



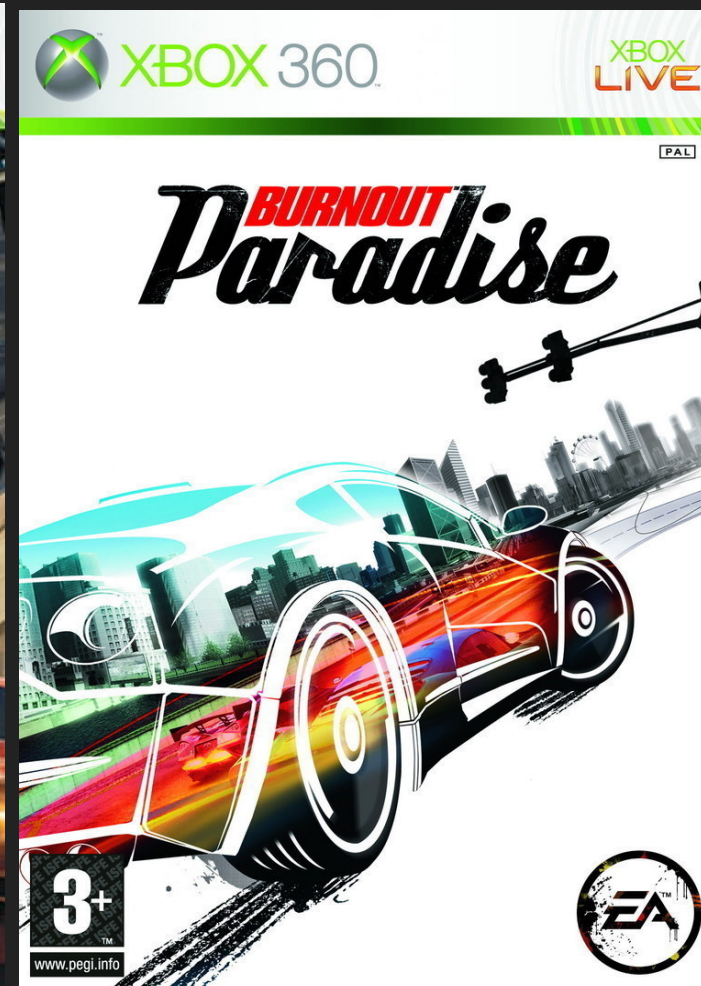
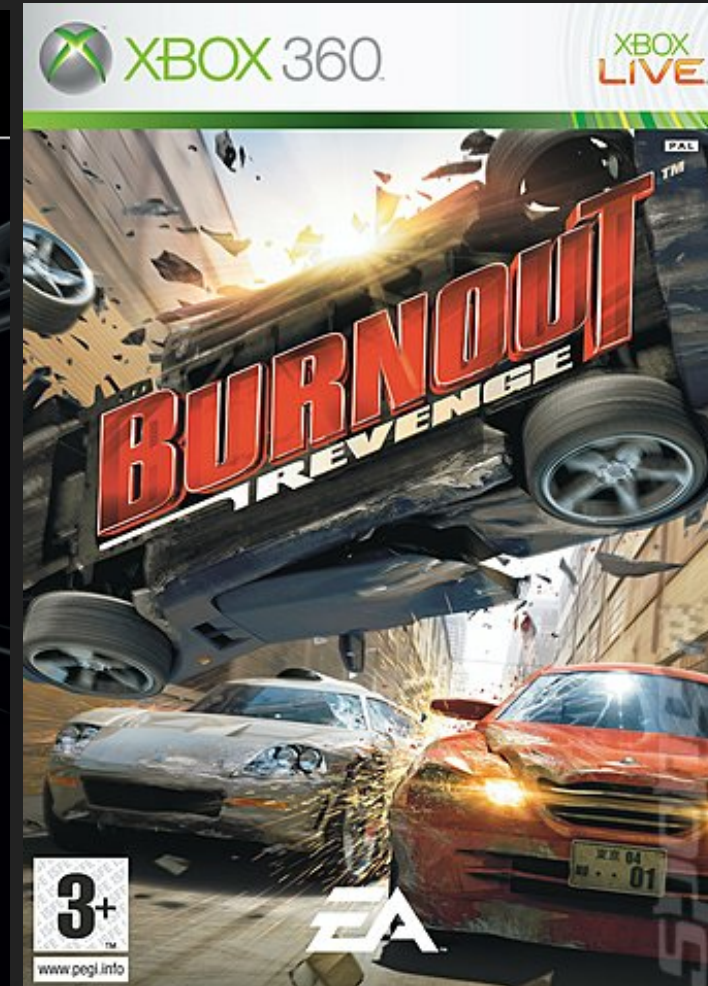
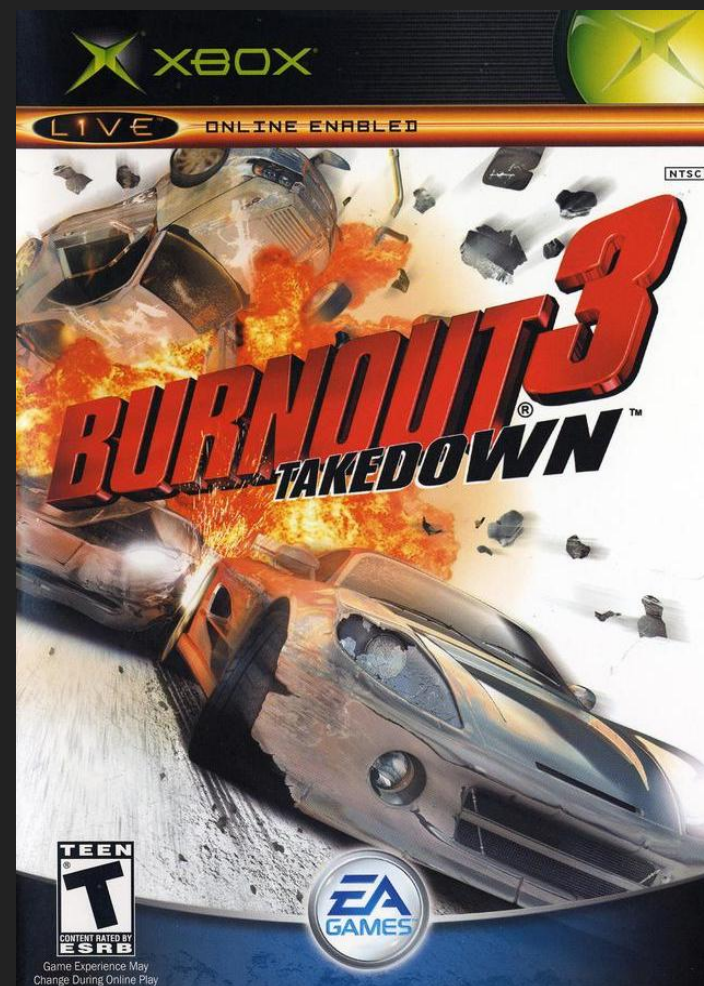
Rapid Idea Visualisation

