Stanford eCorner

Engineering Innovations in Gaming

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Video URL: http://ecorner.stanford.edu/videos/1618/Engineering-Innovations-in-Gaming

Nick shows a video of a motion capture technique used in the latest video games. He stresses the need for such innovation in order to compete in a booming market.

Transcript

Engineering games is incredibly challenging because you work in a very constrained environment in terms of memory and throughput, so you're trying to sort of compete with other media, you're trying to compete with other publishers and developers, all of whom are trying everything they can to get more out of the hardware. So these are just sort of some of the things we're working on. And one of them here, UCAP, I want to show you a video of. This is a new motion capture technique that we used on two games last year--actually, that we launched this year. One is "Tiger Woods". And we feel it's really taken the motion capture, especially facial animation, to the next level. So let's run this movie here. So I think it's fair to say we actually captured his smile.