



Characters: purposefully stylised, non photo-real with richness achieved through lighting effects

Challenges: Add twice the number of on-screen characters as was previously possible without sacrificing the look or 60fps rendering speed

Solution involved re-working all character and environment shaders, textures and post render FX to scavenge cycles; reduce polys while adding normal maps



Contribution: Shader design, profiling, memory maps, technical art budgets lighting UI, Art Pipeline

FIFA Street 3: X360, PS3



Environments: The fixed size 'pitch' and surrounding barriers were visually disguised for a varied user experience. Each venue took advantage of interaction with the specific barriers to enhance game mechanics

The shader design contributed to the overall look using depth blur, depth fade, post glow and LUTs, and provided artist control using in-game parameter menus



Contribution: Shader design and profiling, memory maps, lighting design/ UI, art pipelines