jazz Jackrabbit and Epic Pinball, the Unreal video game series,
which is used as a showcase for its Unreal Engine, the Gears of War series which is now owned by The Coalition and Xbox Game Studios, Infinity Blade, Shadow Complex, Bulletstorm, and Fortnite. Unreal Engine Hain article: Unrea
complete feature set of graphical rendering, sound processing, and physics that can be widely adapted to fit the specific needs of a game developer that does not want to code its own engine from scratch. The four engines Epic has created are the Unreal Engine 1, Unreal Engine 2 (including its 2.5 and 2.X releases), Unreal Engine 3, and Unreal
Engine 4. Epic has also announced Unreal Engine 5 that will be available in late-2021. Epic also provides support to the Unreal marketplace, a digital storefront for creators to sell Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available in late-2021. Epic also provides support for filmmakers which have utilized the Unreal Engine 5 that will be available for filmmakers which have utilized the Unreal Engine 5 that which have utilized the Unreal Engine 5 that will be available for filmmakers which have utilized 
productions such as The Mandalorian,[112] and will be backing major animated feature film production using Unreal, starting with Gilgamesh with studios Hook Up, DuermeVela and FilmSharks.[113] Epic Games Store Main article: Epic Games Store Epic announced its own Epic Games Store, an open digital storefront for games, on December 4
2018, which launched a few days later with The Game Awards 2018 presentation. Differing from Valve's Steam storefront, which takes 30% of revenue-sharing agreement) from the sale of a game, the Epic Game Store will take 12%, as well as foregoing the 5% for games developed in the Unreal Engine, anticipating that these lower
revenue-sharing agreements will draw developers to it.[114][115] Epic Online Services Epic Online Services is a free SDK based on Epic's Fortnite code that allows developers to implement cross-platform play features in their games, including matchmaking, friends lists, leaderboards, and achievements, with support for Windows, macOS, PlayStation
4, Xbox One, Nintendo Switch, iOS, and Android systems. It was first released for all in May 2020.[73] Support for anti-cheat and voice chat was added in June 2021.[116] Subsidiaries and divisions Inside Epic Games Berlin, 2017 Name Area Location Founded Acquired Ref. 3Lateral Motion capture digitization Novi Sad, Serbia 2008 2019 [95] Agog
Labs Game scripting engines Vancouver, Canada 2013 2019 [96] ArtStation Professional artist marketplace Montreal, Canada 2014 2021 [109] Chair Entertainment Video game development Salt Lake City, US 2005 2008 [86][87] Cloudgine Cloud-based gaming
technology Edinburgh, Scotland 2012 2018 [92] Cubic Motion Facial animation Manchester, England 2009 2020 [103] Epic Games China[a] Video game development Shanghai, China 2006 [119] Epic Games Cologne Video game development Cologne, Germany 2019
[120] Epic Games Japan Video game development Yokohama, Japan 2010 [121][123] Epic Games Korea Video game development Montreal, Canada 2018 [126] Epic Games New Zealand/Australia Video game development N/A 2018 [127] Epic Games Publishing
 Video game publishing N/A 2020 [128] Epic Games Seattle Video game development Bellevue, Washington, US 2012 [129][130][131] Epic Games UK[b] Video game development Sunderland, England 2014 [133][134][135] Hyprsense Facial animation Burlingame,
California 2015 2020 [105] Kamu Anti-cheat software Helsinki, Finland 2013 2018 [93][94] Life on Air Mobile app development San Diego, US 2000 2019 [97][98] Quixel Photogrammetry assets Uppsala, Sweden 2011 2019 [101][102] RAD Game Tools Middleware Kirkland,
Washington, US 1988 2021 [106] Sketchfab 3D model marketplace Paris, France 2012 2021 [111] SuperAwesome Children-safe services London, England 2005 2021 [107] Former Name Location Founded Acquired Divested Fate Ref. Impossible Studios Baltimore, US
2012 — 2013 Closed [136] People Can Fly Warsaw, Poland 2002 2012 2015 Sold to management [137] Legal issues See also: Fortnite Battle Royale § Past and ongoing concerns Litigation with Silicon Knights On July 19, 2007, Canadian game studio Silicon Knights Sued Epic Games for failure to "provide a working game engine", causing the Ontario-
