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<p>Game engine developed by Infinity Ward</p>

<p>The IW engine is a game engine created and developed by Infinity Ward for the 💵 Call of Duty series. The engine was originally based on id Tech 3. Aside from Infinity Ward, the engine is 💵 also used by other Activision studios working on the series, including primary lead developers Treyarch and Sledgehammer Games, and support 💵 studios like Beenox, High Moon Studios, and Raven Software.[1][2][3]</p>

<p>History [edit]</p>

<p>IW 2.0 to IW 3.0 [edit]</p>

<p>The engine 💵 has been distinct from the id Tech 3 engine on which it is based since Call of Duty 2 in 💵 2005. The engine's name was not publicized until IGN was told at the E3 2009 by the studio that Call 💵 of Duty: Modern Warfare 2 (2009) would run on the "IW 4.0 engine" t;.[4] Development of the engine and the Call 💵 of Duty games has resulted in the inclusion of advanced graphical features while maintaining an average of 60 frames per 💵 second on the consoles and PC.</p>

<p>Call of Duty 4: Modern Warfare was released using version 3.0 of the engine. This 💵 game included features such as bullet penetration, improved AI, lighting engine upgrades, better explosions, particle system enhancements and many more 💵 improvements. Treyarch began using an enhanced version of the IW 3.0 engine for Call of Duty: World at War.[5] Improvements 💵 were made to the physics model and dismemberment was added. Environments also featured more destructibility and could be set alight 💵 using a flamethrower. The flamethrower featured propagating fire and it was able to burn skin and clothes realistically. Treyarch modified 💵 the engine for their James

Bond title, 007: Quantum of Solace.[6]</p>

<p>IW 4.0 to IW 5.0 [edit]</p>

<p>Call of Duty: 💵 Modern Warfare 2 (2009) was released using the IW 4.0 engine, the only game to do so. The IW 4.0 💵 engine featured texture streaming technology to create much higher environmental detail without sacrificing performance. Call of Duty: Black Ops was 💵 not based on IW 4.0; rather, Treyarch further enhanced the version of IW 3.0 they had used in their previous 💵 game. This version of the engine also featured streaming technology, lighting enhancements, and support for 3D imaging. Call of Duty: 💵 Modern Warfare 3 (2011) utilizes an improved version of the IW 4.0 engine. Improvements on the engine allowed better streaming 💵 technology which allowed larger regions for the game while running at a minimum of 60 frames per second. Further improvements 💵 to the audio and lighting engines were made in this version </p>