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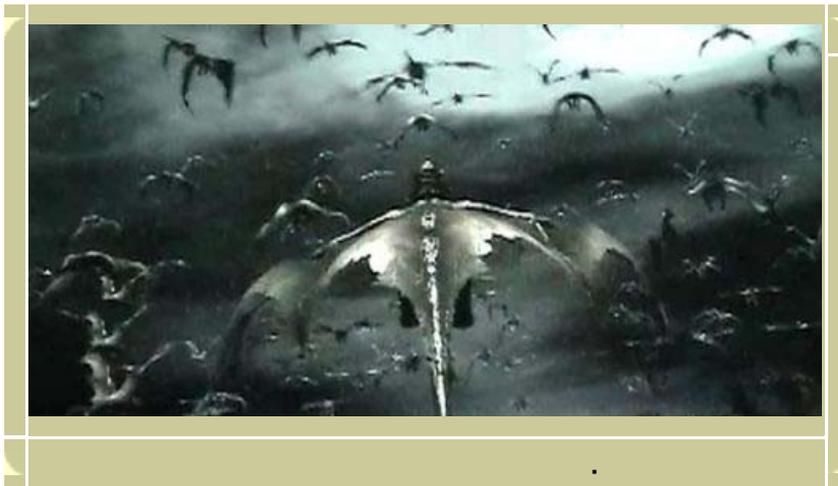
: PS3

Taming The Dragon: Next-Generation Asset Creation for PS3

Eric-Jon Rossel Waugh

2005 10 7

http://www.gamasutra.com/features/20051007/waugh_01.shtml



‘
 (Sony’s Me -
 treon Center)’ 2
 ‘ (Ka-
 tamari Damacy)’
 ‘ (Donkey Ko-
 ng)’
 가 가

가 IGDA ‘ (three-screened
 Action Theater) . ‘ 5(Factor 5)’
 (Matthias Worch)가 ‘ 5’
 3 ‘ (Lair)’
 , 3 ‘
 (maquettes) 가 가
 (

IGDA

. () ,
가 !

가 , (art department)
, ' (normal mapping workflow) '(),

, (physical props)가
,

가
(Polhemus FastSCAN) 가 3
M15(Cyberware M15), XYZ RGB 가 . 가
가가 XYZ
100 ,
가 , XYZ
()

(cut-scene)

10

17

가

(maps)

(lighting)

'10

(Gears of War)

1

(in-game)

5

IGDA
muscle power)

가

(sheer

3

가

가

(

),

가

가

가