based game developer to "experience considerable losses".[138] The suit alleged that Epic Games was "sabotaging" Unreal Engine 3 licensees. Epic's licensing document stated that a working version of the engine would be available within six months of the Xbox 360 developer kits being released. Silicon Knights claimed that Epic not only missed this
deadline, but that when a working version of the engine was eventually released, the documentation was insufficient. The game studio also claimed Epic had withheld vital improvements to the game engine, claiming they were game-specific, while also using licensing fees to fund the development of its own titles rather than the engine itself.[139] In
August 2007, Epic Games counter-sued Silicon Knights, alleging the studio was aware when it signed on that certain features of Unreal Engine 3 were still in development and that components would continue to be developed and added as Epic completed work on Gears of War. Therefore, in a statement, Epic said that "SK knew when it committed to
the licensing agreement that Unreal Engine 3 may not meet its requirements and may not be modified to meet them".[140] Additionally, the counter-suit claimed that Silicon Knights had "made unauthorized use of Epic's Licensed Technology" and had "infringed and otherwise violated Epic's intellectual property rights, including Epic's copyrighted
works, trade secrets, know how and confidential information" by incorporating Unreal Engine 3 code into its own engine, the Silicon Knights Engine 141] a partnership for which it never
received a license fee.[142] On May 30, 2012, Epic Games defeated Silicon Knights' lawsuit, and won its counter-suit for $4.45 million on grounds of copyright infringement, misappropriation of trade secrets, and breach of contract,[143] an injury award that was later doubled due to prejudgment interest, attorneys' fees and costs.[144] Consistent
 with Epic's counterclaims, the presiding judge, James C. Dever III, stated that Silicon Knights had "deliberately and repeatedly copied thousands of lines of Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyright notices and by disguising Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and then attempted to conceal its wrongdoing by removing Epic Games' copyrighted code, and the attempted to conceal its wrongdoing to copyrighted code, and t
[144] Dever stated that evidence against Silicon Knights was "overwhelming", as it not only copied functional code but also "non-functional, internal comments Epic Games' programmers had left for themselves".[144] As a result, on November 7, 2012, Silicon Knights was directed by the court to destroy all game code derived from Unreal Engine 3, all
 information from licensee-restricted areas of Epic's Unreal Engine documentation website, and to permit Epic Games access to the company's servers and other devices to ensure these items have been removed. In addition, the studio was instructed to recall and destroy all unsold retail copies of games built with Unreal Engine 3 code, including Too
Human, X-Men Destiny, The Sandman, The Box/Ritualyst, and Siren in the Maelstrom (the latter three titles were projects never released, or even officially announced).[145] On May 16, 2014, Silicon Knights filed for bankruptcy and a Certificate of Appointment was issued by the office of the Superintendent of Bankruptcy, with Collins Barrow Toronto
Limited being appointed as trustee in bankruptcy.[146] Apple and Google disputes Main article: Epic Games v. Apple's iOS App Store, and Google Play, to take a 30% revenue sharing cut, and argued that when accounting for current rates of
content distribution and other factors needed, a revenue cut of 8% should be sufficient to run any digital storefront profitably.[147] When Epic brought Fortnite Battle Royale to mobile devices, the company initially offered a sideloaded package for Android systems to bypass the Google Play store, but eventually also made it a store app.[148][149]
[150] On August 13, 2020, Epic Games updated Fortnite across all platforms, including the iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions, to reduce the price of "V-Bucks" (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Android versions (the in-game currency) by 20% if they purchased directly from Epic. For iOS and Epic. For iOS and Epic. For iOS and Epic. For iOS and Ep
they could not extend the discount due to the 30% revenue cut taken by Apple and Google. [151] Within hours, both Apple and Google for their payment systems violated the terms of service. [152][153] Epic immediately filed separate lawsuits against Apple and Google for
