

1) _____

UNCHARTED: DRAKE'S FORTUNE Post-Mortem: Amazing Feats of Daring

Speaker: [Richard Lemarchand](#) (Game Designer, Naughty Dog)

Session Description

This talk will briefly describe "the Naughty Dog Method" – the way that we have always developed our games using a small team of talented and hard-working developers, a flat hierarchy with clearly identifiable game directors, open and honest team communication, modular content, prompt decision-making, and an unrelenting focus on the fun of the game. The talk will go on to describe specific examples of what went right and wrong during the production of UNCHARTED, from the way the team pulled together to achieve what we had to in terms of time and quality, to the lengths we sometimes had to go to in order to keep things on track. We'll conclude with a discussion of what we plan to do differently next project.

2) _____

Adventures in Data Compilation and Scripting for UNCHARTED: DRAKE'S FORTUNE

Speaker: [Dan Liebgold](#) (Lead Gameplay Programmer, Naughty Dog, Inc.)

Session Description

This talk is a look into the inspiration, design, implementation, and results of DC, the custom data compilation tool used heavily in the development of UNCHARTED: DRAKE'S FORTUNE for the PlayStation 3. Starting with the premise that there exists a vast difference in safety and flexibility between compiled source code and tool-built data for the runtime, we design and implement a data compilation system that brings a standard compiler's level of static checking to our data. Along the way, we take advantage of the scheme language to design a system that allows rapid live updates of data, promotes the development of a data specification language tailored to our game and environment, and fits within our existing build system. We also find a convenient way to build a scripting system into the compiler, realizing the duality of code and data. Applications include full animation states and blend trees, particle definitions, and gameplay scripting.

3) _____

Uncharted Animation: An In-depth Look at the Character Animation Workflow and Pipeline

Speaker: [Judd Simantov](#) (Lead Character Technical Director, Naughty Dog Inc), [Jeremy Lai-Yates](#) (In-Game Animation Lead, Naughty Dog Inc.)

Session Description

This talk will cover all the decisions we took in creating our PS3 animation pipeline. The software choices we made, the tools we created in order to maintain a well sized animation team, the animation workflow that we developed and some of the trickery we

used to handle so much animation on so many characters. The introduction of motion capture into our pipeline presented a whole new set of challenges. We'll cover how we dealt with motion capture from a tools standpoint as well as aesthetically keeping all our animation (both mocap and keyframe) consistent. We'll also discuss what mistakes we made, what we learnt and what our next step is.

4) _____

Core Techniques and Algorithms in Shader Programming

Speaker: [Manchor Ko](#) (Naughty Dog)

Session Description

Practical Methods for Precomputed Radiance Transfer Using Spherical Harmonics by Manchor Ko (Naughty Dog) and Jerome Ko

5) _____

Creating a Character in DRAKE'S FORTUNE

Speaker: [Christian Gyrling](#) (AI and Animation Programmer, Naughty Dog Inc.)

Session Description

This talk will show how we developed the characters in DRAKE'S FORTUNE, praised for its animation. It will show how we reduced the complexity of organizing hundreds of animations by working with abstract animation states. The talk will also describe how we solved the AI/Animation integration as well as how we decoupled character orientation and movement from joint animation. Finally it will describe the extensive use of additive animations used to enrich the game experience.

6) _____

Tools Pipeline and Rendering in Uncharted DRAKE's FORTUNE

Speaker: Christophe Balestra and Pål Engstad

Session Description

Not quite sure... I guess it will talk about our pipeline and iteration times as well as the lighting/rendering.