

École nationale du jeu et des médias interactifs numériques

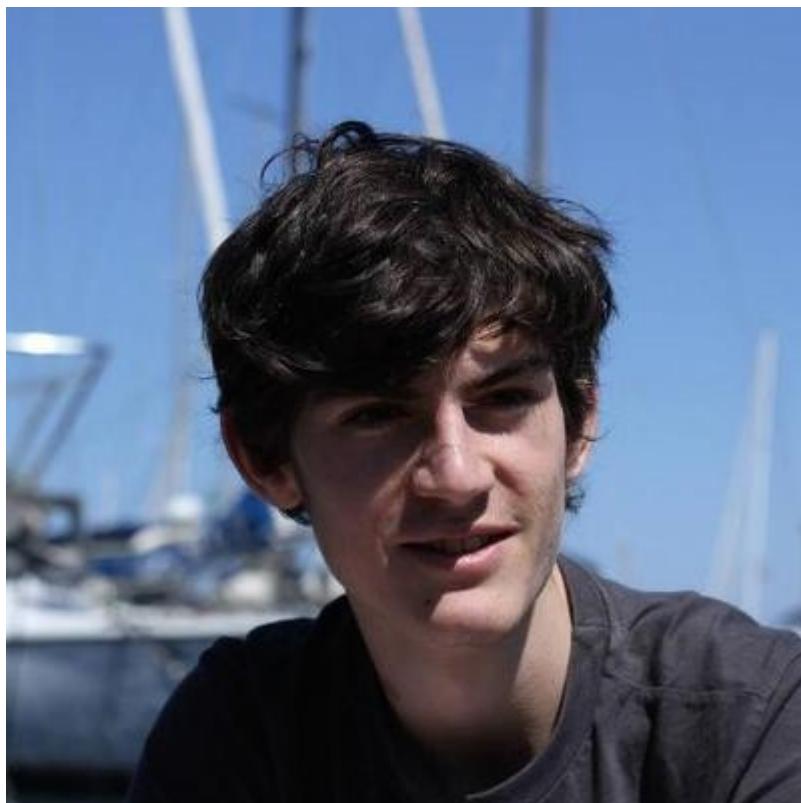
THE WORLD OF LIFE BEYOND, HARNESSING THE POWER OF PROCEDURAL GENERATION

Gaspard Delforge - Junior Technical Artist at Darewise Entertainment

In this talk, I will go over how we used the power of procedural generation for the creation of the world of Life Beyond. I will also give some insights about the pros and cons of using that kind of workflow and hopefully help you determine whether or not it might be relevant for your project.

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Gaspard has worked on a few projects, including Call of Cthulhu and Space Hulk: Deathwing, before joining Darewise Entertainment where he is now helping to create the environments of the upcoming MMO Life Beyond as a Technical Artist.



19 décembre 2019
11h45 - 12h30