antitrust and anticompetitive behavior in the United States District Court for the Northern District of California.[5] Epic did not seek monetary damages in either case but instead was "seeking injunctive relief to allow fair competition in these two key markets that directly affect hundreds of millions of consumers and tens of thousands, if not more, of
third-party app developers."[154] In comments on social media the next day, Sweeney said that they undertook the actions as "we're fighting for the freedom of people who bought smartphones to install apps from sources of their choosing, the freedom for creators of apps to distribute them as they choose, and the freedom of both groups to do
business directly. The primary opposing argument is: 'Smartphone markers [sic] can do whatever they want.' This as an awful notion. We all have rights, and we need to fight to defend our rights against whoever would deny them."[155] Apple responded to the lawsuit that it would terminate Epic's developer accounts by August 28, 2020, leading Epic
to file a motion for a preliminary injunction to force Apple to return Fortnite to the App Store and prevent them from terminating Epic's developer accounts, as the latter action would leave Epic unable to update the Unreal Engine for any changes to iOS or macOS and leave developers that related on Unreal at risk.[156][157] The court granted the
preliminary injunction against Apple from terminating the developer accounts as Epic had shown "potential significant damage to both the Unreal Engine platform itself, and to the gaming industry generally", but refused to grant the injunction related to Fortnite as "The current predicament appears of [Epic's] own making."[158] In September 2020,
 Epic Games, together with thirteen other companies, launched the Coalition for App Fairness, which aimed for better conditions for the inclusion of apps into app stores. [159] Criticisms Since the partial investment by the Chinese company Tencent, some consumers have become wary of Epic Games' reliability and use of their data, particularly in
relationship with the Epic Games Store. These concerns have been connected to broader issues of general distrust of the Chinese government and Chinese governmen
March 2020, accusations began circulating on social media that the Epic Games social networking app Houseparty led to other services such as Netflix and Spotify being hacked. However, both Epic and Life on Air claimed this was a smear campaign against its product and offered a $1 million bounty for anyone able to substantiate their claim.[162]
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now. But should you?". The Independent. Archived from the original on April 2, 2020. Retrieved from 2American video game publisher 2KTypeSubsidiaryIndustryVideo gamesFoundedJanuary 25, 2005; 16 years ago (2005-01-25) in New
York City, USHeadquartersNovato, California, USKey peopleDavid Ismailer (president)Phil Dixon (COO)Melissa Bell (SVP, head of global marketing)Products BioShock series PGA Tour 2K series WWE 2K series PGA Tour 2K series PG
§ StudiosWebsite2k.com 2K is an American video game publisher based in Novato, California. 2K was founded under Take-Two Interactive in January 2005 through the 2K Games and 2K Sports labels, following Take-Two Interactive in January 2007. A
third label, 2K Play, was added in September 2007. 2K is governed by David Ismailer as president and Phil Dixon as COO. A motion capture studio for 2K is based in Petaluma, California.[1] History On January 24, 2005, Take-Two Interactive announced that it had acquired Visual Concepts, including its Kush Games subsidiary and the intellectual
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property of the 2K sports-game series, from Sega for US\$24 million.[2][3] The following day Take-Two Interactive established the 2K publishing label, consisting of the sub-labels 2K Games and 2K Sports, with the latter focusing on sports games.[4][5][6] Several of Take-Two Interactive's development studios—Visual Concepts, Kush Games, Indie Built, Venom Games, PopTop Software, and Frog City Software—became studios of 2K, and Take-Two Licensing was merged into the new label.[7] On January 21, 2006, a fire heavily damaged the administration and marketing portions of 2K's offices.[8] In June 2007 2K announced that they had closed their offices in New York City and would move to