— Previs and Prototyping at Criterion Games

Pete Lake

Criteriongames



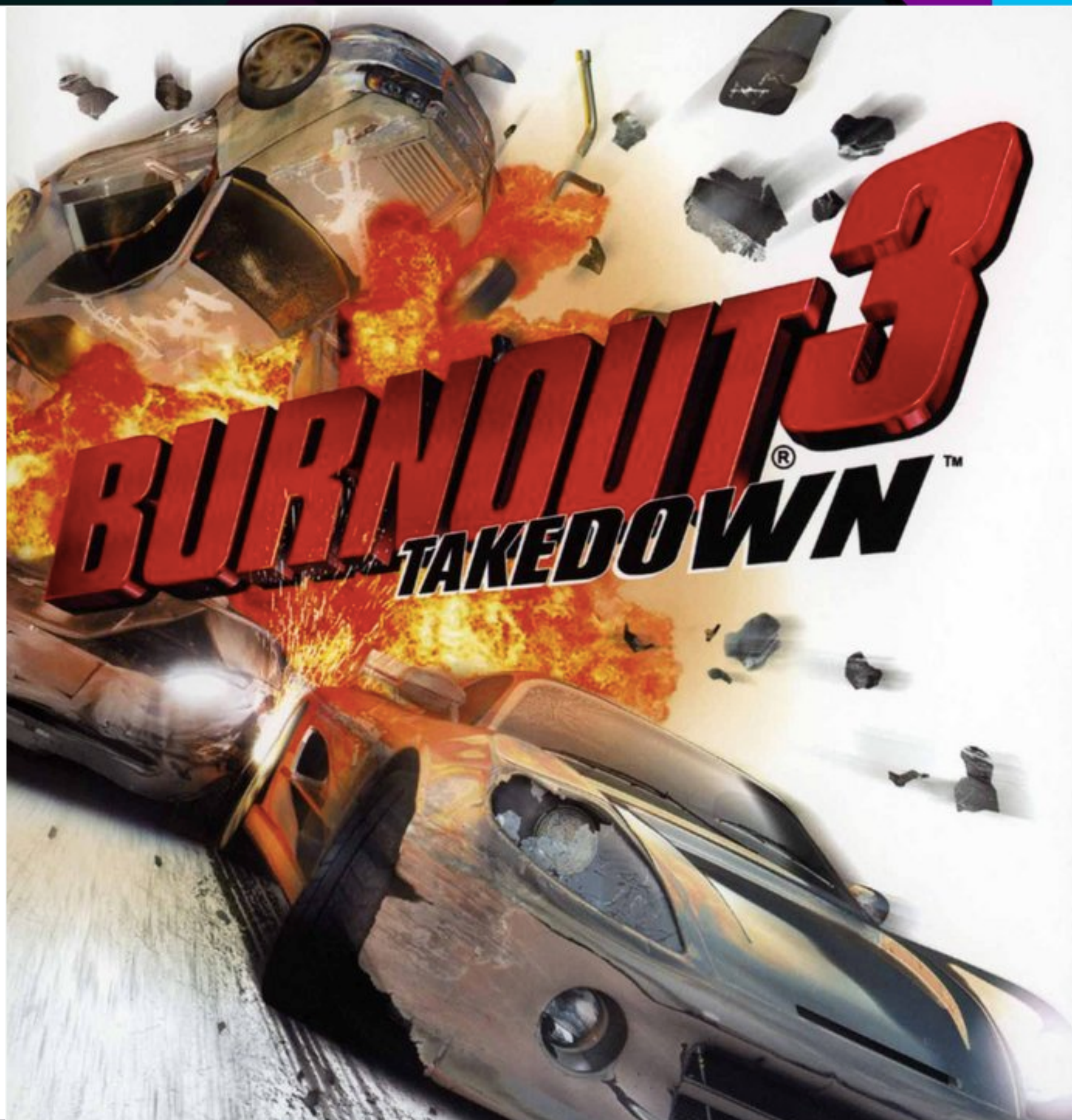


**THE EARLY SUCCESS
CHALLENGING TIMES
A NEW AGE
NOW
THE END?**

THE EARLY SUCCESS

WHAT WILL IT BE LIKE WHEN IT'S
FINISHED?

