



Insomniac Games Uses Autodesk Software Suite to Up the Ante for 'Resistance® 3'

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Autodesk Entertainment Creation Suite Software and Autodesk Scaleform Middleware Help Insomniac Immerse Gamers in a Human Survival Experience

SAN RAFAEL, Calif.--(BUSINESS WIRE)--Dec. 7, 2011-- Insomniac Games used software and [Gameware](#) technology from [Autodesk, Inc.](#) (NASDAQ: ADSK) to develop Sony Computer Entertainment America LLC (SCEA)'s first-person shooter videogame title, "Resistance® 3," developed exclusively for the PlayStation®3 computer entertainment system. Autodesk technology was also used to create the game's downloadable content packs (DLCs), including the recently released Brutality Pack.

Hero Joseph Capelli battles The Chimera in "Resistance 3", a sci-fi thriller videogame developed with ...

"Resistance 3" is a sci-fi thriller that draws players into a bleak world by combining a compelling narrative focusing on human survival and intense gameplay. The new Brutality Pack adds an intense survival mode where players and their friends

Hero Joseph Capelli battles The Chimera in "Resistance 3", a sci-fi thriller videogame developed with Autodesk software suites and Scaleform middleware. (Graphic: Business Wire)

cooperate to face off against an army of ravenous Grims — tenacious creatures that are known to rush humans in large packs and engage in melee combat.

To design the game's detailed environments and complex characters, Insomniac artists used software found in the [Autodesk Maya Entertainment Creation Suite](#): [Autodesk Maya](#) 3D animation software, [Autodesk MotionBuilder](#) character animation software and [Autodesk Mudbox](#) digital sculpting software. [Autodesk Scaleform](#) middleware was integrated into Insomniac's proprietary game engine to provide a more dynamic user interface (UI) and extend the interactivity of the game.

The "Resistance 3" narrative shifts focus from battling the alien horde known as The Chimera, to pure human survival in a Chimera-ruled world. Insomniac focused on the creation of precise and detailed environmental storytelling to set the appropriate mood and convey both desperation and hope throughout the game. The Insomniac team was tasked with creating multiple unique environments to evoke more visceral emotion, helping gamers feel as if they are traveling alongside new hero Joseph Capelli as he quests toward what remains of New York City. Insomniac used the Autodesk software to design and execute these complex environments and to help bring characters to life within them.

"Autodesk software is at the core of our creative pipeline and enabled us to tackle the elaborate visuals that are so integral to the game's narrative," said Jacinda Chew, art director, Insomniac Games. "The interoperability between the programs enabled us to work faster and more efficiently than we have on past installments of the game. We could more quickly create and move assets between the programs to shape these different environments and characters."

MotionBuilder software played an important role in the development of cinematics for the game. "We enjoyed how easy it was to assemble and edit character data, audio and cameras in MotionBuilder software's Story Mode," explained Kevin Grow, cinematics director. "With MotionBuilder in our pipeline we were also able to previsualize our cinematics for the first time, enabling us to be better prepared when we went to shoot our final motion capture. When the cinematics were finalized, the Autodesk FBX data interchange format made it very easy to move our assembled clips from MotionBuilder into Maya for export to our game engine."

Insomniac's internal engine team integrated Scaleform with the company's custom in-house gaming engine to deliver dynamic UI that complemented the story and gameplay. "Resistance 3" is all about putting the experience first, and Scaleform enabled us to do that," said Ryan Kamins, senior graphics artist, Insomniac Games. "The middleware helped us deliver more fluid UI that feels like an extension of the narrative and gameplay, without having to get a gameplay programmer involved every time we wanted to build a new iteration."

"Resistance 3" has been lauded with rave reviews by Gamespot (8.5/10), IGN (9/10), Joystiq (4.5/5 stars) and continues to garner industry and gamer accolades. "Resistance 3" retails for \$59.99 and the Brutality Pack is available now for \$3.99 via download from the PlayStation®Store.

About Autodesk

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