PlayStation 3 videogames go 3-D in a big way

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Sony president of networked products and services group Kazuo Hirai presents new products for Playstation 3 at the annual Electronic Entertainment Expo (E3) in Los Angeles, on June 15. Sony showed off an array of upcoming 3-D titles and pinned its hopes on realism-generating synergy by combining immersive graphics with its Move motion-sensing controllers due out in September.

Sony is adding another dimension to PlayStation 3 videogames, promising players will be fighting, firing, driving and more in 3-D by the end of the year.

The Japanese videogame titan showed off an array of upcoming 3-D titles and pinned its hopes on realism-generating synergy by combining immersive graphics with its Move motion-sensing controllers due out in September.

"Some of our biggest titles for PlayStation 3 this year will be in 3-D," Sony president of networked products and services group Kazuo Hirai

said at a press conference on the opening day of the [Electronic Entertainment Expo](#).

"What titles like 'Avatar' are doing for movies, titles like 'Killzone 3' will do for games."

"Killzone 3," set for release in February next year, will be the first 3-D installment in the beloved science fiction war game franchise.

Coming titles will work with new 3-D televisions that Sony unveiled early this year and is readying for market. A software update to existing PS3 consoles allows them to run 3-D videogames, according to Hirai.

"In the next year, Sony will be the undisputed leader in 3-D," Hirai vowed. "It is a whole other dimension for the PS3 and for the industry."

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