

Computer Science Department, Northwestern University
Presents

“Research in Video Gaming”

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Electronic Arts, Inc.

--- 12:30 pm --- Monday, November 11, 2002
CS Main Classroom (rm. 381), 1890 Maple Avenue

Abstract:

The current generation of video game consoles has changed the way that games are built. One of the most important occurrences of the last three years is the emergence of successful middle-ware companies. These companies sell solutions for rendering, animation, and even AI. What does this mean? It means that #1 hit products can now be built by teams who do not own or build code for the underlying technology.

Where do we need more new technology? Increasingly, the problems that we face are on the content authoring and content management side. Where are the higher-level animation controls and intent-based animation systems? In this talk I give an overview of the current state of the art in the industry, and point out new directions that hold interesting new questions.