WHAT IF?





GAME DEVELOPERS CONFERENCE March 14–18, 2016 · Expo: March 16–18, 2016 #GDC16



GAME DEVELOPERS CONFERENCE March 14–18, 2016 · Expo: March 16–18, 2016 #GDC16

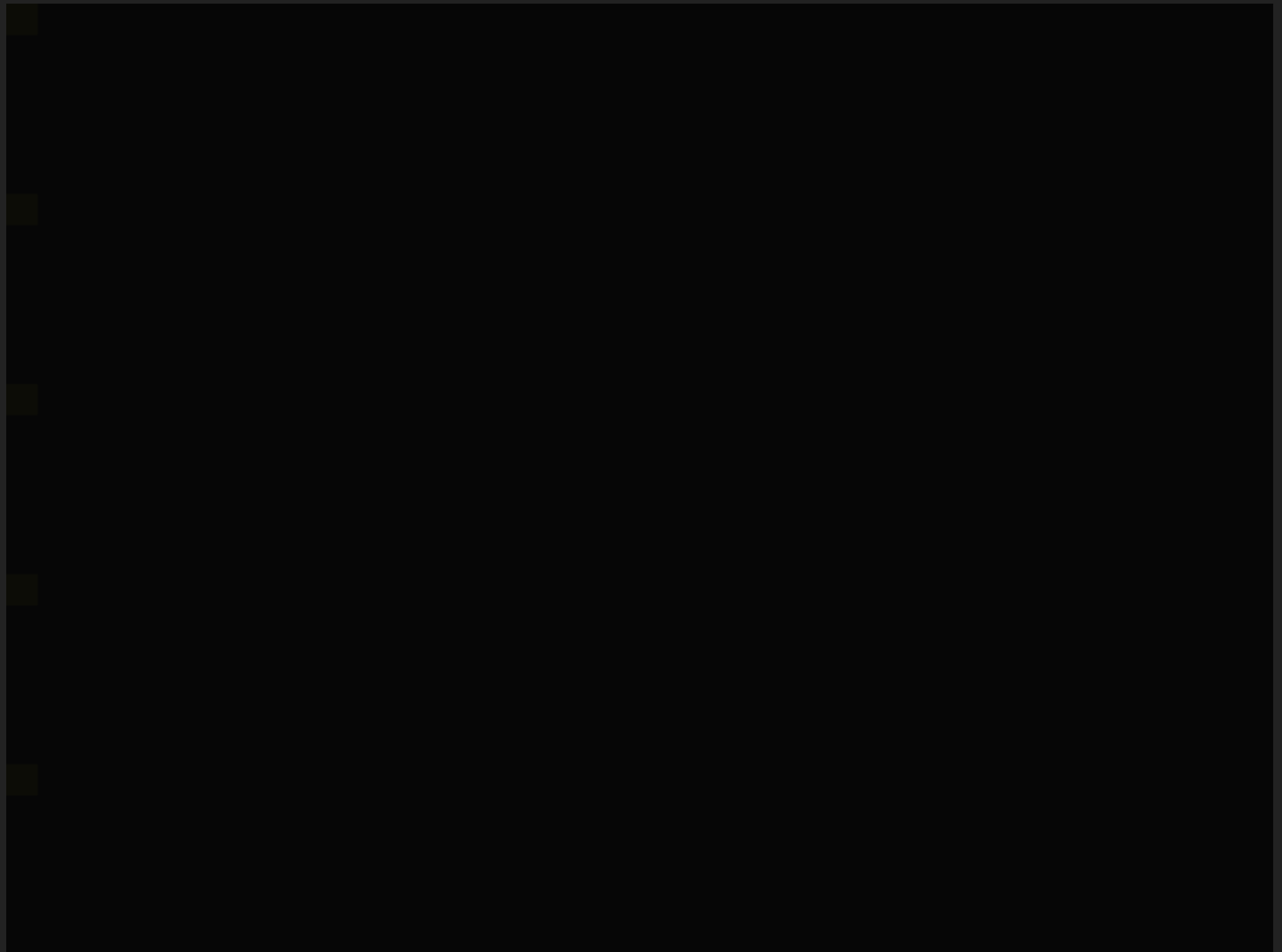