a new location on the West Coast, namely Novato, California.[9] On September 10, 2007, Take-Two Interactive announced that they had struck a partnership with Nickelodeon on publishing games based on their licenses.[11] Through this opening, 2K absorbed all assets of Take-Two Interactive's budget-range publisher Global Star Software, including the game Carnival Games, the studio Cat Daddy Games, and games based on Deal or No Deal.[12] On May 4, 2017, 2K's co-founder and until-then president, Christoph Hartmann, announced that he had stepped down from his position.[13] Hartmann had worked for Take-Two Interactive for roughly 20 years, but did not state a reason for his departure.[14][15] He later joined Amazon Game Studios in August 2018.[16] He was succeeded by previous chief operating officer (COO) David Ismailer later in May 2017.[17][18] The role of COO was filled by Phil Dixon, formerly of Betfair, in November 2017, and Melissa Bell was hired as senior vice president and head of global marketing in April 2018.[19] On September 25, 2018, 2K announced 2K Foundations, a program that would "support underserved communities across the nation by refurbishing basketball courts in neighborhoods that need them the most". Microsoft will also partner with 2K to establish Xbox One S gaming-stations at these courts. 2K Foundations planned to refurbish 12 basketball courts in several cities across the United States (including Cincinnati, Baltimore, Los Angeles, Chicago, and Cleveland) within its first year. [20][21] 2K acquired HB Studios in March 2021, who previously developed PGA Tour 2K21 and The Golf Club 2019 featuring PGA Tour under 2K Sports' publishing labels. The acquisition includes the rights to the PGA Tour games, which have the official endorsement of the PGA Tour games, which have the official endorsement of the PGA Tour under 2K Sports' publishing labels. The acquisition includes the rights to the PGA Tour games, which have the official endorsement of the PGA Tour under 2K Sports' publishing labels. PGA Tour series, as an executive director and consultant for future 2K PGA Tour games as well as his likeness for the games division of HookBang based in Austin, Texas, which had supported work on the NBA 2K series in the past. The division was relocated to a new Austin location and rebranded as Visual Concepts Austin to continue support for that series.[24] Labels 2K Games 2K Sports 2K Play Studios 2K Chengdu in Chengdu, China; founded in 2013.[26][27] 31st Union in Silicon Valley, California, U.S. and Valencia, Spain; founded in 2019.[28] [29] Cat Daddy Games in Kirkland, Washington, U.S.; founded in 1996, acquired in 2005.[31] Firaxis Games in Hunt Valley, Maryland, U.S.; founded in 1996, acquired in 2005.[32] Hangar 13 in Novato, California, U.S.; founded in 2014.[33] HB Studios in Lunenberg, Nova Scotia, Canada; founded in 2005, acquired in 2006, closed in 2015.[33] Visual Concepts in Novato, California, U.S.; founded in 2006, closed in 2015.[36][37] 2K Czech in Brno, Czech Republic; founded in 1997, acquired in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou, China; founded in 2007, closed in 2008, discountered in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou, China; founded in 2007, closed in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou, China; founded in 2007, closed in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou, China; founded in 2007, closed in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou, China; founded in 2007, closed in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou, China; founded in 2007, closed in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou, China; founded in 2007, closed in 2008, merged into Hangar 13 in 2017.[38] 2K Hangzhou in Hangzhou founded in 2007, closed in 2013.[41][42] Frog City Software in 1994, acquired and renamed in 2006.[43] Indie Built in Salt Lake City, U.S.; founded in 1997, acquired and renamed in 2006.[43] Indie Built in Salt Lake City, U.S.; founded in 1997, acquired and renamed in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 1997, acquired in 2006.[43] Indie Built in Salt Lake City, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 1997, acquired in 2006.[43] Indie Built in Salt Lake City, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, Massachusetts, U.S.; founded in 2006.[40] Irrational Games in Westwood, U.S.; founded in 2006.[40] Irrational Games in Westwood, U.S.; founded in closed in 2017 and succeeded by Ghost Story Games. 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