

## 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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/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secontaire { background: #c1002a; } #menu_secontaire > li::after { background: #c1002a; } #menu_secontaire a { color:white; } #menu_secontaire > li.menu_secontaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; } /**/
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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