#1

**ALWAYS SHOW
OPTIONS**

#2

TRY EVERYTHING





#3

SHOW OFTEN

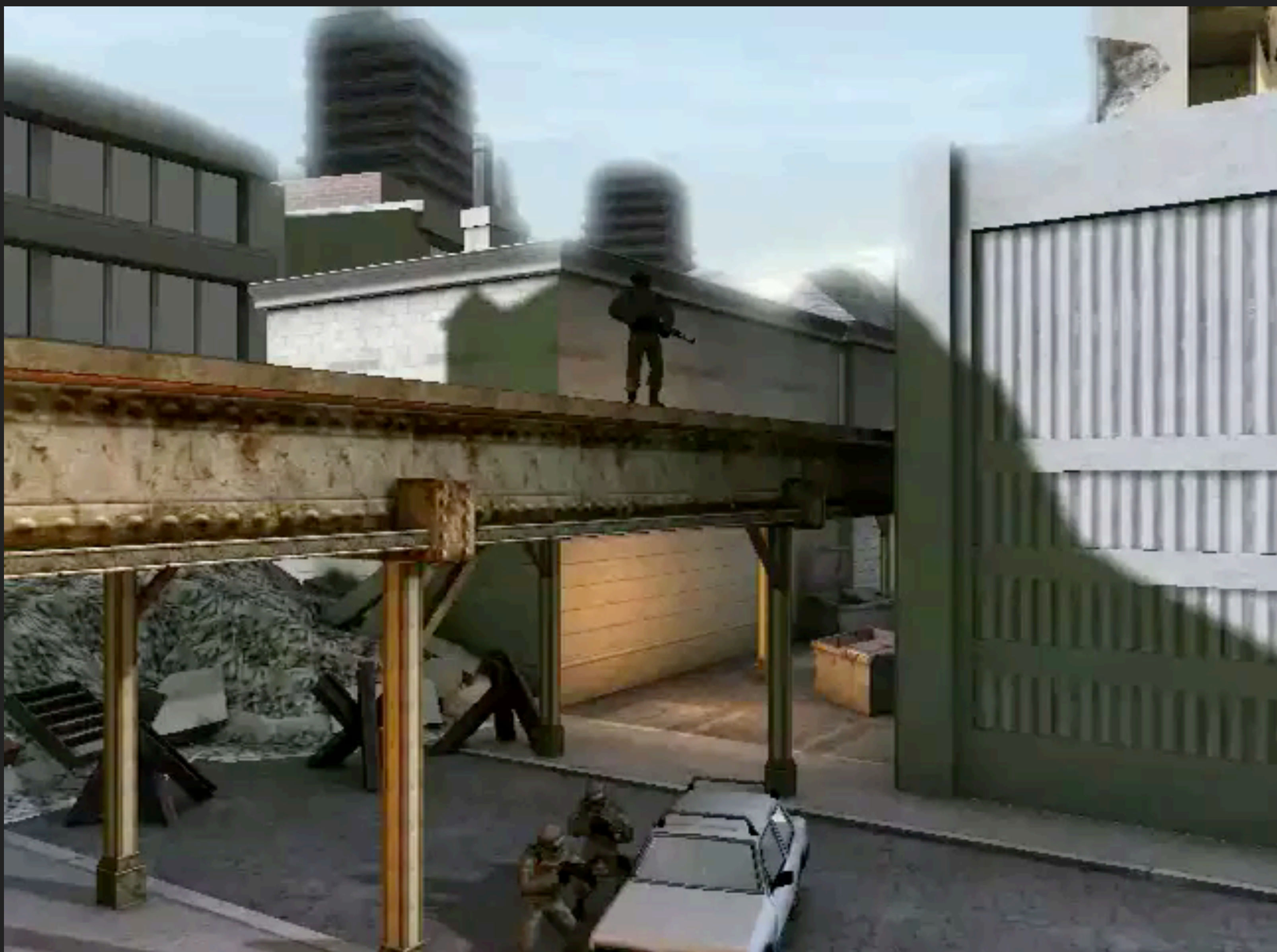
#4

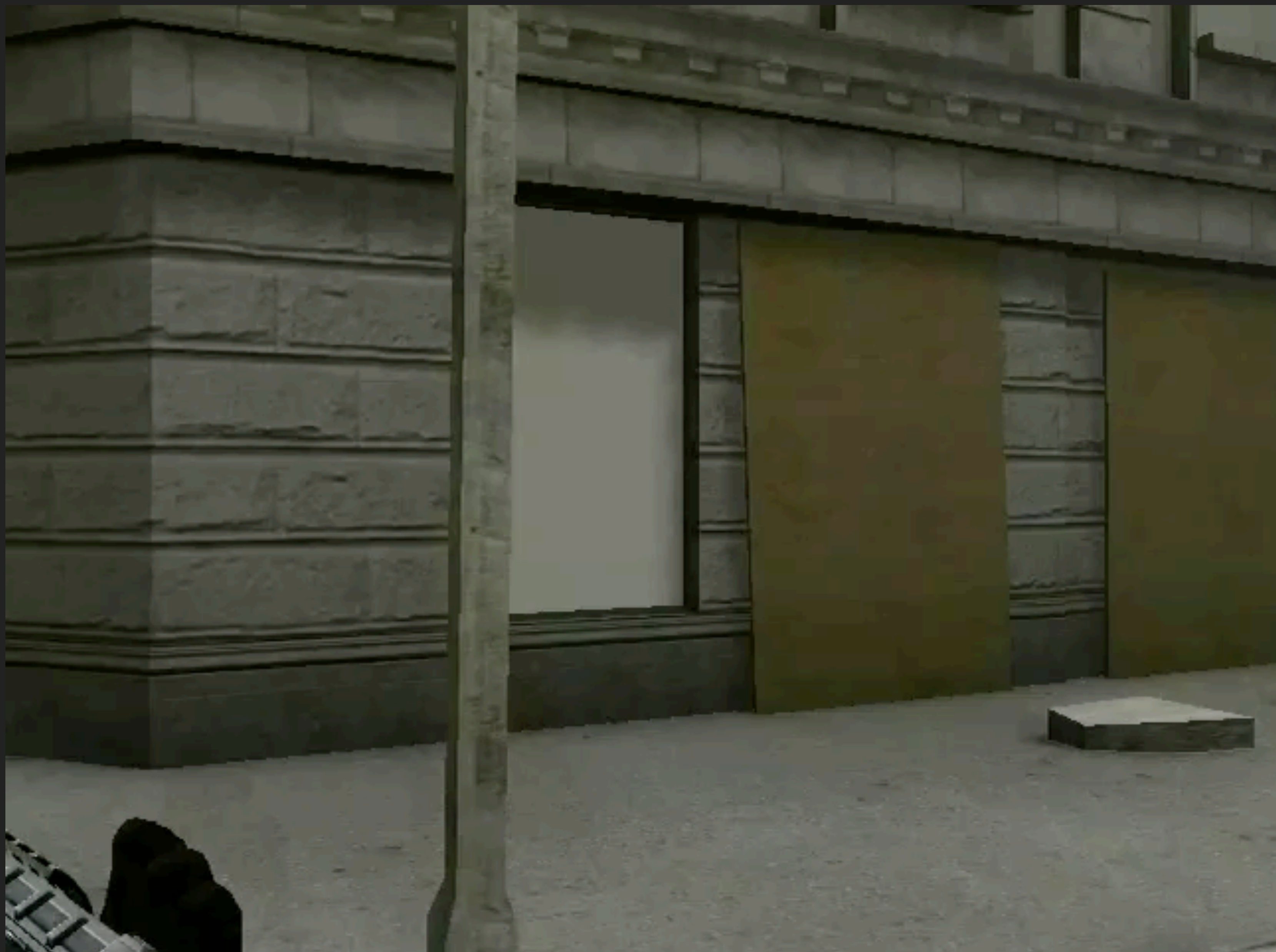
NO 'BEST' TOOL

Storyboards

“Tell the story of the level”

