1) What's your name & title?

[Cliff Daigle] Cliff Daigle, VFX & Lighting Lead

2) Can you describe your role in the development of Full Auto?

[Cliff Daigle] Designed and created most of the visual and environmental effects in the game including smoke, fire, explosions, and general destruction.

3) What's your favorite part about working on Full Auto?

[Cliff Daigle] Working with a killer team of insanely talented people all focused on not only making Full Auto the "must-have" title for the 360, but on making Pseudo the best possible enviroment to create and work in. Oh, and the free beer.

4) From your perspective, what elements truly make Full Auto a next-gen title?

[Cliff Daigle] The most obvious visual differences are in the HDR lighting and the staggering amount of things that are going on at any given time.

5) How will Full Auto change gamers' perspective on the racing genre?

[Cliff Daigle] Right now most racing games seems to be focused on realism - how "real" the graphics are, how "real" the cars handle. Burnout reminded us how much fun it is to take reality - real physics, realistic destruction - and ratchet it up a few notches. As far as hyper-realistic action and carnage, Full Auto starts where Burnout left off. Players will see a level of destruction, mayhem and weapon-based combat usually reserved for the FPS genre melded to the white-knuckle driving intensity and car-destroying insanity of the best racer.

6) Where do you think the racing genre is heading?

[Cliff Daigle] As the consoles get more powerful, absolute realism seems to be the goal for many of the titles. As we get closer and closer to this goal I think racing fans are going to want something different. I see more hybrid games and heavily stylized racers in the future, as being super-real just won't be enough to distinguish a game after a while. Massive-multiplayer driving games have already been tried on the PC - and that's another possible area for consoles to break some ground.

7) If we were looking at a giant screenshot of Full Auto, what would you point out first? What's your favorite feature or element, if you could only pick one? Of what are you most proud?

[Cliff Daigle] I'd point out the insane amount of stuff happening at any given time - missiles smashing into cars while a gas station explodes in the background destroying a nearby building and some parked cars. A typical moment in Full Auto overloads the player with a non-stop barrage of beautiful, visual chaos. My favourite element is "Unwreck" - the fact that all of that chaos can be undone at the touch of a button - and a new hell can then be unleashed on the game world by the player. I'm most proud of the fact that I managed to (mostly) keep up with the rest of this team and to create some stuff that didn't suck. Also, I hardly stole anything from the office. Really.

Career Mode Series

C Class Series
B Class Series
A Class Series
Evade and Pursue Series
Time Trial Series
Underdogs Series
Ambush Series
Domination Series
Rampage Series
Overtake Series
Sudden Death Series
Street Racing Series
Marathon Series
Impossible Series