

# Computer and Video Games:

## The Next Generation



# Video And Computer Games: The Next Generation

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Video And Computer Games: The Next Generation

# A Technical Perspective

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## Evolution of an Industry

- From a hobby to a multi-\$BILLION industry in just 3 decades
- Increasingly, computer entertainment drives new hardware and software innovations

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## Content is Key

- GFLOPS excites techies like me, but means little to the mass market
- It is creative content that makes this a business
- However, technology is an enabler to allow better expression of the creative concept

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## Where Are We Now?

- For NTSC, we are approaching the point where images are not obviously computer generated
  - The player finds it easier to be immersed
  - As barriers fall, the market grows
  - But, there is a lot more to do than push polygons

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## Where Are We Going?

- The future is being driven by changes in the complete interface between the player and the computer entertainment system
  - Audio/Video input is more natural than keyboard and mouse
  - Broadband networks open up new possibilities
  - HDTV pushes graphics still further

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## Research Directions

- Beyond 3D graphics realism is stylized rendering (NPR)
- Simulation of the natural world (Physics)
- More “intelligent” computer generated characters
- What we do now is cool....

What we will do is amazing!