CHALLENGING TIMES





#5

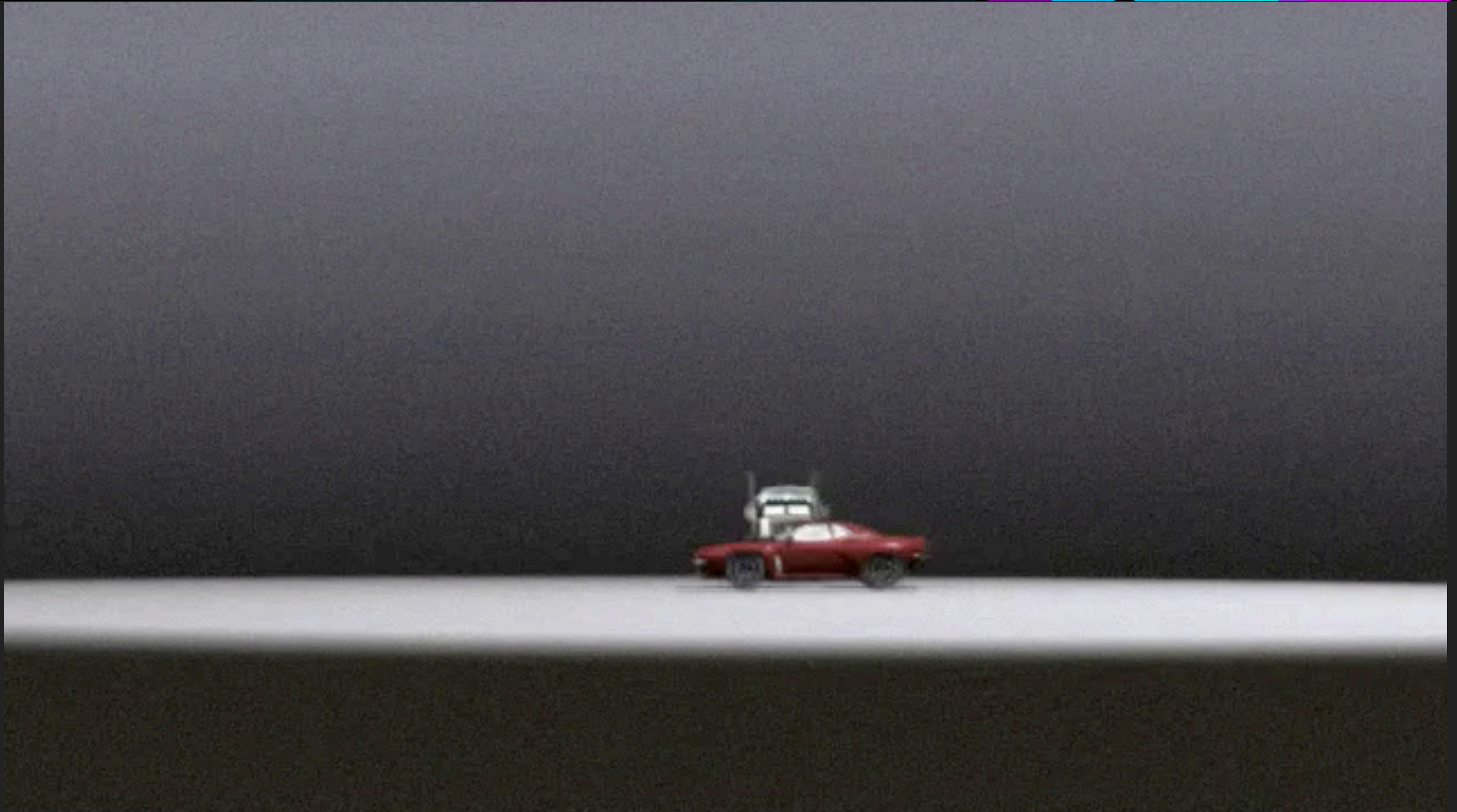
THE FIDELITY TRAP



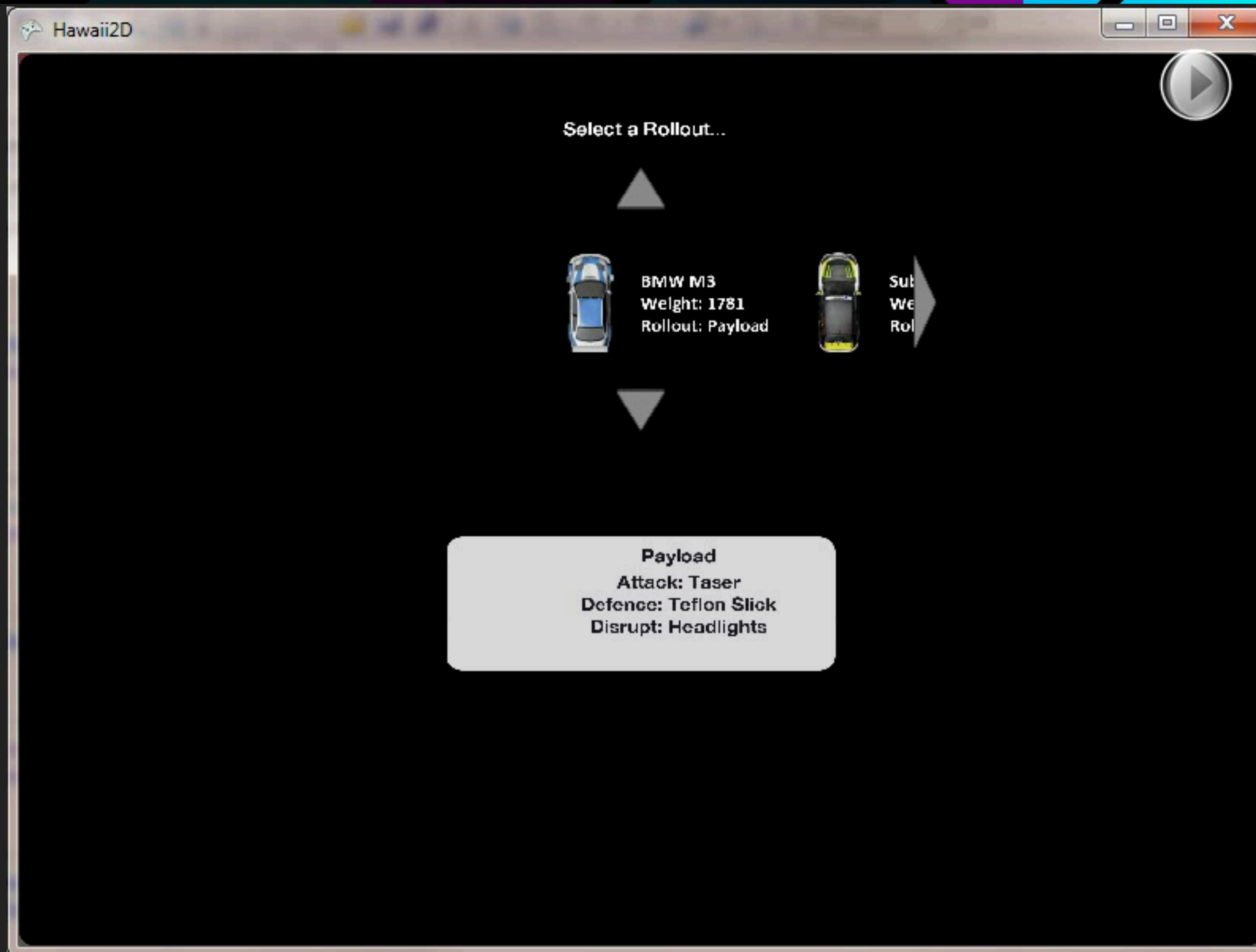




GAME DEVELOPERS CONFERENCE March 14–18, 2016 · Expo: March 16–18, 2016 #GDC16



A NEW AGE



#6

IN CONTEXT

SHOW OPTIONS #1

