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<p>The IW engine is a game engine created and developed by Infinity Ward f
or 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 b
ased since Call of Duty 2 in 2005. The engine's name was not publicized unti
l 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".[4] Development of the engine
and the Call of Duty games has resulted in the inclusion of advanced graphical f
eatures 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 en
gine. This game included features such as bullet penetration, improved AI, light
ing engine upgrades, better explosions, particle system enhancements and many mo
re improvements. Treyarch began using an enhanced version of the IW 3.0 engine f
or Call of Duty: World at War.[5] Improvements were made to the physics model an
d dismemberment was added. Environments also featured more destructibility and c
ould be set alight using a flamethrower. The flamethrower featured propagating f
ire and it was able to burn skin and clothes realistically. Treyarch modified th
e engine for their James Bond title, 007: Quantum of Solace.[6]</p>
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