TRY EVERYTHING #2

SHOW OFTEN #3

NO 'BEST' TOOL #4

THE FIDELITY TRAP #5

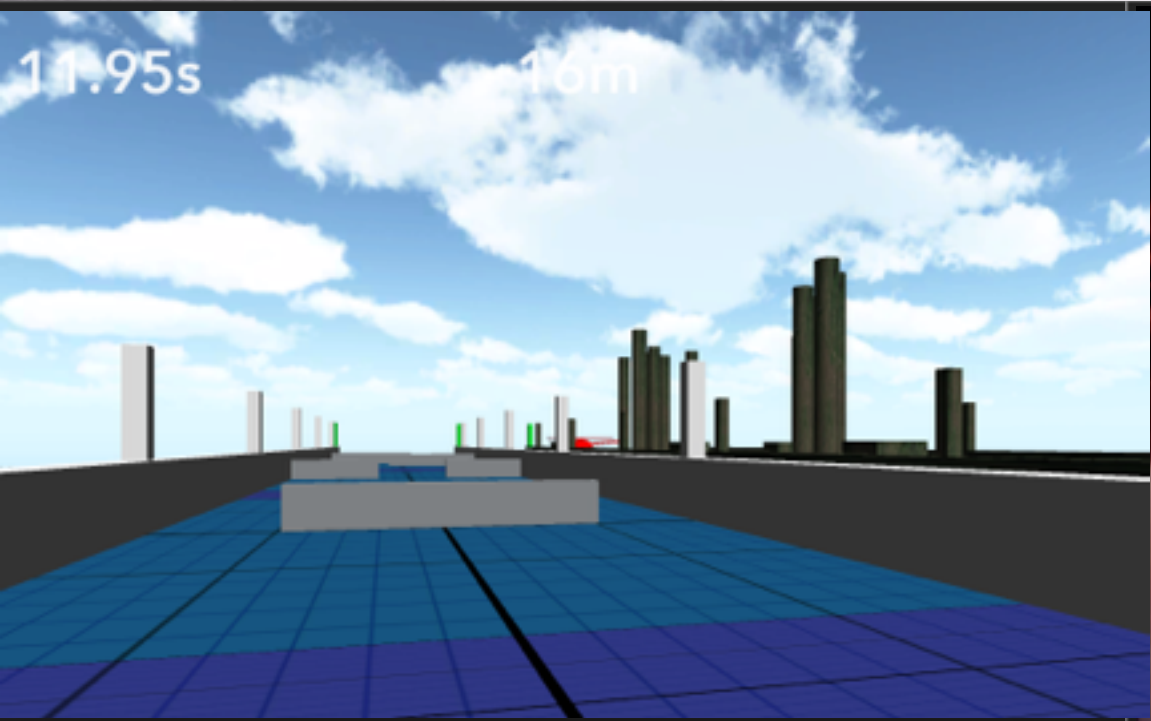
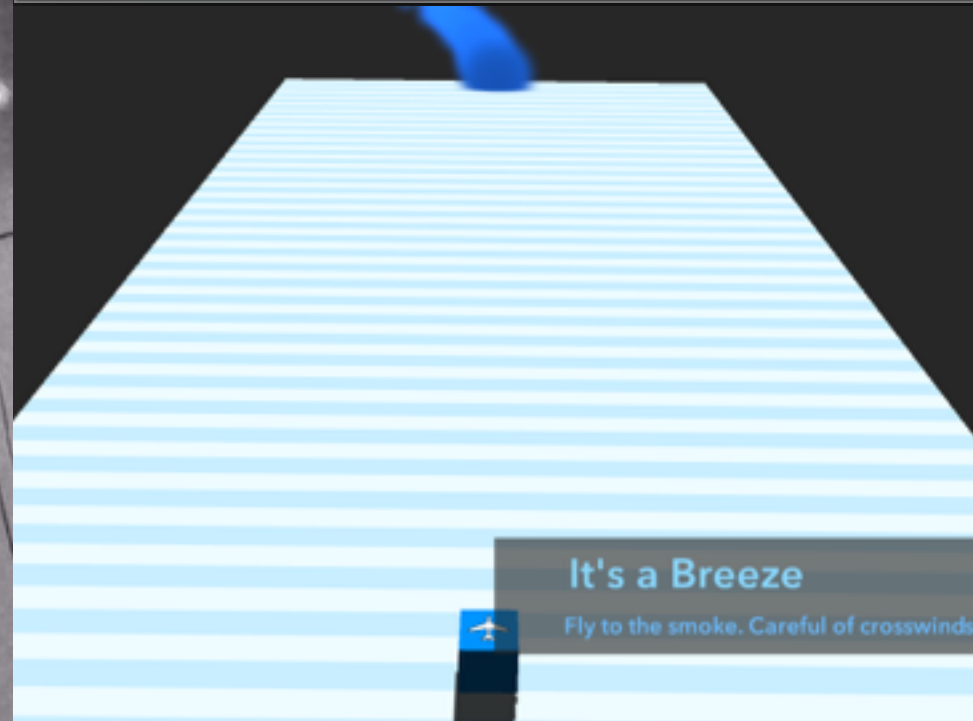
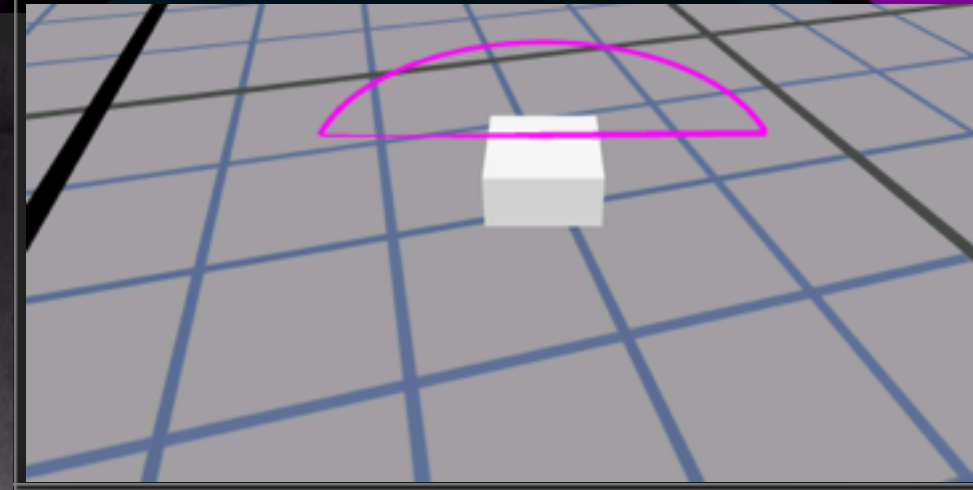
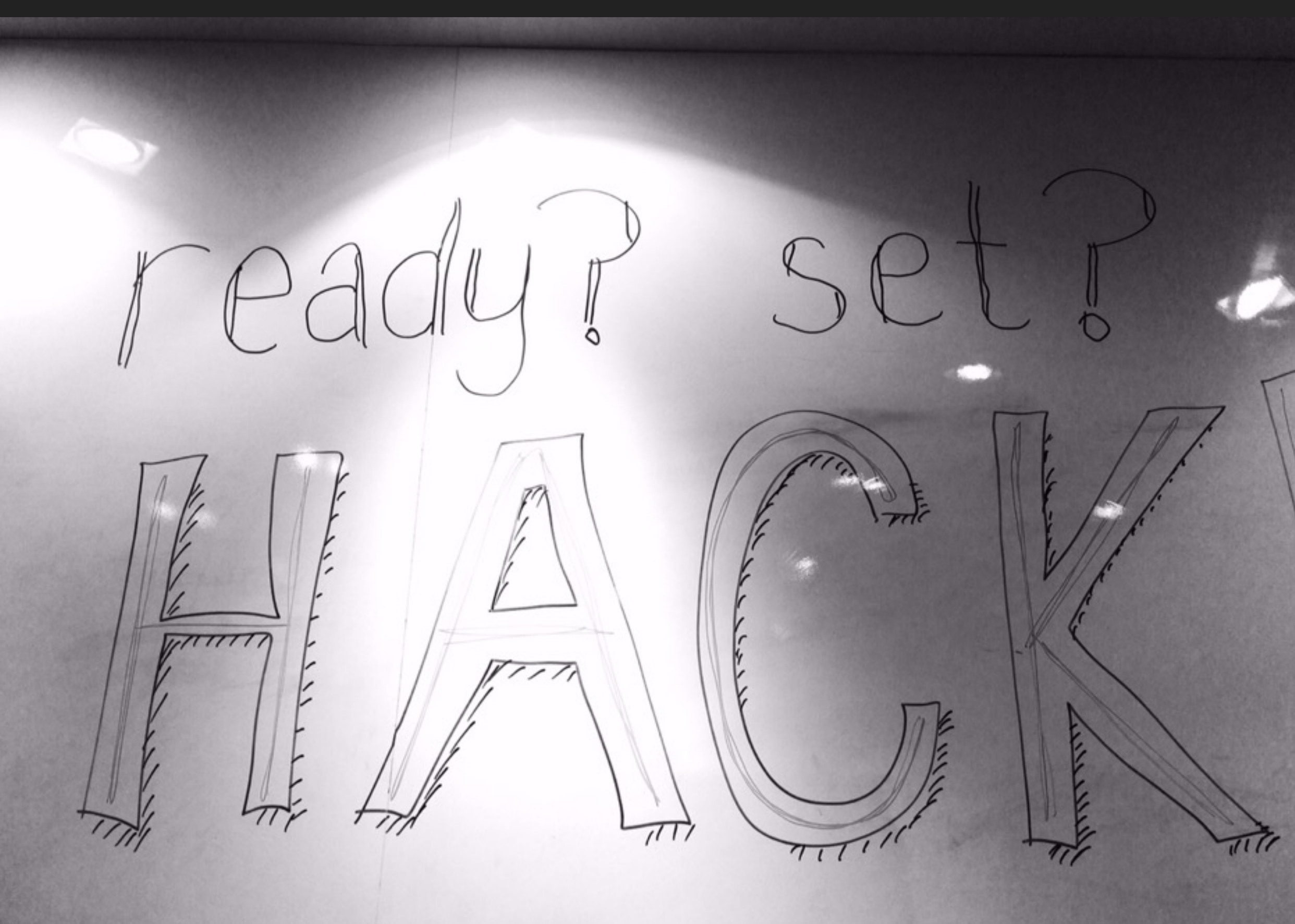
IN CONTEXT #6



GAME DEVELOPERS CONFERENCE March 14–18, 2016 · Expo: March 16–18, 2016 #GDC16

NOW





who are you? **Mat**

string.

press A to start





STAGE 1 — BASIC CHASE

STAGE 2 — ESCALATION INCLUDING ROADBLOCKS

STAGE 3 — HIDE AND SEEK





Autonomy, Mastery, Purpose

— building a hyper-engaged team

Alex Mole
Chief Technical Director

FRIDAY 1:30PM



THE END?

SHOW OPTIONS #1

TRY EVERYTHING #2

SHOW OFTEN #3

NO 'BEST' TOOL #4

THE FIDELITY TRAP #5

IN CONTEXT #6

ANY QUESTIONS?

Criteriongames

@petelake77

pete@criteriongames.com